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Unique solved — hyjhyj

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

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

Filters: none

Count: 678

- 1.**
1866A
[Ambitious Kid](#) · [Tutorial](#)
Quality: 51,346 global accepts · Rating: 800 · first AC: 2023-09-16 · C++17 (GCC 9-64) (first AC) · Tags: math
[hyjhyj's solution](#)
- 2.**
1867A
[green gold dog, array and permutation](#) · [Tutorial](#)
Quality: 21,144 global accepts · Rating: 800 · first AC: 2023-09-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, sortings
[hyjhyj's solution](#)
- 3.**
1608A
[Find Array](#) · [Tutorial](#)
Quality: 20,263 global accepts · Rating: 800 · first AC: 2023-06-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[hyjhyj's solution](#)
- 4.**
1530B
[Putting Plates](#) · [Tutorial](#)
Quality: 16,287 global accepts · Rating: 800 · first AC: 2021-07-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation
[hyjhyj's solution](#)
- 5.**
1530A
[Binary Decimal](#) · [Tutorial](#)
Quality: 21,925 global accepts · Rating: 800 · first AC: 2021-07-20 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
[hyjhyj's solution](#)
- 6.**
1534A
[Colour the Flag](#) · [Tutorial](#)
Quality: 13,175 global accepts · Rating: 800 · first AC: 2021-06-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation
[hyjhyj's solution](#)
- 7.**
1523A
[Game of Life](#) · [Tutorial](#)
Quality: 14,056 global accepts · Rating: 800 · first AC: 2021-06-03 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[hyjhyj's solution](#)
- 8.**
1517A
[Sum of 2050](#) · [Tutorial](#)
Quality: 26,881 global accepts · Rating: 800 · first AC: 2021-05-04 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
[hyjhyj's solution](#)
- 9.**
1491A
[K-th Largest Value](#) · [Tutorial](#)
Quality: 19,028 global accepts · Rating: 800 · first AC: 2021-03-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation
[hyjhyj's solution](#)

10.

1428A

[Box is Pull](#) · [Tutorial](#)

Quality: 17,006 global accepts · Rating: 800 · first AC: 2020-10-17 · GNU C++11 (first AC) · Tags: math

[hyjhyj's solution](#)

11.

1408A

[Circle Coloring](#) · [Tutorial](#)

Quality: 12,786 global accepts · Rating: 800 · first AC: 2020-09-30 · GNU C++11 (first AC) · Tags: constructive algorithms

[hyjhyj's solution](#)

12.

1392B

[Omkar and Infinity Clock](#) · [Tutorial](#)

Quality: 18,891 global accepts · Rating: 800 · first AC: 2020-08-20 · GNU C++11 (first AC) · Tags: implementation, math

[hyjhyj's solution](#)

13.

1392A

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

Quality: 21,745 global accepts · Rating: 800 · first AC: 2020-08-20 · GNU C++11 (first AC) · Tags: greedy, math

[hyjhyj's solution](#)

14.

1323A

[Even Subset Sum Problem](#) · [Tutorial](#)

Quality: 20,891 global accepts · Rating: 800 · first AC: 2020-03-07 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, implementation

[hyjhyj's solution](#)

15.

1209A

[Paint the Numbers](#) · [Tutorial](#)

Quality: 12,841 global accepts · Rating: 800 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[hyjhyj's solution](#)

16.

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

[hyjhyj's solution](#)

17.

1186A

[Vus the Cossack and a Contest](#) · [Tutorial](#)

Quality: 42,456 global accepts · Rating: 800 · first AC: 2019-06-28 · GNU C++11 (first AC) · Tags: implementation

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18.

1173A

[Nauuo and Votes](#) · [Tutorial](#)

Quality: 17,259 global accepts · Rating: 800 · first AC: 2019-06-07 · last AC: 2019-06-10 · GNU C++11 (first AC) · Tags: greedy

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19.

1148A

[Another One Bites The Dust](#) · [Tutorial](#)

Quality: 15,547 global accepts · Rating: 800 · first AC: 2019-06-01 · last AC: 2019-06-05 · GNU C++11 (first AC) · Tags: greedy

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20.

1106A

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

Quality: 12,864 global accepts · Rating: 800 · first AC: 2019-01-31 · last AC: 2019-02-01 · GNU C++11 (first AC) · Tags: implementation

[hyjhyj's solution](#)

21.

1060A

[Phone Numbers](#) · [Tutorial](#)

Quality: 15,716 global accepts · Rating: 800 · first AC: 2018-10-04 · last AC: 2018-10-04 · GNU C++11 (first AC) · Tags: brute force
[hyjhyj's solution](#)

22.

1247A

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

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

23.

1106C

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

Quality: 15,909 global accepts · Rating: 900 · first AC: 2019-01-31 · last AC: 2019-02-01 · GNU C++11 (first AC) · Tags: greedy, implementation, math, sortings
[hyjhyj's solution](#)

24.

1785A

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

Rating: 1000 · first AC: 2023-02-13 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings
[hyjhyj's solution](#)

25.

1247B1

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

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

26.

1182A

[Filling Shapes](#) · [Tutorial](#)

Quality: 35,576 global accepts · Rating: 1000 · first AC: 2019-06-11 · GNU C++11 (first AC) · Tags: dp, math
[hyjhyj's solution](#)

27.

1174A

[Ehab Fails to Be Thanos](#) · [Tutorial](#)

Quality: 19,211 global accepts · Rating: 1000 · first AC: 2019-06-03 · last AC: 2019-06-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings
[hyjhyj's solution](#)

28.

1867B

[XOR Palindromes](#) · [Tutorial](#)

Quality: 18,631 global accepts · Rating: 1100 · first AC: 2023-09-14 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, strings
[hyjhyj's solution](#)

29.

1793B

[Fedya and Array](#) · [Tutorial](#)

Quality: 17,096 global accepts · Rating: 1100 · first AC: 2023-02-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[hyjhyj's solution](#)

30.

1534B

[Histogram Ugliness](#) · [Tutorial](#)

Quality: 12,873 global accepts · Rating: 1100 · first AC: 2021-06-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math
[hyjhyj's solution](#)

31.

1523B

[Lord of the Values](#) · [Tutorial](#)

Quality: 12,509 global accepts · Rating: 1100 · first AC: 2021-06-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms
[hyjhyj's solution](#)

32.

1428C

[ABBB](#) · [Tutorial](#)

Quality: 22,644 global accepts · Rating: 1100 · first AC: 2020-10-17 · GNU C++11 (first AC) · Tags: brute force, data structures, greedy, strings
[hyjhyj's solution](#)

33.

1375A

[Sign Flipping](#) · [Tutorial](#)

Quality: 18,842 global accepts · Rating: 1100 · first AC: 2020-08-06 · GNU C++11 (first AC) · Tags: constructive algorithms, math
[hyjhyj's solution](#)

34.

1334B

[Middle Class](#) · [Tutorial](#)

Quality: 27,620 global accepts · Rating: 1100 · first AC: 2020-04-10 · GNU C++11 (first AC) · Tags: greedy, sortings
[hyjhyj's solution](#)

35.

1327A

[Sum of Odd Integers](#) · [Tutorial](#)

Quality: 45,733 global accepts · Rating: 1100 · first AC: 2020-03-23 · GNU C++11 (first AC) · Tags: math
[hyjhyj's solution](#)

36.

1173B

[Nauuo and Chess](#) · [Tutorial](#)

Quality: 9,441 global accepts · Rating: 1100 · first AC: 2019-06-07 · last AC: 2019-06-10 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy
[hyjhyj's solution](#)

37.

1105A

[Salem and Sticks](#) · [Tutorial](#)

Quality: 11,553 global accepts · Rating: 1100 · first AC: 2019-01-20 · last AC: 2019-01-21 · GNU C++11 (first AC) · Tags: brute force, implementation
[hyjhyj's solution](#)

38.

1105B

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

Quality: 10,558 global accepts · Rating: 1100 · first AC: 2019-01-20 · last AC: 2019-01-20 · GNU C++11 (first AC) · Tags: brute force, implementation, strings
[hyjhyj's solution](#)

39.

1042A

[Benches](#) · [Tutorial](#)

Quality: 14,079 global accepts · Rating: 1100 · first AC: 2018-09-17 · last AC: 2018-10-29 · GNU C++11 (first AC) · Tags: binary search, implementation
[hyjhyj's solution](#)

40.

1060B

[Maximum Sum of Digits](#) · [Tutorial](#)

Quality: 9,497 global accepts · Rating: 1100 · first AC: 2018-10-04 · last AC: 2018-10-04 · GNU C++11 (first AC) · Tags: greedy
[hyjhyj's solution](#)

41.

1608B

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

Quality: 12,486 global accepts · Rating: 1200 · first AC: 2023-06-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy
[hyjhyj's solution](#)

- 42.**
1530C
[Pursuit](#) · [Tutorial](#)
Quality: 15,576 global accepts · Rating: 1200 · first AC: 2021-07-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, sortings
[hyjhyj's solution](#)
- 43.**
1517B
[Morning Jogging](#) · [Tutorial](#)
Quality: 15,834 global accepts · Rating: 1200 · first AC: 2021-05-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings
[hyjhyj's solution](#)
- 44.**
1495A
[Diamond Miner](#) · [Tutorial](#)
Quality: 17,877 global accepts · Rating: 1200 · first AC: 2021-03-10 · C++17 (GCC 9-64) (first AC) · Tags: geometry, greedy, math, sortings
[hyjhyj's solution](#)
- 45.**
1491B
[Minimal Cost](#) · [Tutorial](#)
Quality: 14,230 global accepts · Rating: 1200 · first AC: 2021-03-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math
[hyjhyj's solution](#)
- 46.**
1428B
[Belted Rooms](#) · [Tutorial](#)
Quality: 15,184 global accepts · Rating: 1200 · first AC: 2020-10-17 · GNU C++11 (first AC) · Tags: graphs, implementation
[hyjhyj's solution](#)
- 47.**
1392C
[Omkar and Waterslide](#) · [Tutorial](#)
Quality: 19,595 global accepts · Rating: 1200 · first AC: 2020-08-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[hyjhyj's solution](#)
- 48.**
1375B
[Neighbor Grid](#) · [Tutorial](#)
Quality: 17,850 global accepts · Rating: 1200 · first AC: 2020-08-06 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy
[hyjhyj's solution](#)
- 49.**
1334A
[Level Statistics](#) · [Tutorial](#)
Quality: 24,366 global accepts · Rating: 1200 · first AC: 2020-04-10 · GNU C++11 (first AC) · Tags: implementation, math
[hyjhyj's solution](#)
- 50.**
1327B
[Princesses and Princes](#) · [Tutorial](#)
Quality: 19,493 global accepts · Rating: 1200 · first AC: 2020-03-23 · GNU C++11 (first AC) · Tags: brute force, graphs, greedy
[hyjhyj's solution](#)
- 51.**
1200B
[Block Adventure](#) · [Tutorial](#)
Quality: 14,661 global accepts · Rating: 1200 · first AC: 2019-08-11 · GNU C++11 (first AC) · Tags: dp, greedy
[hyjhyj's solution](#)
- 52.**
1174B
[Ehab Is an Odd Person](#) · [Tutorial](#)
Quality: 16,855 global accepts · Rating: 1200 · first AC: 2019-06-03 · last AC: 2019-06-04 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[hyjhyj's solution](#)

53.

