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Unique solved — hxz12345

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

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Filters: none

Count: 352

1.

1740B

[Jumbo Extra Cheese 2](#) · [Tutorial](#)

Quality: 14,352 global accepts · Rating: 800 · first AC: 2022-10-31 · C++14 (GCC 6-32) (first AC) · Tags: geometry, greedy, sortings

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2.

1740A

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Quality: 23,156 global accepts · Rating: 800 · first AC: 2022-10-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, number theory

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3.

1749A

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Quality: 23,302 global accepts · Rating: 800 · first AC: 2022-10-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

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4.

1672B

[I love AAAB](#) · [Tutorial](#)

Quality: 16,468 global accepts · Rating: 800 · first AC: 2022-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

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5.

1672A

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Quality: 16,817 global accepts · Rating: 800 · first AC: 2022-04-23 · C++17 (GCC 7-32) (first AC) · Tags: games, implementation, math

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6.

1669C

[Odd/Even Increments](#) · [Tutorial](#)

Quality: 41,475 global accepts · Rating: 800 · first AC: 2022-04-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

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7.

1669B

[Triple](#) · [Tutorial](#)

Quality: 55,543 global accepts · Rating: 800 · first AC: 2022-04-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

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8.

1669A

[Division?](#) · [Tutorial](#)

Quality: 88,529 global accepts · Rating: 800 · first AC: 2022-04-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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9.

1665A

[GCD vs LCM](#) · [Tutorial](#)

Quality: 26,206 global accepts · Rating: 800 · first AC: 2022-04-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

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10.

1657A

[Integer Moves](#) · [Tutorial](#)

Quality: 24,893 global accepts · Rating: 800 · first AC: 2022-04-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
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11.

1658A

[Marin and Photoshoot](#) · [Tutorial](#)

Quality: 20,907 global accepts · Rating: 800 · first AC: 2022-03-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math
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12.

1658B

[Marin and Anti-coprime Permutation](#) · [Tutorial](#)

Quality: 19,543 global accepts · Rating: 800 · first AC: 2022-03-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory
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13.

1656A

[Good Pairs](#) · [Tutorial](#)

Quality: 20,454 global accepts · Rating: 800 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings
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14.

1654B

[Prefix Removals](#) · [Tutorial](#)

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15.

1654A

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Quality: 19,390 global accepts · Rating: 800 · first AC: 2022-03-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, sortings
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16.

1642A

[Hard Way](#) · [Tutorial](#)

Quality: 16,732 global accepts · Rating: 800 · first AC: 2022-02-23 · C++17 (GCC 7-32) (first AC) · Tags: geometry
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17.

1637A

[Sorting Parts](#) · [Tutorial](#)

Quality: 24,135 global accepts · Rating: 800 · first AC: 2022-02-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, sortings
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18.

1389A

[LCM Problem](#) · [Tutorial](#)

Quality: 49,874 global accepts · Rating: 800 · first AC: 2022-01-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory
[hxz12345's solution](#)

19.

1542A

[Odd Set](#) · [Tutorial](#)

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20.

1589A

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

Rating: 800 · first AC: 2021-11-14 · C++14 (GCC 6-32) (first AC) · Tags: math

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21.

1602A

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22.

1561A

[Simply Strange Sort](#) · [Tutorial](#)

Quality: 17,168 global accepts · Rating: 800 · first AC: 2021-10-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, sortings

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23.

1562A

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Quality: 26,366 global accepts · Rating: 800 · first AC: 2021-10-15 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

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24.

1511A

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Quality: 28,826 global accepts · Rating: 800 · first AC: 2021-10-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy

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25.

1598A

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26.

1436A

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27.

1487A

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28.

1159A

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29.

1550A

[Find The Array](#) · [Tutorial](#)

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30.

1529A

[Eshag Loves Big Arrays](#) · [Tutorial](#)

Quality: 31,026 global accepts · Rating: 800 · first AC: 2021-05-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

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31.

1525A

[Potion-making](#) · [Tutorial](#)

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32.

918A

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Quality: 18,240 global accepts · Rating: 800 · first AC: 2021-05-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

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33.

1520B

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34.

1520A

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35.

1459A

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36.

1509A

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37.

1514A

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38.

1504A

[Déjà Vu](#) · [Tutorial](#)

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39.

1749B

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40.

1726A

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41.

1665B

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- 42.**
1642B
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1589C
[Two Arrays](#) · [Tutorial](#)
Rating: 900 · first AC: 2021-11-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings
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- 44.**
1494A
[ABC String](#) · [Tutorial](#)
Quality: 22,811 global accepts · Rating: 900 · first AC: 2021-10-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, implementation
[hxz12345's solution](#)
- 45.**
1436B
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Quality: 21,724 global accepts · Rating: 900 · first AC: 2021-10-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
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1555A
[PizzaForces](#) · [Tutorial](#)
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- 47.**
1525B
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- 48.**
1496A
[Split it!](#) · [Tutorial](#)
Quality: 22,242 global accepts · Rating: 900 · first AC: 2021-03-10 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, strings
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- 49.**
1659A
[Red Versus Blue](#) · [Tutorial](#)
Quality: 30,951 global accepts · Rating: 1000 · first AC: 2022-04-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math
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1589B
[Coloring Rectangles](#) · [Tutorial](#)
Rating: 1000 · first AC: 2021-11-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy
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- 51.**
1277A
[Happy Birthday, Polycarp!](#) · [Tutorial](#)
Quality: 14,487 global accepts · Rating: 1000 · first AC: 2021-10-20 · C++17 (GCC 9-64) (first AC) · Tags: implementation
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- 52.**
1562B
[Scenes From a Memory](#) · [Tutorial](#)
Quality: 20,543 global accepts · Rating: 1000 · first AC: 2021-10-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms,

implementation, math, number theory

[hxz12345's solution](#)

53.

1598B

[Groups](#) · [Tutorial](#)

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54.

165A

[Supercentral Point](#) · [Tutorial](#)

Quality: 26,274 global accepts · Rating: 1000 · first AC: 2021-09-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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55.

1550B

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

Quality: 28,553 global accepts · Rating: 1000 · first AC: 2021-07-28 · GNU C++11 (first AC) · Tags: greedy, math

[hxz12345's solution](#)

56.

1A

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57.

1521A

[Nastia and Nearly Good Numbers](#) · [Tutorial](#)

Quality: 42,041 global accepts · Rating: 1000 · first AC: 2021-05-14 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory

[hxz12345's solution](#)

58.

1520C

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

Quality: 34,539 global accepts · Rating: 1000 · first AC: 2021-05-14 · GNU C++11 (first AC) · Tags: constructive algorithms

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59.

1293B

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60.

1256A

[Payment Without Change](#) · [Tutorial](#)

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61.

1726B

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

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62.

1672C

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63.

1669F

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64.

1669D

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65.

1656B

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66.

1637B

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67.

1375A

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68.

1602B

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69.

1511C

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[hxz12345's solution](#)

70.

1511B

[GCD Length](#) · [Tutorial](#)

Quality: 24,678 global accepts · Rating: 1100 · first AC: 2021-10-13 · last AC: 2021-10-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

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71.

1463A

[Dungeon](#) · [Tutorial](#)

Quality: 27,925 global accepts · Rating: 1100 · first AC: 2021-10-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

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72.

1288B

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

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[hxz12345's solution](#)

73.

1288A

[Deadline](#) · [Tutorial](#)

Quality: 19,316 global accepts · Rating: 1100 · first AC: 2021-05-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, math, ternary search

[hxz12345's solution](#)

74.