1068B

[LCM](#) · [Tutorial](#)

Quality: 13,029 global accepts · Rating: 1200 · first AC: 2018-12-11 · GNU C++11 (first AC) · Tags: math, number theory

[hyjhyj's solution](#)

54.

1042B

[Vitamins](#) · [Tutorial](#)

Quality: 19,151 global accepts · Rating: 1200 · first AC: 2018-09-17 · last AC: 2018-10-29 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp, implementation

[hyjhyj's solution](#)

55.

1867C

[Salyg1n and the MEX Game](#) · [Tutorial](#)

Quality: 12,670 global accepts · Rating: 1300 · first AC: 2023-09-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, games, greedy, interactive

[hyjhyj's solution](#)

56.

1603A

[Di-visible Confusion](#) · [Tutorial](#)

Quality: 17,825 global accepts · Rating: 1300 · first AC: 2023-05-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[hyjhyj's solution](#)

57.

1601A

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

Quality: 21,094 global accepts · Rating: 1300 · first AC: 2023-05-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math, number theory

[hyjhyj's solution](#)

58.

1534C

[Little Alawn's Puzzle](#) · [Tutorial](#)

Quality: 13,811 global accepts · Rating: 1300 · first AC: 2021-06-16 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, dsu, graphs, math

[hyjhyj's solution](#)

59.

1323C

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

Rating: 1300 · first AC: 2020-03-07 · GNU C++11 (first AC) · Tags: constructive algorithms

[hyjhyj's solution](#)

60.

1247B2

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

Rating: 1300 · first AC: 2019-10-26 · GNU C++11 (first AC) · Tags: implementation, two pointers

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61.

1209B

[Koala and Lights](#) · [Tutorial](#)

Quality: 8,515 global accepts · Rating: 1300 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory

[hyjhyj's solution](#)

62.

1182B

[Plus from Picture](#) · [Tutorial](#)

Quality: 12,002 global accepts · Rating: 1300 · first AC: 2019-06-11 · GNU C++11 (first AC) · Tags: dfs and similar, implementation, strings

[hyjhyj's solution](#)

63.

1174C

[Ehab and a Special Coloring Problem](#) · [Tutorial](#)

Quality: 12,784 global accepts · Rating: 1300 · first AC: 2019-06-03 · last AC: 2019-06-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[hyjhyj's solution](#)

64.

1967A

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

Quality: 14,940 global accepts · Rating: 1400 · first AC: 2025-02-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, math, sortings

[hyjhyj's solution](#)

65.

1967B1

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

Quality: 16,057 global accepts · Rating: 1400 · first AC: 2025-02-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[hyjhyj's solution](#)

66.

1648A

[Weird Sum](#) · [Tutorial](#)

Quality: 18,768 global accepts · Rating: 1400 · first AC: 2023-10-03 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, geometry, math, matrices, sortings

[hyjhyj's solution](#)

67.

1866B

[Battling with Numbers](#) · [Tutorial](#)

Quality: 9,180 global accepts · Rating: 1400 · first AC: 2023-09-16 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory

[hyjhyj's solution](#)

68.

1517C

[Fillomino 2](#) · [Tutorial](#)

Quality: 14,170 global accepts · Rating: 1400 · first AC: 2021-05-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation

[hyjhyj's solution](#)

69.

1456A

[Bouncing Ball](#) · [Tutorial](#)

Rating: 1400 · first AC: 2020-11-29 · GNU C++11 (first AC) · Tags: brute force, dp, implementation

[hyjhyj's solution](#)

70.

1408B

[Arrays Sum](#) · [Tutorial](#)

Quality: 10,455 global accepts · Rating: 1400 · first AC: 2020-09-30 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[hyjhyj's solution](#)

71.

1375C

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

Quality: 22,950 global accepts · Rating: 1400 · first AC: 2020-08-06 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy

[hyjhyj's solution](#)

72.

1320A

[Journey Planning](#) · [Tutorial](#)

Quality: 21,659 global accepts · Rating: 1400 · first AC: 2020-03-01 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, math, sortings

[hyjhyj's solution](#)

- 73.**
1292A
[NEKO's Maze Game](#) · [Tutorial](#)
Quality: 13,871 global accepts · Rating: 1400 · first AC: 2020-01-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, implementation
[hyjhyj's solution](#)
- 74.**
1200C
[Round Corridor](#) · [Tutorial](#)
Quality: 10,636 global accepts · Rating: 1400 · first AC: 2019-08-11 · GNU C++11 (first AC) · Tags: math, number theory
[hyjhyj's solution](#)
- 75.**
1046C
[Space Formula](#) · [Tutorial](#)
Quality: 3,356 global accepts · Rating: 1400 · first AC: 2018-09-22 · last AC: 2018-10-07 · GNU C++11 (first AC) · Tags: greedy
[hyjhyj's solution](#)
- 76.**
1046F
[Splitting money](#) · [Tutorial](#)
Quality: 3,118 global accepts · Rating: 1400 · first AC: 2018-09-22 · last AC: 2018-10-07 · GNU C++11 (first AC) · Tags: implementation
[hyjhyj's solution](#)
- 77.**
1732D1
[Balance \(Easy version\)](#) · [Tutorial](#)
Quality: 9,901 global accepts · Rating: 1500 · first AC: 2022-10-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation, number theory
[hyjhyj's solution](#)
- 78.**
1242A
[Tile Painting](#) · [Tutorial](#)
Quality: 13,267 global accepts · Rating: 1500 · first AC: 2020-11-12 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory
[hyjhyj's solution](#)
- 79.**
1444A
[Division](#) · [Tutorial](#)
Quality: 14,408 global accepts · Rating: 1500 · first AC: 2020-11-03 · GNU C++11 (first AC) · Tags: brute force, math, number theory
[hyjhyj's solution](#)
- 80.**
1379B
[Dubious Cyrpto](#) · [Tutorial](#)
Quality: 13,180 global accepts · Rating: 1500 · first AC: 2020-10-04 · GNU C++11 (first AC) · Tags: binary search, brute force, math, number theory
[hyjhyj's solution](#)
- 81.**
1379A
[Acacius and String](#) · [Tutorial](#)
Quality: 12,328 global accepts · Rating: 1500 · first AC: 2020-10-04 · GNU C++11 (first AC) · Tags: brute force, implementation, strings
[hyjhyj's solution](#)
- 82.**
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
[hyjhyj's solution](#)

83.

1323B

[Count Subrectangles](#) · [Tutorial](#)

Quality: 11,767 global accepts · Rating: 1500 · first AC: 2020-03-07 · GNU C++11 (first AC) · Tags: binary search, greedy, implementation
[hyjhyj's solution](#)

84.

1299A

[Anu Has a Function](#) · [Tutorial](#)

Quality: 12,551 global accepts · Rating: 1500 · first AC: 2020-02-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math
[hyjhyj's solution](#)

85.

1209C

[Paint the Digits](#) · [Tutorial](#)

Quality: 7,860 global accepts · Rating: 1500 · first AC: 2019-09-14 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation
[hyjhyj's solution](#)

86.

1186D

[Vus the Cossack and Numbers](#) · [Tutorial](#)

Quality: 9,323 global accepts · Rating: 1500 · first AC: 2019-06-28 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math
[hyjhyj's solution](#)

87.

1106D

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

Quality: 19,656 global accepts · Rating: 1500 · first AC: 2019-01-31 · last AC: 2019-02-01 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, graphs, greedy, shortest paths
[hyjhyj's solution](#)

88.

1106B

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

Quality: 6,997 global accepts · Rating: 1500 · first AC: 2019-01-31 · last AC: 2019-02-01 · GNU C++11 (first AC) · Tags: data structures, implementation
[hyjhyj's solution](#)

89.

1105C

[Ayoub and Lost Array](#) · [Tutorial](#)

Quality: 11,366 global accepts · Rating: 1500 · first AC: 2019-01-20 · last AC: 2019-01-20 · GNU C++11 (first AC) · Tags: combinatorics, dp, math
[hyjhyj's solution](#)

90.

527C

[Glass Carving](#) · [Tutorial](#)

Quality: 7,534 global accepts · Rating: 1500 · first AC: 2018-12-20 · GNU C++11 (first AC) · Tags: binary search, data structures, implementation
[hyjhyj's solution](#)

91.

1687A

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

Quality: 11,396 global accepts · Rating: 1600 · first AC: 2023-06-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy
[hyjhyj's solution](#)

92.

1603B

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

Quality: 15,076 global accepts · Rating: 1600 · first AC: 2023-05-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory
[hyjhyj's solution](#)

93.

1530D

[Secret Santa](#) · [Tutorial](#)

Quality: 10,097 global accepts · Rating: 1600 · first AC: 2021-07-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, flows, graphs, greedy, math

[hyjhyj's solution](#)

94.

1523C

[Compression and Expansion](#) · [Tutorial](#)

Quality: 9,181 global accepts · Rating: 1600 · first AC: 2021-06-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, implementation, trees

[hyjhyj's solution](#)

95.

1528A

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

Quality: 18,988 global accepts · Rating: 1600 · first AC: 2021-05-26 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, greedy, trees

[hyjhyj's solution](#)

96.

1407C

[Chocolate Bunny](#) · [Tutorial](#)

Quality: 14,802 global accepts · Rating: 1600 · first AC: 2021-05-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, math, two pointers

[hyjhyj's solution](#)

97.

1483A

[Basic Diplomacy](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-03-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[hyjhyj's solution](#)

98.

1458A

[Row GCD](#) · [Tutorial](#)

Quality: 25,294 global accepts · Rating: 1600 · first AC: 2020-12-19 · GNU C++11 (first AC) · Tags: math, number theory

[hyjhyj's solution](#)

99.

1349A

[Orac and LCM](#) · [Tutorial](#)

Quality: 21,634 global accepts · Rating: 1600 · first AC: 2020-05-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, number theory

[hyjhyj's solution](#)

100.

1334C

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

Quality: 17,924 global accepts · Rating: 1600 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[hyjhyj's solution](#)

101.

1327C

[Game with Chips](#) · [Tutorial](#)

Quality: 14,086 global accepts · Rating: 1600 · first AC: 2020-03-23 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[hyjhyj's solution](#)

102.

1247C

[p-binary](#) · [Tutorial](#)

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

[hyjhyj's solution](#)

103.

1148B

[Born This Way](#) · [Tutorial](#)

Quality: 7,940 global accepts · Rating: 1600 · first AC: 2019-06-02 · last AC: 2019-06-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, two pointers

[hyjhyj's solution](#)

104.

1045I

[Palindrome Pairs](#) · [Tutorial](#)

Quality: 5,463 global accepts · Rating: 1600 · first AC: 2018-10-07 · GNU C++11 (first AC) · Tags: hashing, strings

[hyjhyj's solution](#)

105.

1060C

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

Quality: 5,209 global accepts · Rating: 1600 · first AC: 2018-10-04 · last AC: 2018-10-04 · GNU C++11 (first AC) · Tags: binary search, implementation, two pointers

[hyjhyj's solution](#)

106.

1046H

[Palindrome Pairs](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-09-22 · GNU C++11 (first AC) · Tags: bitmasks, hashing

[hyjhyj's solution](#)

107.

1608C

[Game Master](#) · [Tutorial](#)

Quality: 7,370 global accepts · Rating: 1700 · first AC: 2023-06-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, two pointers

[hyjhyj's solution](#)

108.

1687B

[Railway System](#) · [Tutorial](#)

Quality: 4,136 global accepts · Rating: 1700 · first AC: 2023-06-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[hyjhyj's solution](#)

109.

1528B

[Kavi on Pairing Duty](#) · [Tutorial](#)

Quality: 10,666 global accepts · Rating: 1700 · first AC: 2021-05-26 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[hyjhyj's solution](#)

110.

1491C

[Pekora and Trampoline](#) · [Tutorial](#)

Quality: 8,394 global accepts · Rating: 1700 · first AC: 2021-03-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[hyjhyj's solution](#)

111.

1464A

[Peaceful Rooks](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-12-21 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs

[hyjhyj's solution](#)

112.

1229A

[Marcin and Training Camp](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-11-13 · GNU C++11 (first AC) · Tags: brute force, graphs, greedy

[hyjhyj's solution](#)

113.

1392D

[Omkar and Bed Wars](#) · [Tutorial](#)

Quality: 9,765 global accepts · Rating: 1700 · first AC: 2020-08-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[hyjhyj's solution](#)

114.

1146C

[Tree Diameter](#) · [Tutorial](#)

Quality: 4,217 global accepts · Rating: 1700 · first AC: 2020-07-28 · GNU C++11 (first AC) · Tags: bitmasks, graphs, interactive

[hyjhyj's solution](#)

115.

1329B

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

Quality: 7,056 global accepts · Rating: 1700 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, math

[hyjhyj's solution](#)

116.

1320B

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

Quality: 6,439 global accepts · Rating: 1700 · first AC: 2020-03-01 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, shortest paths

[hyjhyj's solution](#)

117.

1292B

[Aroma's Search](#) · [Tutorial](#)

Quality: 6,769 global accepts · Rating: 1700 · first AC: 2020-01-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, geometry, greedy, implementation

[hyjhyj's solution](#)

118.

161B

[Discounts](#) · [Tutorial](#)

Quality: 2,090 global accepts · Rating: 1700 · first AC: 2019-10-25 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, sortings

[hyjhyj's solution](#)

119.

1037D

[Valid BFS?](#) · [Tutorial](#)

Quality: 19,101 global accepts · Rating: 1700 · first AC: 2019-10-13 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, shortest paths, trees

[hyjhyj's solution](#)

120.

1209D

[Cow and Snacks](#) · [Tutorial](#)

Quality: 10,728 global accepts · Rating: 1700 · first AC: 2019-09-14 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs

[hyjhyj's solution](#)

121.

732D

[Exams](#) · [Tutorial](#)

Quality: 5,922 global accepts · Rating: 1700 · first AC: 2019-06-25 · GNU C++11 (first AC) · Tags: binary search, greedy, sortings

[hyjhyj's solution](#)

122.

1182C

[Beautiful Lyrics](#) · [Tutorial](#)

Quality: 4,591 global accepts · Rating: 1700 · first AC: 2019-06-12 · GNU C++11 (first AC) · Tags: data structures, greedy, strings

[hyjhyj's solution](#)

123.

1148C

[Crazy Diamond](#) · [Tutorial](#)

Quality: 5,627 global accepts · Rating: 1700 · first AC: 2019-06-05 · GNU C++11 (first AC) · Tags: constructive algorithms, sortings

[hyjhyj's solution](#)

124.

1648B

[Integral Array](#) · [Tutorial](#)

Quality: 7,260 global accepts · Rating: 1800 · first AC: 2023-10-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, data structures, math

[hyjhyi's solution](#)

125.

1867D

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

Quality: 6,874 global accepts · Rating: 1800 · first AC: 2023-09-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation

[hyjhyi's solution](#)

126.

1750D

[Count GCD](#) · [Tutorial](#)

Quality: 7,363 global accepts · Rating: 1800 · first AC: 2022-11-07 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory

[hyjhyi's solution](#)

127.

1500A

[Going Home](#) · [Tutorial](#)

Quality: 9,509 global accepts · Rating: 1800 · first AC: 2021-07-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, hashing, implementation, math

[hyjhyi's solution](#)

128.

1534D

[Lost Tree](#) · [Tutorial](#)

Quality: 6,810 global accepts · Rating: 1800 · first AC: 2021-06-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, trees

[hyjhyi's solution](#)

129.

1396B

[Stoned Game](#) · [Tutorial](#)

Quality: 12,935 global accepts · Rating: 1800 · first AC: 2021-06-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, games, greedy

[hyjhyi's solution](#)

130.

1517D

[Explorer Space](#) · [Tutorial](#)

Quality: 9,242 global accepts · Rating: 1800 · first AC: 2021-05-04 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, shortest paths

[hyjhyi's solution](#)

131.

1491D

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

Quality: 8,285 global accepts · Rating: 1800 · first AC: 2021-03-01 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[hyjhyi's solution](#)

132.

1442B

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

Quality: 5,292 global accepts · Rating: 1800 · first AC: 2020-11-06 · GNU C++11 (first AC) · Tags: combinatorics, data structures, dsu, greedy, implementation

[hyjhyi's solution](#)

133.

1442A

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

Quality: 9,720 global accepts · Rating: 1800 · first AC: 2020-11-06 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, greedy

[hyjhyi's solution](#)

134.

989C

[A Mist of Florescence](#) · [Tutorial](#)

Quality: 4,034 global accepts · Rating: 1800 · first AC: 2020-07-28 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs
[hyjhyj's solution](#)

135.

1329A

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

Quality: 9,669 global accepts · Rating: 1800 · first AC: 2020-06-18 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math
[hyjhyj's solution](#)

136.

1334D

[Minimum Euler Cycle](#) · [Tutorial](#)

Quality: 7,723 global accepts · Rating: 1800 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation
[hyjhyj's solution](#)

137.

1327E

[Count The Blocks](#) · [Tutorial](#)

Quality: 9,599 global accepts · Rating: 1800 · first AC: 2020-04-04 · GNU C++11 (first AC) · Tags: combinatorics, dp, math
[hyjhyj's solution](#)

138.

1299B

[Aerodynamic](#) · [Tutorial](#)

Quality: 5,611 global accepts · Rating: 1800 · first AC: 2020-02-09 · C++14 (GCC 6-32) (first AC) · Tags: geometry
[hyjhyj's solution](#)

139.

1247D

[Power Products](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-10-26 · C++17 (GCC 7-32) (first AC) · Tags: number theory
[hyjhyj's solution](#)

140.

1186C

[Vus the Cossack and Strings](#) · [Tutorial](#)

Quality: 6,546 global accepts · Rating: 1800 · first AC: 2019-06-28 · GNU C++11 (first AC) · Tags: implementation, math
[hyjhyj's solution](#)

141.

1172A

[Nauuo and Cards](#) · [Tutorial](#)

Quality: 5,176 global accepts · Rating: 1800 · first AC: 2019-06-10 · GNU C++11 (first AC) · Tags: greedy, implementation
[hyjhyj's solution](#)

142.

1173C

[Nauuo and Cards](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-06-07 · GNU C++11 (first AC) · Tags: binary search, greedy, implementation
[hyjhyj's solution](#)

143.

140C

[New Year Snowmen](#) · [Tutorial](#)

Quality: 4,755 global accepts · Rating: 1800 · first AC: 2018-12-20 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy
[hyjhyj's solution](#)

144.

706D

[Vasiliy's Multiset](#) · [Tutorial](#)

Quality: 12,585 global accepts · Rating: 1800 · first AC: 2018-10-19 · GNU C++11 (first AC) · Tags: binary search, bitmasks, data structures,

trees

[hyjhyj's solution](#)

145.

1042D

[Petya and Array](#) · [Tutorial](#)

Quality: 7,401 global accepts · Rating: 1800 · first AC: 2018-10-18 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, two pointers

[hyjhyj's solution](#)

146.

888E

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

Quality: 9,201 global accepts · Rating: 1800 · first AC: 2018-09-22 · GNU C++11 (first AC) · Tags: bitmasks, divide and conquer, meet-in-the-middle

[hyjhyj's solution](#)

147.

161D

[Distance in Tree](#) · [Tutorial](#)

Quality: 19,177 global accepts · Rating: 1800 · first AC: 2018-09-20 · last AC: 2018-09-20 · GNU C++11 (first AC) · Tags: dfs and similar, dp, trees

[hyjhyj's solution](#)

148.

1648C

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

Quality: 3,340 global accepts · Rating: 1900 · first AC: 2023-10-03 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, implementation

[hyjhyj's solution](#)

149.

1866C

[Completely Searching for Inversions](#) · [Tutorial](#)

Quality: 3,430 global accepts · Rating: 1900 · first AC: 2023-09-16 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs

[hyjhyj's solution](#)

150.

1601B

[Frog Traveler](#) · [Tutorial](#)

Quality: 5,503 global accepts · Rating: 1900 · first AC: 2023-05-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, shortest paths, two pointers

[hyjhyj's solution](#)

151.

1785B

[Letter Exchange](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-02-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[hyjhyj's solution](#)

152.

1717D

[Madoka and The Corruption Scheme](#) · [Tutorial](#)

Quality: 4,863 global accepts · Rating: 1900 · first AC: 2022-09-03 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[hyjhyj's solution](#)

153.

1483B

[Playlist](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-03-21 · GNU C++11 (first AC) · Tags: data structures, dsu, implementation

[hyjhyj's solution](#)

154.

1495B

[Let's Go Hiking](#) · [Tutorial](#)

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

[hyjhyj's solution](#)

155.

1242B

[0-1 MST](#) · [Tutorial](#)

Quality: 9,246 global accepts · Rating: 1900 · first AC: 2020-11-12 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, sortings

[hyjhyj's solution](#)

156.

1444B

[Divide and Sum](#) · [Tutorial](#)

Quality: 6,773 global accepts · Rating: 1900 · first AC: 2020-11-03 · GNU C++11 (first AC) · Tags: combinatorics, math, sortings

[hyjhyj's solution](#)

157.

1428D

[Bouncing Boomerangs](#) · [Tutorial](#)

Quality: 4,723 global accepts · Rating: 1900 · first AC: 2020-10-17 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

[hyjhyj's solution](#)

158.

1375D

[Replace by MEX](#) · [Tutorial](#)

Quality: 10,142 global accepts · Rating: 1900 · first AC: 2020-08-06 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, sortings

[hyjhyj's solution](#)

159.

1220D

[Alex and Julian](#) · [Tutorial](#)

Quality: 4,140 global accepts · Rating: 1900 · first AC: 2019-11-11 · GNU C++11 (first AC) · Tags: bitmasks, math, number theory

[hyjhyj's solution](#)

160.