1509B

[TMT Document](#) · [Tutorial](#)

Quality: 23,055 global accepts · Rating: 1100 · first AC: 2021-04-20 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[hxz12345's solution](#)

75.

1496B

[Max and Mex](#) · [Tutorial](#)

Quality: 18,278 global accepts · Rating: 1100 · first AC: 2021-03-10 · GNU C++11 (first AC) · Tags: math

[hxz12345's solution](#)

76.

1669G

[Fall Down](#) · [Tutorial](#)

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77.

1669E

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78.

1656C

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

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

[hxz12345's solution](#)

79.

1642C

[Great Sequence](#) · [Tutorial](#)

Rating: 1200 · first AC: 2022-02-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[hxz12345's solution](#)

80.

1637C

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

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81.

1375B

[Neighbor Grid](#) · [Tutorial](#)

Quality: 17,850 global accepts · Rating: 1200 · first AC: 2021-11-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[hxz12345's solution](#)

82.

1277B

[Make Them Odd](#) · [Tutorial](#)

Quality: 17,044 global accepts · Rating: 1200 · first AC: 2021-10-20 · C++17 (GCC 9-64) (first AC) · Tags: greedy, number theory

[hxz12345's solution](#)

83.

1598C

[Delete Two Elements](#) · [Tutorial](#)

Quality: 23,653 global accepts · Rating: 1200 · first AC: 2021-10-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, implementation,

math, two pointers

[hxz12345's solution](#)

84.

1487B

[Cat Cycle](#) · [Tutorial](#)

Quality: 28,683 global accepts · Rating: 1200 · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[hxz12345's solution](#)

85.

1520D

[Same Differences](#) · [Tutorial](#)

Quality: 64,473 global accepts · Rating: 1200 · first AC: 2021-05-14 · GNU C++11 (first AC) · Tags: data structures, hashing, math

[hxz12345's solution](#)

86.

1514B

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[hxz12345's solution](#)

87.

1504B

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Quality: 25,710 global accepts · Rating: 1200 · first AC: 2021-04-05 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math

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88.

1496C

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Rating: 1200 · first AC: 2021-03-10 · GNU C++11 (first AC) · Tags: geometry, greedy, sortings

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89.

1420C1

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90.

1726C

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91.

1669H

[Maximal AND](#) · [Tutorial](#)

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92.

1667A

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Quality: 15,684 global accepts · Rating: 1300 · first AC: 2022-04-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[hxz12345's solution](#)

93.

1659B

[Bit Flipping](#) · [Tutorial](#)

Quality: 12,031 global accepts · Rating: 1300 · first AC: 2022-04-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, strings

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94.

1602C

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

Rating: 1300 · first AC: 2021-10-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, math, number theory

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95.

1561C

[Deep Down Below](#) · [Tutorial](#)

Quality: 21,414 global accepts · Rating: 1300 · first AC: 2021-10-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings

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96.

1561B

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Rating: 1300 · first AC: 2021-10-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

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97.

1159B

[Expansion coefficient of the array](#) · [Tutorial](#)

Quality: 7,850 global accepts · Rating: 1300 · first AC: 2021-09-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

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98.

1555B

[Two Tables](#) · [Tutorial](#)

Quality: 17,249 global accepts · Rating: 1300 · first AC: 2021-07-31 · GNU C++11 (first AC) · Tags: brute force

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99.

1555C

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Quality: 24,083 global accepts · Rating: 1300 · first AC: 2021-07-31 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, dp, implementation

[hxz12345's solution](#)

100.

1459B

[Move and Turn](#) · [Tutorial](#)

Quality: 20,880 global accepts · Rating: 1300 · first AC: 2021-05-08 · GNU C++11 (first AC) · Tags: dp, math

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101.

1740C

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102.

1749C

[Number Game](#) · [Tutorial](#)

Quality: 15,729 global accepts · Rating: 1400 · first AC: 2022-10-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, games, greedy, implementation

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103.

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

[hxz12345's solution](#)

104.

1648A

[Weird Sum](#) · [Tutorial](#)

Quality: 18,765 global accepts · Rating: 1400 · first AC: 2022-03-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, geometry, math, matrices, sortings

[hxz12345's solution](#)

105.

1375C

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

Quality: 22,949 global accepts · Rating: 1400 · first AC: 2021-11-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[hxz12345's solution](#)

106.

1277C

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

Rating: 1400 · first AC: 2021-10-20 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[hxz12345's solution](#)

107.

131C

[The World is a Theatre](#) · [Tutorial](#)

Quality: 12,584 global accepts · Rating: 1400 · first AC: 2021-10-14 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[hxz12345's solution](#)

108.

1463B

[Find The Array](#) · [Tutorial](#)

Quality: 21,167 global accepts · Rating: 1400 · first AC: 2021-10-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[hxz12345's solution](#)

109.

515C

[Drazil and Factorial](#) · [Tutorial](#)

Quality: 28,708 global accepts · Rating: 1400 · first AC: 2021-09-28 · last AC: 2021-09-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[hxz12345's solution](#)

110.

1520E

[Arranging The Sheep](#) · [Tutorial](#)

Quality: 28,609 global accepts · Rating: 1400 · first AC: 2021-05-14 · GNU C++11 (first AC) · Tags: greedy, math

[hxz12345's solution](#)

111.

226A

[Flying Saucer Segments](#) · [Tutorial](#)

Quality: 4,352 global accepts · Rating: 1400 · first AC: 2021-04-18 · C++17 (GCC 9-64) (first AC) · Tags: math

[hxz12345's solution](#)

112.

437C

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

Quality: 14,995 global accepts · Rating: 1400 · first AC: 2021-03-23 · GNU C++11 (first AC) · Tags: graphs, greedy, sortings

[hxz12345's solution](#)

113.

1997D

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

Quality: 15,909 global accepts · Rating: 1500 · first AC: 2024-07-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[hxz12345's solution](#)

114.

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
[hxz12345's solution](#)

115.

1659C

[Line Empire](#) · [Tutorial](#)

Quality: 15,055 global accepts · Rating: 1500 · first AC: 2022-04-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, greedy, implementation, math
[hxz12345's solution](#)

116.

1389C

[Good String](#) · [Tutorial](#)

Quality: 20,564 global accepts · Rating: 1500 · first AC: 2022-01-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, two pointers
[hxz12345's solution](#)

117.

1379B

[Dubious Cyrpto](#) · [Tutorial](#)

Quality: 13,180 global accepts · Rating: 1500 · first AC: 2021-12-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, math, number theory
[hxz12345's solution](#)

118.

1379A

[Acacius and String](#) · [Tutorial](#)

Quality: 12,328 global accepts · Rating: 1500 · first AC: 2021-12-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, strings
[hxz12345's solution](#)

119.

1562C

[Rings](#) · [Tutorial](#)

Quality: 14,310 global accepts · Rating: 1500 · first AC: 2021-10-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[hxz12345's solution](#)

120.

1436C

[Binary Search](#) · [Tutorial](#)

Quality: 11,668 global accepts · Rating: 1500 · first AC: 2021-10-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics
[hxz12345's solution](#)

121.

1487D

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

Quality: 20,590 global accepts · Rating: 1500 · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, math, number theory
[hxz12345's solution](#)

122.

1487C

[Minimum Ties](#) · [Tutorial](#)

Quality: 15,400 global accepts · Rating: 1500 · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation, math
[hxz12345's solution](#)

123.

1159C

[The Party and Sweets](#) · [Tutorial](#)

Rating: 1500 · first AC: 2021-09-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math
[hxz12345's solution](#)

124.