1200D

[White Lines](#) · [Tutorial](#)

Quality: 4,402 global accepts · Rating: 1900 · first AC: 2019-08-11 · GNU C++11 (first AC) · Tags: brute force, data structures, dp, implementation, two pointers

[hyjhyj's solution](#)

161.

1172B

[Nauuo and Circle](#) · [Tutorial](#)

Quality: 4,405 global accepts · Rating: 1900 · first AC: 2019-06-10 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, dp, trees

[hyjhyj's solution](#)

162.

1173D

[Nauuo and Circle](#) · [Tutorial](#)

Rating: 1900 · first AC: 2019-06-07 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, dp, geometry, trees

[hyjhyj's solution](#)

163.

1174D

[Ehab and the Expected XOR Problem](#) · [Tutorial](#)

Quality: 5,042 global accepts · Rating: 1900 · first AC: 2019-06-03 · last AC: 2019-06-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[hyjhyj's solution](#)

164.

1060D

[Social Circles](#) · [Tutorial](#)

Quality: 3,874 global accepts · Rating: 1900 · first AC: 2018-10-04 · last AC: 2018-10-05 · GNU C++11 (first AC) · Tags: greedy, math

[hyjhyj's solution](#)

165.

1867E1

[Salyg1n and Array \(simple version\) · Tutorial](#)

Quality: 4,330 global accepts · Rating: 2000 · first AC: 2023-09-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, math

[hyjhyj's solution](#)

166.

1783D

[Different Arrays · Tutorial](#)

Quality: 5,288 global accepts · Rating: 2000 · first AC: 2023-01-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, implementation

[hyjhyj's solution](#)

167.

432D

[Prefixes and Suffixes · Tutorial](#)

Quality: 11,989 global accepts · Rating: 2000 · first AC: 2021-03-25 · C++17 (GCC 9-64) (first AC) · Tags: dp, string suffix structures, strings, two pointers

[hyjhyj's solution](#)

168.

1458B

[Glass Half Spilled · Tutorial](#)

Quality: 4,102 global accepts · Rating: 2000 · first AC: 2020-12-19 · GNU C++11 (first AC) · Tags: dp

[hyjhyj's solution](#)

169.

1456B

[XOR-gun · Tutorial](#)

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

[hyjhyj's solution](#)

170.

1229B

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

Rating: 2000 · first AC: 2020-11-13 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, dp, graphs, math, number theory, trees

[hyjhyj's solution](#)

171.

1209G1

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

Quality: 3,953 global accepts · Rating: 2000 · first AC: 2020-10-08 · GNU C++11 (first AC) · Tags: data structures, dsu, greedy, implementation, two pointers

[hyjhyj's solution](#)

172.

1209E1

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

Quality: 3,250 global accepts · Rating: 2000 · first AC: 2019-09-14 · last AC: 2020-10-08 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp, greedy, sortings

[hyjhyj's solution](#)

173.

1379C

[Choosing flowers · Tutorial](#)

Quality: 6,080 global accepts · Rating: 2000 · first AC: 2020-10-04 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, greedy, sortings, two pointers

[hyjhyj's solution](#)

174.

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

[hyjhyj's solution](#)

175.

1349C

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

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

[hyjhyj's solution](#)

176.

1349B

[Orac and Medians](#) · [Tutorial](#)

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

[hyjhyj's solution](#)

177.

1320C

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

Quality: 3,428 global accepts · Rating: 2000 · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, sortings

[hyjhyj's solution](#)

178.

1142B

[Lynyrd Skynyrd](#) · [Tutorial](#)

Quality: 3,739 global accepts · Rating: 2000 · first AC: 2019-10-17 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp, math, trees

[hyjhyj's solution](#)

179.

1200E

[Compress Words](#) · [Tutorial](#)

Quality: 9,363 global accepts · Rating: 2000 · first AC: 2019-08-12 · GNU C++11 (first AC) · Tags: brute force, hashing, implementation, string suffix structures, strings

[hyjhyj's solution](#)

180.

1060E

[Sergey and Subway](#) · [Tutorial](#)

Quality: 3,499 global accepts · Rating: 2000 · first AC: 2018-10-05 · GNU C++11 (first AC) · Tags: dfs and similar, dp, trees

[hyjhyj's solution](#)

181.

1866H

[Happy Sets](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2100 · first AC: 2023-09-16 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics

[hyjhyj's solution](#)

182.

1866G

[Grouped Carriages](#) · [Tutorial](#)

Quality: 2,179 global accepts · Rating: 2100 · first AC: 2023-09-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, flows, greedy

[hyjhyj's solution](#)

183.

1761D

[Carry Bit](#) · [Tutorial](#)

Quality: 2,767 global accepts · Rating: 2100 · first AC: 2022-11-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[hyjhyj's solution](#)

184.

1530E

[Minimax](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2100 · first AC: 2021-07-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, strings

[hyjhyj's solution](#)

185.

1483C

[Skyline Photo](#) · [Tutorial](#)

Rating: 2100 · first AC: 2021-03-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy

[hyjhyj's solution](#)

186.

1392E

[Omkar and Duck](#) · [Tutorial](#)

Quality: 3,747 global accepts · Rating: 2100 · first AC: 2021-02-12 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[hyjhyj's solution](#)

187.

1464B

[Grime Zoo](#) · [Tutorial](#)

Rating: 2100 · first AC: 2020-12-20 · GNU C++11 (first AC) · Tags: brute force, data structures, greedy, implementation, ternary search

[hyjhyj's solution](#)

188.

576C

[Points on Plane](#) · [Tutorial](#)

Quality: 4,179 global accepts · Rating: 2100 · first AC: 2020-07-28 · GNU C++11 (first AC) · Tags: constructive algorithms, divide and conquer, geometry, greedy, sortings

[hyjhyj's solution](#)

189.

1323D

[Present](#) · [Tutorial](#)

Rating: 2100 · first AC: 2020-03-07 · GNU C++11 (first AC) · Tags: binary search, bitmasks, math, sortings

[hyjhyj's solution](#)

190.

1299C

[Water Balance](#) · [Tutorial](#)

Quality: 4,333 global accepts · Rating: 2100 · first AC: 2020-02-15 · GNU C++11 (first AC) · Tags: data structures, geometry, greedy

[hyjhyj's solution](#)

191.

496E

[Distributing Parts](#) · [Tutorial](#)

Quality: 1,759 global accepts · Rating: 2100 · first AC: 2019-11-13 · GNU C++11 (first AC) · Tags: greedy, sortings

[hyjhyj's solution](#)

192.

286C

[Main Sequence](#) · [Tutorial](#)

Quality: 1,602 global accepts · Rating: 2100 · first AC: 2019-10-25 · GNU C++11 (first AC) · Tags: greedy, implementation

[hyjhyj's solution](#)

193.

960F

[Pathwalks](#) · [Tutorial](#)

Quality: 3,383 global accepts · Rating: 2100 · first AC: 2019-10-23 · GNU C++11 (first AC) · Tags: data structures, dp, graphs

[hyjhyj's solution](#)

194.

852D

[Exploration plan](#) · [Tutorial](#)

Quality: 1,246 global accepts · Rating: 2100 · first AC: 2019-10-14 · GNU C++11 (first AC) · Tags: binary search, flows, graph matchings, shortest paths

[hyjhyj's solution](#)

195.

859E

[Desk Disorder](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2100 · first AC: 2019-10-14 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, trees

[hyjhyj's solution](#)

196.

894E

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

Quality: 3,090 global accepts · Rating: 2100 · first AC: 2019-10-14 · GNU C++11 (first AC) · Tags: dp, graphs

[hyjhyj's solution](#)

197.

1106E

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

Quality: 2,816 global accepts · Rating: 2100 · first AC: 2019-01-31 · last AC: 2019-02-01 · GNU C++11 (first AC) · Tags: data structures, dp

[hyjhyj's solution](#)

198.

208E

[Blood Cousins](#) · [Tutorial](#)

Quality: 8,921 global accepts · Rating: 2100 · first AC: 2018-10-28 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, trees

[hyjhyj's solution](#)

199.

1967B2

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

Quality: 4,857 global accepts · Rating: 2200 · first AC: 2025-02-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[hyjhyj's solution](#)

200.

1901E

[Compressed Tree](#) · [Tutorial](#)

Quality: 1,978 global accepts · Rating: 2200 · first AC: 2023-12-05 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, sortings, trees

[hyjhyj's solution](#)

201.

1867E2

[Salyg1n and Array \(hard version\)](#) · [Tutorial](#)

Quality: 3,755 global accepts · Rating: 2200 · first AC: 2023-09-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive

[hyjhyj's solution](#)

202.

1795E

[Explosions?](#) · [Tutorial](#)

Quality: 2,382 global accepts · Rating: 2200 · first AC: 2023-02-24 · PyPy 3-64 (first AC) · Tags: binary search, data structures, dp, greedy, math

[hyjhyj's solution](#)

203.

1785C

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

Rating: 2200 · first AC: 2023-02-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation

[hyjhyj's solution](#)

204.

1736D

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

Quality: 2,780 global accepts · Rating: 2200 · first AC: 2022-10-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, geometry, greedy, implementation, strings

[hyjhyj's solution](#)

205.

1717E

[Madoka and The Best University](#) · [Tutorial](#)

Quality: 3,403 global accepts · Rating: 2200 · first AC: 2022-09-03 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[hyjhyj's solution](#)

206.

1500B

[Two chandeliers](#) · [Tutorial](#)

Quality: 2,314 global accepts · Rating: 2200 · first AC: 2021-07-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, chinese remainder theorem, math, number theory

[hyjhyj's solution](#)

207.

1526D

[Kill Anton](#) · [Tutorial](#)

Quality: 2,799 global accepts · Rating: 2200 · first AC: 2021-06-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, data structures, math, strings

[hyjhyj's solution](#)

208.

1515E

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

Quality: 4,476 global accepts · Rating: 2200 · first AC: 2021-05-03 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[hyjhyj's solution](#)

209.

1456C

[New Game Plus!](#) · [Tutorial](#)

Rating: 2200 · first AC: 2020-11-29 · GNU C++11 (first AC) · Tags: binary search, dp, greedy, sortings

[hyjhyj's solution](#)

210.

1428E

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

Quality: 4,208 global accepts · Rating: 2200 · first AC: 2020-10-17 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, math, sortings

[hyjhyj's solution](#)

211.

538F

[A Heap of Heaps](#) · [Tutorial](#)

Quality: 1,861 global accepts · Rating: 2200 · first AC: 2020-09-15 · GNU C++11 (first AC) · Tags: brute force, data structures, math, sortings

[hyjhyj's solution](#)

212.

593C

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

Quality: 325 global accepts · Rating: 2200 · first AC: 2020-07-25 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[hyjhyj's solution](#)

213.

1334E

[Divisor Paths](#) · [Tutorial](#)

Quality: 3,179 global accepts · Rating: 2200 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs, greedy, math, number theory

[hyjhyj's solution](#)

214.

1327D

[Infinite Path](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 2200 · first AC: 2020-04-04 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, graphs, math, number theory

[hyjhyj's solution](#)

215.

1097D

[Makoto and a Blackboard](#) · [Tutorial](#)

Quality: 3,172 global accepts · Rating: 2200 · first AC: 2019-11-01 · GNU C++11 (first AC) · Tags: dp, math, number theory, probabilities

[hyjhyj's solution](#)

216.

1105E

[Helping Hiasat](#) · [Tutorial](#)

Quality: 1,915 global accepts · Rating: 2200 · first AC: 2019-01-20 · last AC: 2019-10-30 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[hyjhyj's solution](#)

217.

559C

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

Quality: 8,095 global accepts · Rating: 2200 · first AC: 2018-11-02 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, number theory

[hyjhyj's solution](#)

218.

570D

[Tree Requests](#) · [Tutorial](#)

Quality: 9,042 global accepts · Rating: 2200 · first AC: 2018-10-28 · GNU C++11 (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees

[hyjhyj's solution](#)

219.

617E

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

Quality: 10,613 global accepts · Rating: 2200 · first AC: 2018-10-26 · GNU C++11 (first AC) · Tags: data structures

[hyjhyj's solution](#)

220.

1045G

[AI robots](#) · [Tutorial](#)

Quality: 1,984 global accepts · Rating: 2200 · first AC: 2018-10-10 · last AC: 2018-10-11 · GNU C++11 (first AC) · Tags: data structures

[hyjhyj's solution](#)

221.

762E

[Radio stations](#) · [Tutorial](#)

Quality: 1,644 global accepts · Rating: 2200 · first AC: 2018-10-10 · GNU C++11 (first AC) · Tags: binary search, data structures

[hyjhyj's solution](#)

222.

1045D

[Interstellar battle](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2200 · first AC: 2018-10-07 · last AC: 2018-10-07 · GNU C++11 (first AC) · Tags: math, probabilities, trees

[hyjhyj's solution](#)

223.

1046D

[Interstellar battle](#) · [Tutorial](#)

Rating: 2200 · first AC: 2018-09-22 · GNU C++11 (first AC) · Tags: —

[hyjhyj's solution](#)

224.

1967C

[Fenwick Tree](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2300 · first AC: 2025-02-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, math, trees

[hyjhyj's solution](#)

225.

1866I

[Imagination Castle](#) · [Tutorial](#)

Quality: 930 global accepts · Rating: 2300 · first AC: 2023-09-16 · C++17 (GCC 9-64) (first AC) · Tags: dp, games, two pointers

[hyjhyj's solution](#)

226.

1866D

[Digital Wallet](#) · [Tutorial](#)

Quality: 1,566 global accepts · Rating: 2300 · first AC: 2023-09-16 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[hyjhyj's solution](#)

227.

1603C

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

Quality: 2,266 global accepts · Rating: 2300 · first AC: 2023-05-07 · last AC: 2023-05-07 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math, number theory

[hyjhyj's solution](#)

228.

1601C

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

Quality: 2,345 global accepts · Rating: 2300 · first AC: 2023-05-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy, sortings

[hyjhyj's solution](#)

229.

1694E

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

Rating: 2300 · first AC: 2023-03-09 · C++17 (GCC 9-64) (first AC) · Tags: shortest paths

[hyjhyj's solution](#)

230.

1783E

[Game of the Year](#) · [Tutorial](#)

Quality: 2,441 global accepts · Rating: 2300 · first AC: 2023-01-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, math, number theory

[hyjhyj's solution](#)

231.

1768E

[Partial Sorting](#) · [Tutorial](#)

Quality: 2,265 global accepts · Rating: 2300 · first AC: 2023-01-19 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory

[hyjhyj's solution](#)

232.

1782E

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

Rating: 2300 · first AC: 2023-01-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[hyjhyj's solution](#)

233.

1712E1

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

Quality: 2,460 global accepts · Rating: 2300 · first AC: 2022-09-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, two pointers

[hyjhyj's solution](#)

234.

1536E

[Omkar and Forest](#) · [Tutorial](#)

Quality: 2,734 global accepts · Rating: 2300 · first AC: 2021-06-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, graphs, math, shortest paths

[hyjhyj's solution](#)

235.

1534E

[Lost Array](#) · [Tutorial](#)

Quality: 2,078 global accepts · Rating: 2300 · first AC: 2021-06-16 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy, interactive, shortest paths

[hyjhyj's solution](#)

236.

1396C

[Monster Invaders](#) · [Tutorial](#)

Quality: 2,784 global accepts · Rating: 2300 · first AC: 2021-06-11 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation

[hyjhyj's solution](#)

237.

1322C

[Instant Noodles](#) · [Tutorial](#)

Quality: 2,704 global accepts · Rating: 2300 · first AC: 2021-05-28 · C++17 (GCC 9-64) (first AC) · Tags: graphs, hashing, math, number theory

[hyjhyj's solution](#)

238.

1528C

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

Quality: 2,952 global accepts · Rating: 2300 · first AC: 2021-05-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[hyjhyj's solution](#)

239.

1495C

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

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

[hyjhyj's solution](#)

240.

1464C

[Poman Numbers](#) · [Tutorial](#)

Rating: 2300 · first AC: 2020-12-24 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[hyjhyj's solution](#)

241.

1408F

[Two Different](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2300 · first AC: 2020-09-30 · GNU C++11 (first AC) · Tags: constructive algorithms, divide and conquer

[hyjhyj's solution](#)

242.

1139D

[Steps to One](#) · [Tutorial](#)

Quality: 2,702 global accepts · Rating: 2300 · first AC: 2020-08-10 · GNU C++11 (first AC) · Tags: dp, math, number theory, probabilities

[hyjhyj's solution](#)

243.

573C

[Bear and Drawing](#) · [Tutorial](#)

Quality: 1,040 global accepts · Rating: 2300 · first AC: 2020-07-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, trees

[hyjhyj's solution](#)

244.

1292C

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

Quality: 2,252 global accepts · Rating: 2300 · first AC: 2020-01-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, greedy, trees

[hyjhyj's solution](#)

245.

901C

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

Quality: 1,298 global accepts · Rating: 2300 · first AC: 2020-01-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dsu, graphs, two pointers

[hyjhyj's solution](#)

246.

1197E

[Culture Code](#) · [Tutorial](#)

Quality: 1,852 global accepts · Rating: 2300 · first AC: 2019-11-10 · last AC: 2019-11-11 · GNU C++11 (first AC) · Tags: binary search, combinatorics, data structures, dp, shortest paths, sortings

[hyjhyj's solution](#)

247.

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,858 global accepts · Rating: 2300 · first AC: 2019-10-21 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, data structures

[hyjhyj's solution](#)

248.

858F

[Wizard's Tour](#) · [Tutorial](#)

Quality: 2,022 global accepts · Rating: 2300 · first AC: 2019-10-15 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[hyjhyj's solution](#)

249.

1200F

[Graph Traveler](#) · [Tutorial](#)

Quality: 1,163 global accepts · Rating: 2300 · first AC: 2019-08-12 · GNU C++11 (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, implementation, math, number theory

[hyjhyj's solution](#)

250.

510E

[Fox And Dinner](#) · [Tutorial](#)

Quality: 2,423 global accepts · Rating: 2300 · first AC: 2019-07-24 · GNU C++11 (first AC) · Tags: flows

[hyjhyj's solution](#)

251.

1182E

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

Quality: 3,328 global accepts · Rating: 2300 · first AC: 2019-06-11 · last AC: 2019-06-11 · GNU C++11 (first AC) · Tags: dp, math, matrices, number theory

[hyjhyj's solution](#)

252.

891C

[Envy](#) · [Tutorial](#)

Quality: 3,006 global accepts · Rating: 2300 · first AC: 2019-03-01 · GNU C++11 (first AC) · Tags: data structures, dsu, graphs

[hyjhyj's solution](#)

253.

97B

[Superset](#) · [Tutorial](#)

Quality: 1,000 global accepts · Rating: 2300 · first AC: 2018-10-29 · GNU C++11 (first AC) · Tags: constructive algorithms, divide and conquer

[hyjhyj's solution](#)

254.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,404 global accepts · Rating: 2300 · first AC: 2018-10-28 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, trees

[hyjhyj's solution](#)

255.

101D

[Castle](#) · [Tutorial](#)

Quality: 790 global accepts · Rating: 2300 · first AC: 2018-10-12 · GNU C++11 (first AC) · Tags: dp, greedy, probabilities, sortings, trees

[hyjhyj's solution](#)

256.

1866L

[Lihmuf Balling](#) · [Tutorial](#)

Quality: 877 global accepts · Rating: 2400 · first AC: 2023-09-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, math

[hyjhyj's solution](#)

257.

1726E

[Almost Perfect](#) · [Tutorial](#)

Quality: 1,716 global accepts · Rating: 2400 · first AC: 2023-09-11 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, fft, math
[hyjhyj's solution](#)

258.

1848F

[Vika and Wiki](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2400 · first AC: 2023-09-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, combinatorics, divide and conquer, dp, math
[hyjhyj's solution](#)

259.

1608D

[Dominoes](#) · [Tutorial](#)

Quality: 1,558 global accepts · Rating: 2400 · first AC: 2023-06-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, fft, graphs, math, number theory
[hyjhyj's solution](#)

260.

1827B2

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

Quality: 2,316 global accepts · Rating: 2400 · first AC: 2023-06-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy
[hyjhyj's solution](#)

261.

1804E

[Routing](#) · [Tutorial](#)

Quality: 1,707 global accepts · Rating: 2400 · first AC: 2023-03-13 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs
[hyjhyj's solution](#)

262.

1795F

[Blocking Chips](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2023-02-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, greedy, trees
[hyjhyj's solution](#)

263.

1785D

[Wooden Spoon](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-02-14 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math
[hyjhyj's solution](#)

264.

1792E

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

Quality: 1,596 global accepts · Rating: 2400 · first AC: 2023-01-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, dp, number theory
[hyjhyj's solution](#)

265.

1780G

[Delicious Dessert](#) · [Tutorial](#)

Quality: 994 global accepts · Rating: 2400 · first AC: 2023-01-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dsu, hashing, math, number theory, string suffix structures
[hyjhyj's solution](#)

266.

1750E

[Bracket Cost](#) · [Tutorial](#)

Quality: 1,660 global accepts · Rating: 2400 · first AC: 2022-11-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy, strings

[hyjhyj's solution](#)

267.

1753D

[The Beach](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2400 · first AC: 2022-10-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[hyjhyj's solution](#)

268.

1732D2

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

Quality: 1,591 global accepts · Rating: 2400 · first AC: 2022-10-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, number theory

[hyjhyj's solution](#)

269.

1736C2

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

Quality: 1,471 global accepts · Rating: 2400 · first AC: 2022-10-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, two pointers

[hyjhyj's solution](#)

270.

1739E

[Cleaning Robot](#) · [Tutorial](#)

Quality: 1,461 global accepts · Rating: 2400 · first AC: 2022-10-08 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp

[hyjhyj's solution](#)

271.

1523D

[Love-Hate](#) · [Tutorial](#)

Quality: 2,477 global accepts · Rating: 2400 · first AC: 2021-06-03 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, probabilities

[hyjhyj's solution](#)

272.