165B

[Burning Midnight Oil](#) · [Tutorial](#)

Quality: 22,859 global accepts · Rating: 1500 · first AC: 2021-09-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation
[hxz12345's solution](#)

125.

660C

[Hard Process](#) · [Tutorial](#)

Quality: 10,752 global accepts · Rating: 1600 · first AC: 2022-09-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, two pointers
[hxz12345's solution](#)

126.

1707A

[Doremy's IQ](#) · [Tutorial](#)

Quality: 15,444 global accepts · Rating: 1600 · first AC: 2022-07-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation
[hxz12345's solution](#)

127.

1665C

[Tree Infection](#) · [Tutorial](#)

Quality: 9,862 global accepts · Rating: 1600 · first AC: 2022-04-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, trees
[hxz12345's solution](#)

128.

1660E

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

Quality: 8,088 global accepts · Rating: 1600 · first AC: 2022-04-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation
[hxz12345's solution](#)

129.

1658D1

[388535 \(Easy Version\)](#) · [Tutorial](#)

Quality: 10,004 global accepts · Rating: 1600 · first AC: 2022-03-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, math
[hxz12345's solution](#)

130.

1389B

[Array Walk](#) · [Tutorial](#)

Quality: 20,348 global accepts · Rating: 1600 · first AC: 2022-01-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy
[hxz12345's solution](#)

131.

165C

[Another Problem on Strings](#) · [Tutorial](#)

Quality: 13,823 global accepts · Rating: 1600 · first AC: 2021-09-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp, math, strings, two pointers
[hxz12345's solution](#)

132.

1555D

[Say No to Palindromes](#) · [Tutorial](#)

Quality: 15,468 global accepts · Rating: 1600 · first AC: 2021-07-31 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, dp, strings
[hxz12345's solution](#)

133.

1288C

[Two Arrays](#) · [Tutorial](#)

Quality: 15,274 global accepts · Rating: 1600 · first AC: 2021-05-21 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp
[hxz12345's solution](#)

134.

1520F1

[Guess the K-th Zero \(Easy version\) · Tutorial](#)

Quality: 14,392 global accepts · Rating: 1600 · first AC: 2021-05-14 · GNU C++11 (first AC) · Tags: binary search, interactive
[hxz12345's solution](#)

135.

750C

[New Year and Rating · Tutorial](#)

Quality: 6,991 global accepts · Rating: 1600 · first AC: 2021-05-10 · GNU C++11 (first AC) · Tags: binary search, greedy, math
[hxz12345's solution](#)

136.

1458A

[Row GCD · Tutorial](#)

Quality: 25,294 global accepts · Rating: 1600 · first AC: 2021-05-08 · GNU C++11 (first AC) · Tags: math, number theory
[hxz12345's solution](#)

137.

1514C

[Product 1 Modulo N · Tutorial](#)

Quality: 18,286 global accepts · Rating: 1600 · first AC: 2021-04-19 · last AC: 2021-04-20 · C++17 (GCC 9-64) (first AC) · Tags: greedy, number theory
[hxz12345's solution](#)

138.

1503A

[Balance the Bits · Tutorial](#)

Quality: 14,607 global accepts · Rating: 1600 · first AC: 2021-04-05 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy
[hxz12345's solution](#)

139.

573B

[Bear and Blocks · Tutorial](#)

Quality: 6,352 global accepts · Rating: 1600 · first AC: 2021-03-25 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, math
[hxz12345's solution](#)

140.

950C

[Zebras · Tutorial](#)

Rating: 1600 · first AC: 2018-08-29 · FPC (first AC) · Tags: constructive algorithms, greedy
[hxz12345's solution](#)

141.

377A

[Maze · Tutorial](#)

Quality: 27,049 global accepts · Rating: 1600 · first AC: 2018-07-13 · FPC (first AC) · Tags: dfs and similar
[hxz12345's solution](#)

142.

1672D

[Cyclic Rotation · Tutorial](#)

Quality: 6,939 global accepts · Rating: 1700 · first AC: 2022-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers
[hxz12345's solution](#)

143.

1554B

[Cobb · Tutorial](#)

Quality: 13,797 global accepts · Rating: 1700 · first AC: 2022-04-22 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, greedy, math
[hxz12345's solution](#)

144.

1658C

[Shinju and the Lost Permutation · Tutorial](#)

Quality: 9,944 global accepts · Rating: 1700 · first AC: 2022-03-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[hxz12345's solution](#)

145.

1561D1

[Up the Strip \(simplified version\)](#) · [Tutorial](#)

Quality: 6,113 global accepts · Rating: 1700 · first AC: 2021-10-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, math, number theory

[hxz12345's solution](#)

146.

1586C

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

Rating: 1700 · first AC: 2021-10-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy, implementation, two pointers

[hxz12345's solution](#)

147.

1562D1

[Two Hundred Twenty One \(easy version\)](#) · [Tutorial](#)

Quality: 6,650 global accepts · Rating: 1700 · first AC: 2021-10-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, math

[hxz12345's solution](#)

148.

1598D

[Training Session](#) · [Tutorial](#)

Quality: 10,485 global accepts · Rating: 1700 · first AC: 2021-10-10 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, geometry, implementation, math

[hxz12345's solution](#)

149.

1320B

[Navigation System](#) · [Tutorial](#)

Quality: 6,439 global accepts · Rating: 1700 · first AC: 2021-09-07 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, shortest paths

[hxz12345's solution](#)

150.

4D

[Mysterious Present](#) · [Tutorial](#)

Quality: 12,112 global accepts · Rating: 1700 · first AC: 2021-05-22 · C++17 (GCC 9-64) (first AC) · Tags: dp, sortings

[hxz12345's solution](#)

151.

1061C

[Multiplicity](#) · [Tutorial](#)

Quality: 10,711 global accepts · Rating: 1700 · first AC: 2021-05-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, implementation, math, number theory

[hxz12345's solution](#)

152.

281B

[Nearest Fraction](#) · [Tutorial](#)

Quality: 3,412 global accepts · Rating: 1700 · first AC: 2021-04-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, two pointers

[hxz12345's solution](#)

153.

176B

[Word Cut](#) · [Tutorial](#)

Quality: 2,389 global accepts · Rating: 1700 · first AC: 2021-04-16 · last AC: 2021-04-17 · C++17 (GCC 9-64) (first AC) · Tags: dp

[hxz12345's solution](#)

154.

460C

[Present](#) · [Tutorial](#)

Quality: 6,786 global accepts · Rating: 1700 · first AC: 2021-04-15 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy

[hxz12345's solution](#)

155.

295B

[Greg and Graph](#) · [Tutorial](#)

Quality: 17,657 global accepts · Rating: 1700 · first AC: 2021-03-24 · GNU C++11 (first AC) · Tags: dp, graphs, shortest paths

[hxz12345's solution](#)

156.

1420D

[Rescue Nibel!](#) · [Tutorial](#)

Quality: 8,327 global accepts · Rating: 1800 · first AC: 2024-08-06 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, sortings

[hxz12345's solution](#)

157.

1691D

[Max GEQ Sum](#) · [Tutorial](#)

Quality: 7,488 global accepts · Rating: 1800 · first AC: 2022-11-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, implementation, two pointers

[hxz12345's solution](#)

158.

1151C

[Problem for Nazar](#) · [Tutorial](#)

Quality: 5,605 global accepts · Rating: 1800 · first AC: 2022-03-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[hxz12345's solution](#)

159.

1648B

[Integral Array](#) · [Tutorial](#)

Quality: 7,260 global accepts · Rating: 1800 · first AC: 2022-03-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, math

[hxz12345's solution](#)

160.