720B

[Cactusophobia](#) · [Tutorial](#)

Quality: 465 global accepts · Rating: 2400 · first AC: 2021-06-02 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, flows

[hyjhyj's solution](#)

273.

1526E

[Oolimry and Suffix Array](#) · [Tutorial](#)

Quality: 1,422 global accepts · Rating: 2400 · first AC: 2021-06-01 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[hyjhyj's solution](#)

274.

1483D

[Useful Edges](#) · [Tutorial](#)

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

[hyjhyj's solution](#)

275.

1491E

[Fib-tree](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2021-03-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, divide and conquer, number theory, trees

[hyjhyj's solution](#)

276.

1392F

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

Quality: 2,403 global accepts · Rating: 2400 · first AC: 2021-02-09 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[hyjhyj's solution](#)

277.

1229C

[Konrad and Company Evaluation](#) · [Tutorial](#)

Quality: 2400 · first AC: 2020-11-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs

[hyjhyj's solution](#)

278.

1242C

[Sum Balance](#) · [Tutorial](#)

Quality: 1,948 global accepts · Rating: 2400 · first AC: 2020-11-12 · GNU C++11 (first AC) · Tags: bitmasks, dfs and similar, dp, graphs

[hyjhyj's solution](#)

279.

1442C

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

Quality: 2,004 global accepts · Rating: 2400 · first AC: 2020-11-06 · last AC: 2020-11-06 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[hyjhyj's solution](#)

280.

1428F

[Fruit Sequences](#) · [Tutorial](#)

Quality: 2,588 global accepts · Rating: 2400 · first AC: 2020-10-18 · GNU C++11 (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[hyjhyj's solution](#)

281.

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

[hyjhyj's solution](#)

282.

107C

[Arrangement](#) · [Tutorial](#)

Quality: 460 global accepts · Rating: 2400 · first AC: 2020-09-14 · GNU C++11 (first AC) · Tags: bitmasks, dp

[hyjhyj's solution](#)

283.

1000F

[One Occurrence](#) · [Tutorial](#)

Quality: 4,836 global accepts · Rating: 2400 · first AC: 2020-08-17 · GNU C++11 (first AC) · Tags: data structures, divide and conquer

[hyjhyj's solution](#)

284.

449D

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

Quality: 6,138 global accepts · Rating: 2400 · first AC: 2020-08-15 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, dp

[hyjhyj's solution](#)

285.

1093F

[Vasya and Array](#) · [Tutorial](#)

Quality: 1,359 global accepts · Rating: 2400 · first AC: 2020-08-08 · GNU C++11 (first AC) · Tags: dp

[hyjhyj's solution](#)

286.

1028E

[Restore Array](#) · [Tutorial](#)

Quality: 1,202 global accepts · Rating: 2400 · first AC: 2020-07-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[hyjhyj's solution](#)

287.

1329C

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

Quality: 1,804 global accepts · Rating: 2400 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[hyjhyj's solution](#)

288.

749E

[Inversions After Shuffle](#) · [Tutorial](#)

Quality: 1,256 global accepts · Rating: 2400 · first AC: 2020-01-13 · GNU C++11 (first AC) · Tags: data structures, probabilities

[hyjhyj's solution](#)

289.

886E

[Maximum Element](#) · [Tutorial](#)

Quality: 1,215 global accepts · Rating: 2400 · first AC: 2020-01-13 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[hyjhyj's solution](#)

290.

5E

[Bindian Signaling](#) · [Tutorial](#)

Quality: 2,487 global accepts · Rating: 2400 · first AC: 2019-11-04 · GNU C++11 (first AC) · Tags: data structures

[hyjhyj's solution](#)

291.

1004E

[Sonya and Ice Cream](#) · [Tutorial](#)

Quality: 1,239 global accepts · Rating: 2400 · first AC: 2019-10-17 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, greedy, shortest paths, trees

[hyjhyj's solution](#)

292.

815C

[Karen and Supermarket](#) · [Tutorial](#)

Quality: 3,317 global accepts · Rating: 2400 · first AC: 2019-10-14 · GNU C++11 (first AC) · Tags: brute force, dp, trees

[hyjhyj's solution](#)

293.

1042F

[Leaf Sets](#) · [Tutorial](#)

Quality: 1,490 global accepts · Rating: 2400 · first AC: 2019-10-14 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, sortings, trees

[hyjhyj's solution](#)

294.

911F

[Tree Destruction](#) · [Tutorial](#)

Quality: 2,273 global accepts · Rating: 2400 · first AC: 2019-10-14 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees

[hyjhyj's solution](#)

295.

1051F

[The Shortest Statement](#) · [Tutorial](#)

Quality: 3,754 global accepts · Rating: 2400 · first AC: 2019-10-14 · GNU C++11 (first AC) · Tags: graphs, shortest paths, trees

[hyjhyj's solution](#)

296.

198E

[Gripping Story](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2400 · first AC: 2019-08-28 · GNU C++11 (first AC) · Tags: binary search, data structures, sortings

[hyjhyj's solution](#)

297.

932E

[Team Work](#) · [Tutorial](#)

Quality: 3,432 global accepts · Rating: 2400 · first AC: 2019-08-01 · GNU C++11 (first AC) · Tags: combinatorics, dp, math
[hyjhyj's solution](#)

298.

835E

[The penguin's game](#) · [Tutorial](#)

Quality: 1,349 global accepts · Rating: 2400 · first AC: 2019-07-25 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, interactive
[hyjhyj's solution](#)

299.

916E

[Jamie and Tree](#) · [Tutorial](#)

Quality: 2,104 global accepts · Rating: 2400 · first AC: 2019-07-14 · GNU C++11 (first AC) · Tags: data structures, trees
[hyjhyj's solution](#)

300.

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,916 global accepts · Rating: 2400 · first AC: 2019-07-01 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, trees
[hyjhyj's solution](#)

301.

1182D

[Complete Mirror](#) · [Tutorial](#)

Quality: 1,003 global accepts · Rating: 2400 · first AC: 2019-06-12 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dp, hashing, implementation, trees
[hyjhyj's solution](#)

302.

1093E

[Intersection of Permutations](#) · [Tutorial](#)

Quality: 1,861 global accepts · Rating: 2400 · first AC: 2019-05-31 · GNU C++11 (first AC) · Tags: data structures
[hyjhyj's solution](#)

303.

311B

[Cats Transport](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2400 · first AC: 2018-10-31 · GNU C++11 (first AC) · Tags: data structures, dp
[hyjhyj's solution](#)

304.

28D

[Don't fear, DravDe is kind](#) · [Tutorial](#)

Quality: 676 global accepts · Rating: 2400 · first AC: 2018-10-09 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, hashing
[hyjhyj's solution](#)

305.

912E

[Prime Gift](#) · [Tutorial](#)

Quality: 2,045 global accepts · Rating: 2400 · first AC: 2018-09-22 · GNU C++11 (first AC) · Tags: binary search, dfs and similar, math, meet-in-the-middle, number theory, two pointers
[hyjhyj's solution](#)

306.

1758E

[Tick, Tock](#) · [Tutorial](#)

Quality: 1,012 global accepts · Rating: 2500 · first AC: 2023-11-23 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs
[hyjhyj's solution](#)

307.

1842F

[Tenzing and Tree](#) · [Tutorial](#)

Quality: 1,809 global accepts · Rating: 2500 · first AC: 2023-06-26 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, greedy, shortest paths, sortings, trees

[hyjhyi's solution](#)

308.

1687C

[Sanae and Giant Robot](#) · [Tutorial](#)

Quality: 1,688 global accepts · Rating: 2500 · first AC: 2023-06-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[hyjhyi's solution](#)

309.

1556F

[Sports Betting](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2500 · first AC: 2023-03-02 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, graphs, math, probabilities

[hyjhyi's solution](#)

310.

1789E

[Serval and Music Game](#) · [Tutorial](#)

Quality: 968 global accepts · Rating: 2500 · first AC: 2023-02-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, implementation, math, number theory

[hyjhyi's solution](#)

311.

1783F

[Double Sort II](#) · [Tutorial](#)

Quality: 1,315 global accepts · Rating: 2500 · first AC: 2023-01-20 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, flows, graph matchings, graphs

[hyjhyi's solution](#)

312.

1725K

[Kingdom of Criticism](#) · [Tutorial](#)

Quality: 785 global accepts · Rating: 2500 · first AC: 2022-11-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu

[hyjhyi's solution](#)

313.

1712E2

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

Quality: 1,613 global accepts · Rating: 2500 · first AC: 2022-09-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, math, number theory, two pointers

[hyjhyi's solution](#)

314.

1539E

[Game with Cards](#) · [Tutorial](#)

Quality: 1,055 global accepts · Rating: 2500 · first AC: 2021-06-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, greedy, implementation

[hyjhyi's solution](#)

315.

1534F1

[Falling Sand \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,400 global accepts · Rating: 2500 · first AC: 2021-06-16 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, greedy

[hyjhyi's solution](#)

316.

1188C

[Array Beauty](#) · [Tutorial](#)

Quality: 2,133 global accepts · Rating: 2500 · first AC: 2021-06-15 · C++17 (GCC 9-64) (first AC) · Tags: dp

[hyjhyi's solution](#)

317.

1528D

[It's a bird! No, it's a plane! No, it's AaParsa!](#) · [Tutorial](#)

Quality: 1,689 global accepts · Rating: 2500 · first AC: 2021-05-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[hyjhyj's solution](#)

318.

1479C

[Continuous City](#) · [Tutorial](#)

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

[hyjhyj's solution](#)

319.

1517E

[Group Photo](#) · [Tutorial](#)

Quality: 1,032 global accepts · Rating: 2500 · first AC: 2021-05-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation, two pointers

[hyjhyj's solution](#)

320.

1307E

[Cow and Treats](#) · [Tutorial](#)

Quality: 1,364 global accepts · Rating: 2500 · first AC: 2021-02-01 · GNU C++11 (first AC) · Tags: binary search, combinatorics, dp, greedy, implementation, math

[hyjhyj's solution](#)

321.

1444C

[Team-Building](#) · [Tutorial](#)

Quality: 1,859 global accepts · Rating: 2500 · first AC: 2020-11-03 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[hyjhyj's solution](#)

322.

1100F

[Ivan and Burgers](#) · [Tutorial](#)

Quality: 3,690 global accepts · Rating: 2500 · first AC: 2020-10-23 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, greedy, math

[hyjhyj's solution](#)

323.

1209E2

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

Quality: 2,299 global accepts · Rating: 2500 · first AC: 2020-10-08 · GNU C++11 (first AC) · Tags: bitmasks, dp, greedy, sortings

[hyjhyj's solution](#)

324.

704B

[Ant Man](#) · [Tutorial](#)

Quality: 2,168 global accepts · Rating: 2500 · first AC: 2020-09-29 · GNU C++11 (first AC) · Tags: dp, graphs, greedy

[hyjhyj's solution](#)

325.

840C

[On the Bench](#) · [Tutorial](#)

Quality: 2,070 global accepts · Rating: 2500 · first AC: 2020-08-12 · GNU C++11 (first AC) · Tags: combinatorics, dp

[hyjhyj's solution](#)

326.

1043F

[Make It One](#) · [Tutorial](#)

Quality: 2,994 global accepts · Rating: 2500 · first AC: 2020-08-11 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory, shortest paths

[hyjhyj's solution](#)

327.

1375E

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

Quality: 3,371 global accepts · Rating: 2500 · first AC: 2020-08-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[hyjhyj's solution](#)

328.

909F

[AND-permutations](#) · [Tutorial](#)

Quality: 635 global accepts · Rating: 2500 · first AC: 2020-07-28 · GNU C++11 (first AC) · Tags: constructive algorithms

[hyjhyj's solution](#)

329.

156D

[Clues](#) · [Tutorial](#)

Quality: 2,035 global accepts · Rating: 2500 · first AC: 2020-06-15 · GNU C++11 (first AC) · Tags: combinatorics, graphs

[hyjhyj's solution](#)

330.

119D

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

Quality: 625 global accepts · Rating: 2500 · first AC: 2020-06-10 · GNU C++11 (first AC) · Tags: hashing, strings

[hyjhyj's solution](#)

331.

1284E

[New Year and Castle Construction](#) · [Tutorial](#)

Quality: 1,379 global accepts · Rating: 2500 · first AC: 2020-05-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, geometry, math, sortings

[hyjhyj's solution](#)

332.

1327F

[AND Segments](#) · [Tutorial](#)

Quality: 2,028 global accepts · Rating: 2500 · first AC: 2020-04-04 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, data structures, dp, two pointers

[hyjhyj's solution](#)

333.

981F

[Round Marriage](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2500 · first AC: 2019-10-25 · GNU C++11 (first AC) · Tags: binary search, graph matchings, greedy

[hyjhyj's solution](#)

334.

55D

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

Quality: 4,620 global accepts · Rating: 2500 · first AC: 2019-10-21 · GNU C++11 (first AC) · Tags: dp, number theory

[hyjhyj's solution](#)

335.

1097F

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

Quality: 1,472 global accepts · Rating: 2500 · first AC: 2019-09-15 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, number theory

[hyjhyj's solution](#)

336.

528D

[Fuzzy Search](#) · [Tutorial](#)

Quality: 2,861 global accepts · Rating: 2500 · first AC: 2019-07-07 · GNU C++11 (first AC) · Tags: bitmasks, brute force, fft

[hyjhyj's solution](#)

337.

147B

[Smile House](#) · [Tutorial](#)

Quality: 921 global accepts · Rating: 2500 · first AC: 2019-07-03 · GNU C++11 (first AC) · Tags: binary search, graphs, matrices
[hyjhyj's solution](#)

338.

1174E

[Ehab and the Expected GCD Problem](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2500 · first AC: 2019-06-04 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, number theory
[hyjhyj's solution](#)

339.

875F

[Royal Questions](#) · [Tutorial](#)

Quality: 1,585 global accepts · Rating: 2500 · first AC: 2018-10-11 · last AC: 2018-10-11 · GNU C++11 (first AC) · Tags: dsu, graphs, greedy
[hyjhyj's solution](#)

340.

1762F

[Good Pairs](#) · [Tutorial](#)

Quality: 888 global accepts · Rating: 2600 · first AC: 2023-10-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp
[hyjhyj's solution](#)

341.

1762E

[Tree Sum](#) · [Tutorial](#)

Quality: 848 global accepts · Rating: 2600 · first AC: 2023-10-11 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, trees
[hyjhyj's solution](#)

342.

1827C

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

Quality: 1,658 global accepts · Rating: 2600 · first AC: 2023-06-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, strings
[hyjhyj's solution](#)

343.

1740F

[Conditional Mix](#) · [Tutorial](#)

Quality: 1,068 global accepts · Rating: 2600 · first AC: 2022-11-15 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math
[hyjhyj's solution](#)

344.

1699E

[Three Days Grace](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2022-10-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers
[hyjhyj's solution](#)

345.

1736E

[Swap and Take](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 2600 · first AC: 2022-10-18 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy
[hyjhyj's solution](#)

346.

1530F

[Bingo](#) · [Tutorial](#)

Quality: 992 global accepts · Rating: 2600 · first AC: 2021-07-20 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, probabilities
[hyjhyj's solution](#)

347.

1503D

[Flip the Cards](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2600 · first AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, constructive algorithms, data structures, greedy, sortings, two pointers
[hyjhyj's solution](#)

348.

1500C

[Matrix Sorting](#) · [Tutorial](#)

Quality: 915 global accepts · Rating: 2600 · first AC: 2021-07-11 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, two pointers

[hyjhyj's solution](#)

349.

1539F

[Strange Array](#) · [Tutorial](#)

Quality: 984 global accepts · Rating: 2600 · first AC: 2021-06-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings

[hyjhyj's solution](#)

350.

1536F

[Omkar and Akmar](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2600 · first AC: 2021-06-07 · C++17 (GCC 9-64) (first AC) · Tags: chinese remainder theorem, combinatorics, constructive algorithms, fft, games, geometry, math, meet-in-the-middle, stri...

[hyjhyj's solution](#)

351.

1523E

[Crypto Lights](#) · [Tutorial](#)

Quality: 1,939 global accepts · Rating: 2600 · first AC: 2021-06-03 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[hyjhyj's solution](#)

352.

1515F

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

Quality: 2,076 global accepts · Rating: 2600 · first AC: 2021-05-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, trees

[hyjhyj's solution](#)

353.

1495D

[BFS Trees](#) · [Tutorial](#)

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

[hyjhyj's solution](#)

354.

1278F

[Cards](#) · [Tutorial](#)

Quality: 2,498 global accepts · Rating: 2600 · first AC: 2020-08-05 · last AC: 2021-02-23 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, number theory, probabilities

[hyjhyj's solution](#)

355.

542E

[Playing on Graph](#) · [Tutorial](#)

Quality: 973 global accepts · Rating: 2600 · first AC: 2020-11-17 · GNU C++11 (first AC) · Tags: graphs, shortest paths

[hyjhyj's solution](#)

356.

1209F

[Koala and Notebook](#) · [Tutorial](#)

Quality: 1,364 global accepts · Rating: 2600 · first AC: 2020-11-02 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths, strings, trees

[hyjhyj's solution](#)

357.

1430G

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

Quality: 869 global accepts · Rating: 2600 · first AC: 2020-10-28 · GNU C++11 (first AC) · Tags: bitmasks, dfs and similar, dp, flows, graphs, math

[hyjhyj's solution](#)

358.

1237F

[Balanced Domino Placements](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2600 · first AC: 2020-08-27 · GNU C++11 (first AC) · Tags: combinatorics, dp
[hyjhyj's solution](#)

359.

1185G2

[Playlist for Polycarp \(hard version\)](#) · [Tutorial](#)

Quality: 919 global accepts · Rating: 2600 · first AC: 2020-08-27 · GNU C++11 (first AC) · Tags: combinatorics, dp
[hyjhyj's solution](#)

360.

527E

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

Quality: 2,191 global accepts · Rating: 2600 · first AC: 2020-08-21 · GNU C++11 (first AC) · Tags: dfs and similar, graphs
[hyjhyj's solution](#)

361.

1023F

[Mobile Phone Network](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 2600 · first AC: 2020-08-13 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, trees
[hyjhyj's solution](#)

362.

1375F

[Integer Game](#) · [Tutorial](#)

Quality: 2,510 global accepts · Rating: 2600 · first AC: 2020-08-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, interactive, math
[hyjhyj's solution](#)

363.

662C

[Binary Table](#) · [Tutorial](#)

Quality: 2,425 global accepts · Rating: 2600 · first AC: 2020-07-08 · GNU C++11 (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, fft, math
[hyjhyj's solution](#)

364.

914G

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

Quality: 1,136 global accepts · Rating: 2600 · first AC: 2020-07-07 · GNU C++11 (first AC) · Tags: bitmasks, divide and conquer, dp, fft, math
[hyjhyj's solution](#)

365.

917D

[Stranger Trees](#) · [Tutorial](#)

Quality: 1,469 global accepts · Rating: 2600 · first AC: 2020-06-15 · GNU C++11 (first AC) · Tags: dp, math, matrices, trees
[hyjhyj's solution](#)

366.

814E

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

Quality: 725 global accepts · Rating: 2600 · first AC: 2019-12-14 · GNU C++11 (first AC) · Tags: combinatorics, dp, graphs, shortest paths
[hyjhyj's solution](#)

367.

241E

[Flights](#) · [Tutorial](#)

Quality: 1,383 global accepts · Rating: 2600 · first AC: 2019-10-13 · GNU C++11 (first AC) · Tags: graphs, shortest paths
[hyjhyj's solution](#)

368.

258D

[Little Elephant and Broken Sorting](#) · [Tutorial](#)

Quality: 1,421 global accepts · Rating: 2600 · first AC: 2019-07-06 · GNU C++11 (first AC) · Tags: dp, math, probabilities

[hyjhyj's solution](#)

369.

547D

[Mike and Fish](#) · [Tutorial](#)

Quality: 3,122 global accepts · Rating: 2600 · first AC: 2019-07-04 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[hyjhyj's solution](#)

370.

622F

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

Quality: 4,941 global accepts · Rating: 2600 · first AC: 2019-03-31 · GNU C++11 (first AC) · Tags: math

[hyjhyj's solution](#)

371.

813D

[Two Melodies](#) · [Tutorial](#)

Quality: 1,154 global accepts · Rating: 2600 · first AC: 2019-01-11 · GNU C++11 (first AC) · Tags: dp, flows

[hyjhyj's solution](#)

372.

248E

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

Quality: 642 global accepts · Rating: 2600 · first AC: 2019-01-04 · GNU C++11 (first AC) · Tags: dp, math, probabilities

[hyjhyj's solution](#)

373.

535E

[Tavas and Pashmaks](#) · [Tutorial](#)

Quality: 864 global accepts · Rating: 2600 · first AC: 2018-10-19 · GNU C++11 (first AC) · Tags: geometry, math

[hyjhyj's solution](#)

374.

1750F

[Majority](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 2700 · first AC: 2023-10-13 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, strings

[hyjhyj's solution](#)

375.

1867F

[Most Different Tree](#) · [Tutorial](#)

Quality: 509 global accepts · Rating: 2700 · first AC: 2023-09-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, hashing

[hyjhyj's solution](#)

376.

1795G

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

Quality: 817 global accepts · Rating: 2700 · first AC: 2023-02-23 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, graphs

[hyjhyj's solution](#)

377.

1792F1

[Graph Coloring \(easy version\)](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 2700 · first AC: 2023-01-29 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, graphs

[hyjhyj's solution](#)

378.

1781F

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

Quality: 1,316 global accepts · Rating: 2700 · first AC: 2023-01-19 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, trees

[hyjhyj's solution](#)

379.

1728G

[Illumination](#) · [Tutorial](#)

Quality: 618 global accepts · Rating: 2700 · first AC: 2022-09-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, dp, math, two pointers

[hyjhyj's solution](#)

380.

1511G

[Chips on a Board](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2700 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, data structures, dp, games, two pointers

[hyjhyj's solution](#)

381.