1637D

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

Quality: 8,921 global accepts · Rating: 1800 · first AC: 2022-02-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[hxz12345's solution](#)

161.

991E

[Bus Number](#) · [Tutorial](#)

Quality: 3,728 global accepts · Rating: 1800 · first AC: 2021-10-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, math

[hxz12345's solution](#)

162.

300C

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

Quality: 11,758 global accepts · Rating: 1800 · first AC: 2021-10-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics

[hxz12345's solution](#)

163.

1213G

[Path Queries](#) · [Tutorial](#)

Quality: 9,533 global accepts · Rating: 1800 · first AC: 2021-09-10 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, dsu, graphs, sortings, trees

[hxz12345's solution](#)

164.

827B

[High Load](#) · [Tutorial](#)

Quality: 3,697 global accepts · Rating: 1800 · first AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, trees

[hxz12345's solution](#)

165.

1154E

[Two Teams](#) · [Tutorial](#)

Quality: 6,950 global accepts · Rating: 1800 · first AC: 2021-05-28 · GNU C++11 (first AC) · Tags: data structures, implementation, sortings
[hxz12345's solution](#)

166.

1034A

[Enlarge GCD](#) · [Tutorial](#)

Quality: 9,919 global accepts · Rating: 1800 · first AC: 2021-04-14 · last AC: 2021-05-24 · GNU C++11 (first AC) · Tags: number theory
[hxz12345's solution](#)

167.

1525D

[Armchairs](#) · [Tutorial](#)

Quality: 10,849 global accepts · Rating: 1800 · first AC: 2021-05-20 · C++17 (GCC 9-64) (first AC) · Tags: dp, flows, graph matchings, greedy
[hxz12345's solution](#)

168.

1096D

[Easy Problem](#) · [Tutorial](#)

Quality: 9,398 global accepts · Rating: 1800 · first AC: 2021-05-03 · C++17 (GCC 9-64) (first AC) · Tags: dp
[hxz12345's solution](#)

169.

1509C

[The Sports Festival](#) · [Tutorial](#)

Quality: 15,305 global accepts · Rating: 1800 · first AC: 2021-04-20 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy
[hxz12345's solution](#)

170.

776C

[Molly's Chemicals](#) · [Tutorial](#)

Quality: 6,246 global accepts · Rating: 1800 · first AC: 2018-07-09 · last AC: 2021-04-15 · FPC (first AC) · Tags: binary search, brute force, data structures, implementation, math
[hxz12345's solution](#)

171.

220B

[Little Elephant and Array](#) · [Tutorial](#)

Quality: 12,882 global accepts · Rating: 1800 · first AC: 2021-04-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures
[hxz12345's solution](#)

172.

1076D

[Edge Deletion](#) · [Tutorial](#)

Quality: 5,914 global accepts · Rating: 1800 · first AC: 2021-04-07 · GNU C++11 (first AC) · Tags: graphs, greedy, shortest paths
[hxz12345's solution](#)

173.

667C

[Reberland Linguistics](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-08-28 · FPC (first AC) · Tags: dp, strings
[hxz12345's solution](#)

174.

1887B

[Time Travel](#) · [Tutorial](#)

Quality: 3,903 global accepts · Rating: 1900 · first AC: 2024-08-07 · last AC: 2024-08-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, graphs, shortest paths
[hxz12345's solution](#)

175.

463D

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

Quality: 7,296 global accepts · Rating: 1900 · first AC: 2024-07-02 · last AC: 2024-07-03 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, implementation

[hxz12345's solution](#)

176.

1749D

[Counting Arrays](#) · [Tutorial](#)

Quality: 6,364 global accepts · Rating: 1900 · first AC: 2022-10-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory

[hxz12345's solution](#)

177.

1707B

[Difference Array](#) · [Tutorial](#)

Quality: 6,401 global accepts · Rating: 1900 · first AC: 2022-07-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation, sortings

[hxz12345's solution](#)

178.

1659D

[Reverse Sort Sum](#) · [Tutorial](#)

Quality: 4,447 global accepts · Rating: 1900 · first AC: 2022-04-17 · last AC: 2022-04-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math, two pointers

[hxz12345's solution](#)

179.

1656D

[K-good](#) · [Tutorial](#)

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

[hxz12345's solution](#)

180.

1602D

[Frog Traveler](#) · [Tutorial](#)

Rating: 1900 · first AC: 2022-03-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graphs, greedy, shortest paths

[hxz12345's solution](#)

181.

1648C

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

Quality: 3,340 global accepts · Rating: 1900 · first AC: 2022-03-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, implementation

[hxz12345's solution](#)

182.

1561D2

[Up the Strip](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-10-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math, number theory

[hxz12345's solution](#)

183.

1277E

[Two Fairs](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-10-20 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs

[hxz12345's solution](#)

184.

1277D

[Let's Play the Words?](#) · [Tutorial](#)

Quality: 3,276 global accepts · Rating: 1900 · first AC: 2021-10-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, hashing, implementation, math

[hxz12345's solution](#)

185.

1436D

[Bandit in a City](#) · [Tutorial](#)

Quality: 6,499 global accepts · Rating: 1900 · first AC: 2021-10-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, graphs, greedy, trees

[hxz12345's solution](#)

186.

1305D

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

Quality: 5,365 global accepts · Rating: 1900 · first AC: 2021-09-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, trees

[hxz12345's solution](#)

187.

510D

[Fox And Jumping](#) · [Tutorial](#)

Quality: 6,413 global accepts · Rating: 1900 · first AC: 2021-05-12 · last AC: 2021-05-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, math

[hxz12345's solution](#)

188.

607B

[Zuma](#) · [Tutorial](#)

Quality: 16,309 global accepts · Rating: 1900 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: dp

[hxz12345's solution](#)

189.

1163C1

[Power Transmission \(Easy Edition\)](#) · [Tutorial](#)

Quality: 3,581 global accepts · Rating: 1900 · first AC: 2021-04-16 · GNU C++11 (first AC) · Tags: brute force, geometry

[hxz12345's solution](#)

190.

711D

[Directed Roads](#) · [Tutorial](#)

Quality: 4,971 global accepts · Rating: 1900 · first AC: 2021-03-25 · last AC: 2021-03-25 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, graphs, math

[hxz12345's solution](#)

191.

1200E

[Compress Words](#) · [Tutorial](#)

Quality: 9,363 global accepts · Rating: 2000 · first AC: 2024-07-28 · last AC: 2024-07-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, hashing, implementation, string suffix structures, strings

[hxz12345's solution](#)

192.

1726D

[Edge Split](#) · [Tutorial](#)

Quality: 4,162 global accepts · Rating: 2000 · first AC: 2022-09-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, probabilities, trees

[hxz12345's solution](#)

193.

522D

[Closest Equals](#) · [Tutorial](#)

Quality: 4,048 global accepts · Rating: 2000 · first AC: 2022-08-08 · C++17 (GCC 9-64) (first AC) · Tags: *special, data structures

[hxz12345's solution](#)

194.

1209E1

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

Quality: 3,250 global accepts · Rating: 2000 · first AC: 2022-08-03 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, sortings

[hxz12345's solution](#)

195.

1672F1

[Array Shuffling](#) · [Tutorial](#)

Quality: 3,539 global accepts · Rating: 2000 · first AC: 2022-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy
[hxz12345's solution](#)

196.

1665D

[GCD Guess](#) · [Tutorial](#)

Quality: 4,658 global accepts · Rating: 2000 · first AC: 2022-04-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, games, interactive, math, number theory

[hxz12345's solution](#)

197.

1033D

[Divisors](#) · [Tutorial](#)

Quality: 2,611 global accepts · Rating: 2000 · first AC: 2022-04-07 · C++14 (GCC 6-32) (first AC) · Tags: interactive, math, number theory

[hxz12345's solution](#)

198.

1646D

[Weight the Tree](#) · [Tutorial](#)

Quality: 4,443 global accepts · Rating: 2000 · first AC: 2022-03-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, implementation, trees

[hxz12345's solution](#)

199.

1642D

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

Rating: 2000 · first AC: 2022-02-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[hxz12345's solution](#)

200.

27E

[Number With The Given Amount Of Divisors](#) · [Tutorial](#)

Quality: 4,907 global accepts · Rating: 2000 · first AC: 2022-01-08 · PyPy 3 (first AC) · Tags: brute force, dp, number theory

[hxz12345's solution](#)

201.

1379C

[Choosing flowers](#) · [Tutorial](#)

Quality: 6,080 global accepts · Rating: 2000 · first AC: 2021-12-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, greedy, sortings, two pointers

[hxz12345's solution](#)

202.

1589D

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

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

[hxz12345's solution](#)

203.

383C

[Propagating tree](#) · [Tutorial](#)

Quality: 7,522 global accepts · Rating: 2000 · first AC: 2021-10-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, trees

[hxz12345's solution](#)

204.

1599C

[Bubble Strike](#) · [Tutorial](#)

Quality: 1,973 global accepts · Rating: 2000 · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, probabilities, ternary search

[hxz12345's solution](#)

205.

1487E

[Cheap Dinner](#) · [Tutorial](#)

Quality: 5,127 global accepts · Rating: 2000 · first AC: 2021-10-08 · last AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, graphs, greedy, implementation, sortings, two pointers

[hxz12345's solution](#)

206.

242E

[XOR on Segment](#) · [Tutorial](#)

Quality: 11,856 global accepts · Rating: 2000 · first AC: 2021-10-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures

[hxz12345's solution](#)

207.

264C

[Choosing Balls](#) · [Tutorial](#)

Quality: 3,277 global accepts · Rating: 2000 · first AC: 2021-09-28 · C++17 (GCC 9-64) (first AC) · Tags: dp

[hxz12345's solution](#)

208.

1230E

[Kamil and Making a Stream](#) · [Tutorial](#)

Rating: 2000 · first AC: 2021-09-22 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory, trees

[hxz12345's solution](#)

209.

117C

[Cycle](#) · [Tutorial](#)

Quality: 2,962 global accepts · Rating: 2000 · first AC: 2021-09-01 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[hxz12345's solution](#)

210.

666B

[World Tour](#) · [Tutorial](#)

Quality: 2,391 global accepts · Rating: 2000 · first AC: 2021-03-23 · last AC: 2021-05-24 · GNU C++11 (first AC) · Tags: graphs, shortest paths

[hxz12345's solution](#)

211.

1288E

[Messenger Simulator](#) · [Tutorial](#)

Quality: 4,017 global accepts · Rating: 2000 · first AC: 2021-05-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[hxz12345's solution](#)

212.

1288D

[Minimax Problem](#) · [Tutorial](#)

Quality: 8,286 global accepts · Rating: 2000 · first AC: 2021-05-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, dp

[hxz12345's solution](#)

213.

1458B

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

Quality: 4,102 global accepts · Rating: 2000 · first AC: 2021-05-07 · C++17 (GCC 9-64) (first AC) · Tags: dp

[hxz12345's solution](#)

214.

1101D

[GCD Counting](#) · [Tutorial](#)

Quality: 5,424 global accepts · Rating: 2000 · first AC: 2021-05-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, number theory, trees

[hxz12345's solution](#)

215.

1514D

[Cut and Stick](#) · [Tutorial](#)

Quality: 4,817 global accepts · Rating: 2000 · first AC: 2021-04-20 · last AC: 2021-04-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, implementation, sortings

[hxz12345's solution](#)

216.

8C

[Looking for Order](#) · [Tutorial](#)

Quality: 4,212 global accepts · Rating: 2000 · first AC: 2021-04-17 · last AC: 2021-04-17 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp
[hxz12345's solution](#)

217.

1454E

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

Quality: 6,616 global accepts · Rating: 2000 · first AC: 2021-03-25 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, graphs, trees
[hxz12345's solution](#)

218.

545E

[Paths and Trees](#) · [Tutorial](#)

Quality: 5,554 global accepts · Rating: 2000 · first AC: 2021-03-24 · GNU C++11 (first AC) · Tags: graphs, greedy, shortest paths
[hxz12345's solution](#)

219.

449B

[Jzzhu and Cities](#) · [Tutorial](#)

Quality: 10,593 global accepts · Rating: 2000 · first AC: 2021-03-24 · GNU C++11 (first AC) · Tags: graphs, greedy, shortest paths
[hxz12345's solution](#)

220.

938D

[Buy a Ticket](#) · [Tutorial](#)

Quality: 6,964 global accepts · Rating: 2000 · first AC: 2021-03-17 · last AC: 2021-03-18 · GNU C++11 (first AC) · Tags: data structures, graphs, shortest paths
[hxz12345's solution](#)

221.

468B

[Two Sets](#) · [Tutorial](#)

Quality: 5,271 global accepts · Rating: 2000 · first AC: 2018-05-31 · FPC (first AC) · Tags: 2-sat, dfs and similar, dsu, graph matchings, greedy
[hxz12345's solution](#)

222.

1420C2

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

Quality: 5,189 global accepts · Rating: 2100 · first AC: 2024-08-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy, implementation
[hxz12345's solution](#)

223.

414C

[Mashmokh and Reverse Operation](#) · [Tutorial](#)

Quality: 2,359 global accepts · Rating: 2100 · first AC: 2022-08-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer
[hxz12345's solution](#)

224.

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
[hxz12345's solution](#)

225.

1667B

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

Quality: 4,321 global accepts · Rating: 2100 · first AC: 2022-04-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp
[hxz12345's solution](#)

226.

1660F2

[Promising String \(hard version\)](#) · [Tutorial](#)

Quality: 3,145 global accepts · Rating: 2100 · first AC: 2022-04-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math, strings
[hxz12345's solution](#)

227.

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

[hxz12345's solution](#)

228.

1598E

[Staircases](#) · [Tutorial](#)

Quality: 2,496 global accepts · Rating: 2100 · first AC: 2022-03-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, dp, implementation, math

[hxz12345's solution](#)

229.

1637E

[Best Pair](#) · [Tutorial](#)

Quality: 3,795 global accepts · Rating: 2100 · first AC: 2022-03-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation

[hxz12345's solution](#)

230.

1389D

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

Quality: 4,554 global accepts · Rating: 2100 · first AC: 2022-01-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[hxz12345's solution](#)

231.

620E

[New Year Tree](#) · [Tutorial](#)

Quality: 7,087 global accepts · Rating: 2100 · first AC: 2021-11-02 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, trees

[hxz12345's solution](#)

232.

208E

[Blood Cousins](#) · [Tutorial](#)

Quality: 8,921 global accepts · Rating: 2100 · first AC: 2021-10-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, trees

[hxz12345's solution](#)

233.

1599H

[Hidden Fortress](#) · [Tutorial](#)

Quality: 1,276 global accepts · Rating: 2100 · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: interactive, math

[hxz12345's solution](#)

234.

734E

[Anton and Tree](#) · [Tutorial](#)

Quality: 5,236 global accepts · Rating: 2100 · first AC: 2021-10-04 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, trees

[hxz12345's solution](#)

235.

343D

[Water Tree](#) · [Tutorial](#)

Quality: 6,849 global accepts · Rating: 2100 · first AC: 2021-09-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[hxz12345's solution](#)

236.

703D

[Mishka and Interesting sum](#) · [Tutorial](#)

Quality: 4,062 global accepts · Rating: 2100 · first AC: 2021-09-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[hxz12345's solution](#)

237.

1217D

[Coloring Edges](#) · [Tutorial](#)

Quality: 5,945 global accepts · Rating: 2100 · first AC: 2021-09-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[hxz12345's solution](#)

238.

1355E

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

Quality: 5,834 global accepts · Rating: 2100 · first AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, sortings, ternary search

[hxz12345's solution](#)

239.

165D

[Beard Graph](#) · [Tutorial](#)

Quality: 1,929 global accepts · Rating: 2100 · first AC: 2021-09-02 · last AC: 2021-09-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, trees

[hxz12345's solution](#)

240.

1555E

[Boring Segments](#) · [Tutorial](#)

Quality: 4,526 global accepts · Rating: 2100 · first AC: 2021-07-31 · GNU C++11 (first AC) · Tags: data structures, sortings, trees, two pointers

[hxz12345's solution](#)

241.

1077F2

[Pictures with Kittens \(hard version\)](#) · [Tutorial](#)

Quality: 4,184 global accepts · Rating: 2100 · first AC: 2021-05-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[hxz12345's solution](#)

242.

1005F

[Berland and the Shortest Paths](#) · [Tutorial](#)

Quality: 2,105 global accepts · Rating: 2100 · first AC: 2021-04-08 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, graphs, shortest paths

[hxz12345's solution](#)

243.

1997E

[Level Up](#) · [Tutorial](#)

Quality: 3,790 global accepts · Rating: 2200 · first AC: 2024-08-06 · last AC: 2025-12-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation

[hxz12345's solution](#)

244.

490F

[Treeland Tour](#) · [Tutorial](#)

Quality: 1,913 global accepts · Rating: 2200 · first AC: 2022-05-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, trees

[hxz12345's solution](#)

245.

1672E

[notepad.exe](#) · [Tutorial](#)

Quality: 2,517 global accepts · Rating: 2200 · first AC: 2022-04-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, interactive

[hxz12345's solution](#)

246.

1656E

[Equal Tree Sums](#) · [Tutorial](#)

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

[hxz12345's solution](#)

247.

1646E

[Power Board](#) · [Tutorial](#)

Quality: 2,757 global accepts · Rating: 2200 · first AC: 2022-03-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory

[hxz12345's solution](#)

248.

1642E

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

Rating: 2200 · first AC: 2022-02-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, sortings

[hxz12345's solution](#)

249.

1389E

[Calendar Ambiguity](#) · [Tutorial](#)

Quality: 3,724 global accepts · Rating: 2200 · first AC: 2022-01-25 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[hxz12345's solution](#)

250.

13C

[Sequence](#) · [Tutorial](#)

Quality: 5,469 global accepts · Rating: 2200 · first AC: 2021-11-19 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings

[hxz12345's solution](#)

251.

570D

[Tree Requests](#) · [Tutorial](#)

Quality: 9,041 global accepts · Rating: 2200 · first AC: 2021-10-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees

[hxz12345's solution](#)

252.

980E

[The Number Games](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2200 · first AC: 2021-09-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, trees

[hxz12345's solution](#)

253.

1400E

[Clear the Multiset](#) · [Tutorial](#)

Quality: 6,310 global accepts · Rating: 2200 · first AC: 2021-09-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[hxz12345's solution](#)

254.

1159D

[The minimal unique substring](#) · [Tutorial](#)

Rating: 2200 · first AC: 2021-09-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[hxz12345's solution](#)

255.

165E

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

Quality: 9,385 global accepts · Rating: 2200 · first AC: 2021-09-02 · last AC: 2021-09-02 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp

[hxz12345's solution](#)

256.

575G

[Run for beer](#) · [Tutorial](#)

Quality: 995 global accepts · Rating: 2200 · first AC: 2021-08-26 · last AC: 2021-08-26 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, shortest paths

[hxz12345's solution](#)

257.

1238E

[Keyboard Purchase](#) · [Tutorial](#)

Quality: 3,460 global accepts · Rating: 2200 · first AC: 2021-08-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp
[hxz12345's solution](#)

258.

1311E

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

Quality: 2,723 global accepts · Rating: 2200 · first AC: 2021-07-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, trees
[hxz12345's solution](#)

259.

1154G

[Minimum Possible LCM](#) · [Tutorial](#)

Quality: 3,258 global accepts · Rating: 2200 · first AC: 2021-05-28 · GNU C++11 (first AC) · Tags: brute force, greedy, math, number theory
[hxz12345's solution](#)

260.

833B

[The Bakery](#) · [Tutorial](#)

Quality: 6,497 global accepts · Rating: 2200 · first AC: 2021-05-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers
[hxz12345's solution](#)

261.

1474D

[Cleaning](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2200 · first AC: 2021-05-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, math
[hxz12345's solution](#)

262.

617E

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

Quality: 10,612 global accepts · Rating: 2200 · first AC: 2021-05-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures
[hxz12345's solution](#)

263.

1520G

[To Go Or Not To Go?](#) · [Tutorial](#)

Quality: 4,219 global accepts · Rating: 2200 · first AC: 2021-05-14 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, graphs, greedy, implementation, shortest paths
[hxz12345's solution](#)

264.

1520F2

[Guess the K-th Zero \(Hard version\)](#) · [Tutorial](#)

Quality: 3,347 global accepts · Rating: 2200 · first AC: 2021-05-14 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures, interactive
[hxz12345's solution](#)

265.

76A

[Gift](#) · [Tutorial](#)

Quality: 2,263 global accepts · Rating: 2200 · first AC: 2021-03-18 · last AC: 2021-03-19 · GNU C++11 (first AC) · Tags: dsu, graphs, sortings, trees
[hxz12345's solution](#)

266.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,403 global accepts · Rating: 2300 · first AC: 2021-09-25 · last AC: 2024-07-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, trees
[hxz12345's solution](#)

267.

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,020 global accepts · Rating: 2300 · first AC: 2021-12-04 · last AC: 2022-11-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, graphs, shortest paths

[hxz12345's solution](#)

268.

915E

[Physical Education Lessons](#) · [Tutorial](#)

Quality: 5,569 global accepts · Rating: 2300 · first AC: 2022-08-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, sortings

[hxz12345's solution](#)

269.

718C

[Sasha and Array](#) · [Tutorial](#)

Quality: 4,619 global accepts · Rating: 2300 · first AC: 2022-08-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math, matrices

[hxz12345's solution](#)

270.

451E

[Devu and Flowers](#) · [Tutorial](#)

Quality: 4,542 global accepts · Rating: 2300 · first AC: 2022-08-03 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, number theory

[hxz12345's solution](#)

271.

1228E

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

Quality: 3,452 global accepts · Rating: 2300 · first AC: 2022-07-26 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[hxz12345's solution](#)

272.

1093G

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

Quality: 2,223 global accepts · Rating: 2300 · first AC: 2022-04-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures

[hxz12345's solution](#)

273.

1151F

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

Quality: 1,457 global accepts · Rating: 2300 · first AC: 2022-03-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, matrices, probabilities

[hxz12345's solution](#)

274.

1589E

[Game with Stones](#) · [Tutorial](#)

Rating: 2300 · first AC: 2021-11-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, games, greedy

[hxz12345's solution](#)

275.

487C

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

Quality: 3,080 global accepts · Rating: 2300 · first AC: 2021-11-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[hxz12345's solution](#)

276.

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,751 global accepts · Rating: 2300 · first AC: 2021-10-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, trees

[hxz12345's solution](#)

277.

785D

[Anton and School - 2](#) · [Tutorial](#)

Quality: 3,684 global accepts · Rating: 2300 · first AC: 2021-10-04 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, number theory

[hxz12345's solution](#)

278.

715B

[Complete The Graph](#) · [Tutorial](#)

Quality: 3,434 global accepts · Rating: 2300 · first AC: 2021-09-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, graphs, shortest paths

[hxz12345's solution](#)

279.

1534E

[Lost Array](#) · [Tutorial](#)

Quality: 2,078 global accepts · Rating: 2300 · first AC: 2021-08-25 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, interactive, shortest paths

[hxz12345's solution](#)

280.

708C

[Centroids](#) · [Tutorial](#)

Quality: 4,360 global accepts · Rating: 2300 · first AC: 2021-08-13 · last AC: 2021-08-13 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, trees

[hxz12345's solution](#)

281.

467E

[Alex and Complicated Task](#) · [Tutorial](#)

Quality: 852 global accepts · Rating: 2300 · first AC: 2021-05-26 · last AC: 2021-05-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[hxz12345's solution](#)

282.

1188B

[Count Pairs](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 2300 · first AC: 2021-05-22 · C++17 (GCC 9-64) (first AC) · Tags: math, matrices, number theory, two pointers

[hxz12345's solution](#)

283.

1316E

[Team Building](#) · [Tutorial](#)

Quality: 5,369 global accepts · Rating: 2300 · first AC: 2021-04-17 · last AC: 2021-04-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, greedy, sortings

[hxz12345's solution](#)

284.

932E

[Team Work](#) · [Tutorial](#)

Quality: 3,432 global accepts · Rating: 2400 · first AC: 2021-10-29 · last AC: 2022-08-05 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[hxz12345's solution](#)

285.

1710E

[Two Arrays](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2400 · first AC: 2022-07-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, games, graph matchings

[hxz12345's solution](#)

286.

1707C

[DFS Trees](#) · [Tutorial](#)

Quality: 1,904 global accepts · Rating: 2400 · first AC: 2022-07-16 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy,

sortings, trees

[hxz12345's solution](#)

287.

449D

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

Quality: 6,137 global accepts · Rating: 2400 · first AC: 2022-04-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp

[hxz12345's solution](#)

288.

1667C

[Half Queen Cover](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2400 · first AC: 2022-04-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[hxz12345's solution](#)

289.

873F

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

Quality: 1,862 global accepts · Rating: 2400 · first AC: 2022-03-31 · last AC: 2022-03-31 · C++20 (GCC 11-64) (first AC) · Tags: dsu, string suffix structures, strings

[hxz12345's solution](#)

290.

452E

[Three strings](#) · [Tutorial](#)

Quality: 1,199 global accepts · Rating: 2400 · first AC: 2022-03-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, string suffix structures, strings

[hxz12345's solution](#)

291.

1142C

[U2](#) · [Tutorial](#)

Quality: 1,547 global accepts · Rating: 2400 · first AC: 2022-03-19 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[hxz12345's solution](#)

292.

1598F

[RBS](#) · [Tutorial](#)

Quality: 1,633 global accepts · Rating: 2400 · first AC: 2022-03-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp

[hxz12345's solution](#)

293.

246E

[Blood Cousins Return](#) · [Tutorial](#)

Quality: 4,518 global accepts · Rating: 2400 · first AC: 2021-10-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, sortings

[hxz12345's solution](#)

294.

1000F

[One Occurrence](#) · [Tutorial](#)

Quality: 4,836 global accepts · Rating: 2400 · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer

[hxz12345's solution](#)

295.

1114F

[Please, another Queries on Array?](#) · [Tutorial](#)

Quality: 2,438 global accepts · Rating: 2400 · first AC: 2021-10-07 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, math, number theory

[hxz12345's solution](#)

296.

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,916 global accepts · Rating: 2400 · first AC: 2021-09-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees

[hxz12345's solution](#)

297.

1098C

[Construct a tree](#) · [Tutorial](#)

Quality: 1,161 global accepts · Rating: 2400 · first AC: 2021-09-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, graphs, greedy, trees

[hxz12345's solution](#)

298.

311B

[Cats Transport](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2400 · first AC: 2021-09-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[hxz12345's solution](#)

299.

886E

[Maximum Element](#) · [Tutorial](#)

Quality: 1,215 global accepts · Rating: 2400 · first AC: 2021-05-04 · last AC: 2021-05-05 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[hxz12345's solution](#)

300.

1107E

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

Quality: 2,784 global accepts · Rating: 2400 · first AC: 2021-04-27 · C++17 (GCC 9-64) (first AC) · Tags: dp

[hxz12345's solution](#)

301.

26D

[Tickets](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2400 · first AC: 2021-04-17 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, probabilities

[hxz12345's solution](#)

302.

1027F

[Session in BSU](#) · [Tutorial](#)

Quality: 1,947 global accepts · Rating: 2400 · first AC: 2021-03-26 · last AC: 2021-04-13 · GNU C++11 (first AC) · Tags: binary search, dfs and similar, dsu, graph matchings, graphs

[hxz12345's solution](#)

303.

1420E

[Battle Lemmings](#) · [Tutorial](#)

Quality: 1,045 global accepts · Rating: 2500 · first AC: 2024-08-07 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[hxz12345's solution](#)

304.

1691F

[K-Set Tree](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 2500 · first AC: 2022-11-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[hxz12345's solution](#)

305.

804D

[Expected diameter of a tree](#) · [Tutorial](#)

Quality: 1,558 global accepts · Rating: 2500 · first AC: 2022-08-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, dfs and similar, dp, sortings, trees

[hxz12345's solution](#)

306.

840D

[Destiny](#) · [Tutorial](#)

Quality: 3,956 global accepts · Rating: 2500 · first AC: 2022-08-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, probabilities

[hxz12345's solution](#)

307.

1209E2

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

Quality: 2,299 global accepts · Rating: 2500 · first AC: 2022-08-03 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, greedy, sortings
[hxz12345's solution](#)

308.

594D

[REQ](#) · [Tutorial](#)

Quality: 2,018 global accepts · Rating: 2500 · first AC: 2022-08-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, number theory
[hxz12345's solution](#)

309.

1097F

[Alex and a TV Show](#) · [Tutorial](#)

Quality: 1,472 global accepts · Rating: 2500 · first AC: 2022-04-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, number theory
[hxz12345's solution](#)

310.

1017F

[The Neutral Zone](#) · [Tutorial](#)

Quality: 952 global accepts · Rating: 2500 · first AC: 2021-10-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math
[hxz12345's solution](#)

311.

840C

[On the Bench](#) · [Tutorial](#)

Quality: 2,070 global accepts · Rating: 2500 · first AC: 2021-09-28 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp
[hxz12345's solution](#)

312.

407C

[Curious Array](#) · [Tutorial](#)

Quality: 1,193 global accepts · Rating: 2500 · first AC: 2021-08-09 · GNU C++11 (first AC) · Tags: brute force, combinatorics, implementation, math
[hxz12345's solution](#)

313.

1188C

[Array Beauty](#) · [Tutorial](#)

Quality: 2,133 global accepts · Rating: 2500 · first AC: 2021-05-21 · C++17 (GCC 9-64) (first AC) · Tags: dp
[hxz12345's solution](#)

314.

875F

[Royal Questions](#) · [Tutorial](#)

Quality: 1,585 global accepts · Rating: 2500 · first AC: 2021-03-18 · last AC: 2021-03-19 · GNU C++11 (first AC) · Tags: dsu, graphs, greedy
[hxz12345's solution](#)

315.

848C

[Goodbye Souvenir](#) · [Tutorial](#)

Quality: 1,578 global accepts · Rating: 2600 · first AC: 2022-08-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer
[hxz12345's solution](#)

316.

67C

[Sequence of Balls](#) · [Tutorial](#)

Quality: 745 global accepts · Rating: 2600 · first AC: 2022-08-10 · C++17 (GCC 9-64) (first AC) · Tags: dp
[hxz12345's solution](#)

317.

338E

[Optimize!](#) · [Tutorial](#)

Quality: 1,186 global accepts · Rating: 2600 · first AC: 2022-07-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[hxz12345's solution](#)

318.

809C

[Find a car](#) · [Tutorial](#)

Quality: 909 global accepts · Rating: 2600 · first AC: 2022-04-26 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, dp

[hxz12345's solution](#)

319.

896C

[Willem, Chtholly and Seniorious](#) · [Tutorial](#)

Quality: 4,437 global accepts · Rating: 2600 · first AC: 2022-04-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, probabilities

[hxz12345's solution](#)

320.

1375F

[Integer Game](#) · [Tutorial](#)

Quality: 2,510 global accepts · Rating: 2600 · first AC: 2021-11-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, interactive, math

[hxz12345's solution](#)

321.

1278F

[Cards](#) · [Tutorial](#)

Quality: 2,498 global accepts · Rating: 2600 · first AC: 2021-10-31 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities

[hxz12345's solution](#)

322.

311D

[Interval Cubing](#) · [Tutorial](#)

Quality: 783 global accepts · Rating: 2600 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math

[hxz12345's solution](#)

323.

240F

[TorCoder](#) · [Tutorial](#)

Quality: 2,259 global accepts · Rating: 2600 · first AC: 2021-10-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[hxz12345's solution](#)

324.

1301F

[Super Jaber](#) · [Tutorial](#)

Quality: 1,414 global accepts · Rating: 2600 · first AC: 2021-09-07 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[hxz12345's solution](#)

325.

1159F

[Winding polygonal line](#) · [Tutorial](#)

Rating: 2600 · first AC: 2021-09-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, math

[hxz12345's solution](#)

326.

650D

[Zip-line](#) · [Tutorial](#)

Quality: 1,596 global accepts · Rating: 2600 · first AC: 2021-08-05 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, hashing

[hxz12345's solution](#)

327.

1107F

[Vasya and Endless Credits](#) · [Tutorial](#)

Quality: 953 global accepts · Rating: 2600 · first AC: 2021-04-15 · last AC: 2021-04-15 · GNU C++11 (first AC) · Tags: dp, flows, graph matchings, graphs, sortings

[hxz12345's solution](#)

328.

1997F

[Chips on a Line](#) · [Tutorial](#)

Quality: 1,256 global accepts · Rating: 2700 · first AC: 2024-08-06 · last AC: 2025-12-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, greedy, math

[hxz12345's solution](#)

329.

1422F

[Boring Queries](#) · [Tutorial](#)

Quality: 1,272 global accepts · Rating: 2700 · first AC: 2022-04-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, number theory

[hxz12345's solution](#)

330.

452F

[Permutation](#) · [Tutorial](#)

Quality: 1,794 global accepts · Rating: 2700 · first AC: 2022-04-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, hashing

[hxz12345's solution](#)

331.

1379F1

[Chess Strikes Back \(easy version\)](#) · [Tutorial](#)

Quality: 685 global accepts · Rating: 2700 · first AC: 2021-12-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures

[hxz12345's solution](#)

332.

547E

[Mike and Friends](#) · [Tutorial](#)

Quality: 2,605 global accepts · Rating: 2800 · first AC: 2022-07-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, string suffix structures, strings, trees

[hxz12345's solution](#)

333.

613D

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

Quality: 4,035 global accepts · Rating: 2800 · first AC: 2022-03-29 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, sortings, trees

[hxz12345's solution](#)

334.

1654F

[Minimal String Xoration](#) · [Tutorial](#)

Quality: 1,483 global accepts · Rating: 2800 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, greedy, hashing, sortings, strings

[hxz12345's solution](#)

335.

1436F

[Sum Over Subsets](#) · [Tutorial](#)

Quality: 623 global accepts · Rating: 2800 · first AC: 2021-10-10 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory

[hxz12345's solution](#)

336.

521D

[Shop](#) · [Tutorial](#)

Quality: 1,830 global accepts · Rating: 2800 · first AC: 2021-10-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[hxz12345's solution](#)

337.

338D

[GCD Table](#) · [Tutorial](#)

Quality: 1,404 global accepts · Rating: 2900 · first AC: 2022-07-29 · C++17 (GCC 9-64) (first AC) · Tags: chinese remainder theorem, math, number theory

[hxz12345's solution](#)

338.

1479D

[Odd Mineral Resource](#) · [Tutorial](#)

Quality: 1,333 global accepts · Rating: 2900 · first AC: 2022-04-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, data structures, probabilities, trees

[hxz12345's solution](#)

339.

741D

[Arpa's letter-marked tree and Mehrdad's Dokhtar-kosh paths](#) · [Tutorial](#)

Quality: 3,611 global accepts · Rating: 2900 · first AC: 2021-10-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees

[hxz12345's solution](#)

340.

1575F

[Finding Expected Value](#) · [Tutorial](#)

Quality: 138 global accepts · Rating: 2900 · first AC: 2021-10-11 · C++17 (GCC 9-64) (first AC) · Tags: math

[hxz12345's solution](#)

341.

232E

[Quick Tortoise](#) · [Tutorial](#)

Quality: 885 global accepts · Rating: 3000 · first AC: 2022-08-04 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, divide and conquer, dp

[hxz12345's solution](#)

342.

914F

[Substrings in a String](#) · [Tutorial](#)

Quality: 2,142 global accepts · Rating: 3000 · first AC: 2022-07-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, data structures, string suffix structures, strings

[hxz12345's solution](#)

343.

1392H

[ZS Shuffles Cards](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 3000 · first AC: 2022-04-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[hxz12345's solution](#)

344.

997E

[Good Subsegments](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 3000 · first AC: 2022-04-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[hxz12345's solution](#)

345.

526F

[Pudding Monsters](#) · [Tutorial](#)

Quality: 3,408 global accepts · Rating: 3000 · first AC: 2022-04-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer

[hxz12345's solution](#)

346.

573E

[Bear and Bowling](#) · [Tutorial](#)

Quality: 2,045 global accepts · Rating: 3200 · first AC: 2022-04-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[hxz12345's solution](#)

347.

1423G

[Growing flowers](#) · [Tutorial](#)

Quality: 261 global accepts · Rating: 3500 · first AC: 2022-04-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[hxz12345's solution](#)

348.

1033G

[Chip Game](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 3500 · first AC: 2022-04-02 · last AC: 2022-04-02 · C++20 (GCC 11-64) (first AC) · Tags: games

[hxz12345's solution](#)

349.

102465C

[Crosswords](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[hxz12345's solution](#)

350.

102465K

[Dishonest Driver](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[hxz12345's solution](#)

351.

102465G

[Strings](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[hxz12345's solution](#)

352.

102501D

[Gnalcats](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[hxz12345's solution](#)