1553G

[Common Divisor Graph](#) · [Tutorial](#)

Quality: 1,213 global accepts · Rating: 2700 · first AC: 2021-07-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, hashing, math, number theory

[hyjhyj's solution](#)

382.

1550F

[Jumping Around](#) · [Tutorial](#)

Quality: 899 global accepts · Rating: 2700 · first AC: 2021-07-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, dsu, graphs, shortest paths

[hyjhyj's solution](#)

383.

1514E

[Baby Ehab's Hyper Apartment](#) · [Tutorial](#)

Quality: 697 global accepts · Rating: 2700 · first AC: 2021-07-11 · last AC: 2021-07-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, graphs, interactive, sortings, two pointers

[hyjhyj's solution](#)

384.

1542E2

[Abnormal Permutation Pairs \(hard version\)](#) · [Tutorial](#)

Quality: 1,015 global accepts · Rating: 2700 · first AC: 2021-07-04 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math

[hyjhyj's solution](#)

385.

838D

[Airplane Arrangements](#) · [Tutorial](#)

Quality: 1,138 global accepts · Rating: 2700 · first AC: 2021-05-28 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[hyjhyj's solution](#)

386.

1270G

[Subset with Zero Sum](#) · [Tutorial](#)

Quality: 2,959 global accepts · Rating: 2700 · first AC: 2021-05-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[hyjhyj's solution](#)

387.

1519E

[Off by One](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2700 · first AC: 2021-05-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, geometry, graphs, sortings, trees

[hyjhyj's solution](#)

388.

1515G

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

Quality: 1,356 global accepts · Rating: 2700 · first AC: 2021-05-03 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, math, number theory

[hyjhyj's solution](#)

389.

870F

[Paths](#) · [Tutorial](#)

Quality: 681 global accepts · Rating: 2700 · first AC: 2021-04-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, number theory
[hyjhyj's solution](#)

390.

1205D

[Almost All](#) · [Tutorial](#)

Quality: 764 global accepts · Rating: 2700 · first AC: 2021-03-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, trees
[hyjhyj's solution](#)

391.

1487G

[String Counting](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 2700 · first AC: 2021-03-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math
[hyjhyj's solution](#)

392.

1491F

[Magnets](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2700 · first AC: 2021-03-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, interactive
[hyjhyj's solution](#)

393.

717B

[R3D3's Summer Adventure](#) · [Tutorial](#)

Quality: 181 global accepts · Rating: 2700 · first AC: 2021-02-19 · GNU C++11 (first AC) · Tags: dp, greedy
[hyjhyj's solution](#)

394.

1464E

[No Game No Life](#) · [Tutorial](#)

Rating: 2700 · first AC: 2020-12-24 · GNU C++11 (first AC) · Tags: bitmasks, dp, games, math, matrices, probabilities
[hyjhyj's solution](#)

395.

1458C

[Latin Square](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2700 · first AC: 2020-12-22 · GNU C++11 (first AC) · Tags: math, matrices
[hyjhyj's solution](#)

396.

62E

[World Evil](#) · [Tutorial](#)

Quality: 282 global accepts · Rating: 2700 · first AC: 2020-11-18 · last AC: 2020-11-18 · GNU C++11 (first AC) · Tags: dp, flows
[hyjhyj's solution](#)

397.

949E

[Binary Cards](#) · [Tutorial](#)

Quality: 769 global accepts · Rating: 2700 · first AC: 2020-11-18 · GNU C++11 (first AC) · Tags: brute force
[hyjhyj's solution](#)

398.

1229D

[Wojtek and Card Tricks](#) · [Tutorial](#)

Rating: 2700 · first AC: 2020-11-13 · GNU C++11 (first AC) · Tags: math
[hyjhyj's solution](#)

399.

1421E

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400.

1408G

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401.

1344D

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402.

578E

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403.

576D

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404.

1034C

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405.

575A

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Quality: 863 global accepts · Rating: 2700 · first AC: 2020-08-20 · GNU C++11 (first AC) · Tags: data structures, math, matrices
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406.

183D

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Quality: 481 global accepts · Rating: 2700 · first AC: 2020-08-01 · GNU C++11 (first AC) · Tags: dp, greedy, probabilities
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407.

605E

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Quality: 1,547 global accepts · Rating: 2700 · first AC: 2020-08-01 · GNU C++11 (first AC) · Tags: probabilities, shortest paths
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408.

932F

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409.

500F

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410.

1292D

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411.

903G

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412.

1215F

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[hyjhyj's solution](#)

413.

293B

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Quality: 941 global accepts · Rating: 2700 · first AC: 2019-10-30 · GNU C++11 (first AC) · Tags: brute force, combinatorics
[hyjhyj's solution](#)

414.

961G

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Quality: 1,611 global accepts · Rating: 2700 · first AC: 2019-07-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory
[hyjhyj's solution](#)

415.

293E

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Quality: 1,980 global accepts · Rating: 2700 · first AC: 2019-07-01 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, trees
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416.

1182F

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[hyjhyj's solution](#)

417.

995F

[Cowmpany Cowmpensation](#) · [Tutorial](#)

Quality: 1,626 global accepts · Rating: 2700 · first AC: 2019-01-29 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, trees
[hyjhyj's solution](#)

418.

713D

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Quality: 1,359 global accepts · Rating: 2700 · first AC: 2018-11-07 · GNU C++11 (first AC) · Tags: binary search, data structures
[hyjhyj's solution](#)

419.

1648D

[Serious Business](#) · [Tutorial](#)

Quality: 1,051 global accepts · Rating: 2800 · first AC: 2023-10-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, implementation, shortest paths
[hyjhyj's solution](#)

420.

1773G

[Game of Questions](#) · [Tutorial](#)

Quality: 549 global accepts · Rating: 2800 · first AC: 2023-09-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, fft, math, probabilities
[hyjhyj's solution](#)

421.

1845F

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Quality: 432 global accepts · Rating: 2800 · first AC: 2023-06-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, fft, math, number theory

[hyjhyj's solution](#)

422.

1842G

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Quality: 1,577 global accepts · Rating: 2800 · first AC: 2023-06-26 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[hyjhyj's solution](#)

423.

1620F

[Bipartite Array](#) · [Tutorial](#)

Quality: 751 global accepts · Rating: 2800 · first AC: 2023-06-11 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[hyjhyj's solution](#)

424.

1783G

[Weighed Tree Radius](#) · [Tutorial](#)

Quality: 589 global accepts · Rating: 2800 · first AC: 2023-01-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, implementation, trees

[hyjhyj's solution](#)

425.

1732E

[Location](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2800 · first AC: 2022-10-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, math, number theory

[hyjhyj's solution](#)

426.

1404D

[Game of Pairs](#) · [Tutorial](#)

Quality: 1,271 global accepts · Rating: 2800 · first AC: 2021-07-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, math, number theory

[hyjhyj's solution](#)

427.

1545C

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

Quality: 767 global accepts · Rating: 2800 · first AC: 2021-07-12 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, brute force, combinatorics, constructive algorithms, graph matchings, graphs

[hyjhyj's solution](#)

428.

1322D

[Reality Show](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2800 · first AC: 2021-05-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp

[hyjhyj's solution](#)

429.

1404E

[Bricks](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2800 · first AC: 2021-04-30 · C++17 (GCC 9-64) (first AC) · Tags: flows, graph matchings, graphs

[hyjhyj's solution](#)

430.

850D

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

Quality: 468 global accepts · Rating: 2800 · first AC: 2021-04-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, graphs, greedy, math

[hyjhyj's solution](#)

431.

1491G

[Switch and Flip](#) · [Tutorial](#)

Quality: 1,008 global accepts · Rating: 2800 · first AC: 2021-03-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, math

[hyjhyj's solution](#)

432.

639E

[Bear and Paradox](#) · [Tutorial](#)

Quality: 617 global accepts · Rating: 2800 · first AC: 2020-11-08 · GNU C++11 (first AC) · Tags: binary search, greedy, math, sortings
[hyjhyj's solution](#)

433.

1442D

[Sum](#) · [Tutorial](#)

Quality: 2,915 global accepts · Rating: 2800 · first AC: 2020-11-07 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dp, greedy
[hyjhyj's solution](#)

434.

1436F

[Sum Over Subsets](#) · [Tutorial](#)

Quality: 623 global accepts · Rating: 2800 · first AC: 2020-10-26 · GNU C++11 (first AC) · Tags: combinatorics, math, number theory
[hyjhyj's solution](#)

435.

908G

[New Year and Original Order](#) · [Tutorial](#)

Quality: 1,674 global accepts · Rating: 2800 · first AC: 2019-01-05 · last AC: 2020-09-28 · GNU C++11 (first AC) · Tags: dp, math
[hyjhyj's solution](#)

436.

547E

[Mike and Friends](#) · [Tutorial](#)

Quality: 2,605 global accepts · Rating: 2800 · first AC: 2020-09-16 · GNU C++11 (first AC) · Tags: data structures, string suffix structures, strings, trees
[hyjhyj's solution](#)

437.

555E

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

Quality: 2,969 global accepts · Rating: 2800 · first AC: 2020-09-15 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees
[hyjhyj's solution](#)

438.

575I

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

Quality: 547 global accepts · Rating: 2800 · first AC: 2020-09-05 · GNU C++11 (first AC) · Tags: data structures
[hyjhyj's solution](#)

439.

516D

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Quality: 1,528 global accepts · Rating: 2800 · first AC: 2020-08-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, trees, two pointers
[hyjhyj's solution](#)

440.

1375G

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Quality: 2,187 global accepts · Rating: 2800 · first AC: 2020-08-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graph matchings, graphs, trees
[hyjhyj's solution](#)

441.

750F

[New Year and Finding Roots](#) · [Tutorial](#)

Quality: 595 global accepts · Rating: 2800 · first AC: 2020-07-29 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, interactive, trees
[hyjhyj's solution](#)

442.

1067E

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Quality: 552 global accepts · Rating: 2800 · first AC: 2020-07-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, graph matchings, math, trees
[hyjhyj's solution](#)

443.

850E

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Quality: 533 global accepts · Rating: 2800 · first AC: 2020-07-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, divide and conquer, fft, math
[hyjhyj's solution](#)

444.

671C

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[hyjhyj's solution](#)

445.

1327G

[Letters and Question Marks](#) · [Tutorial](#)

Quality: 527 global accepts · Rating: 2800 · first AC: 2020-04-04 · GNU C++11 (first AC) · Tags: bitmasks, dp, string suffix structures
[hyjhyj's solution](#)

446.

913F

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Quality: 771 global accepts · Rating: 2800 · first AC: 2020-01-13 · GNU C++11 (first AC) · Tags: dp, graphs, math, probabilities
[hyjhyj's solution](#)

447.

521D

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Quality: 1,830 global accepts · Rating: 2800 · first AC: 2019-10-25 · GNU C++11 (first AC) · Tags: greedy
[hyjhyj's solution](#)

448.

1039D

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Quality: 2,309 global accepts · Rating: 2800 · first AC: 2019-10-22 · GNU C++11 (first AC) · Tags: data structures, dp, trees
[hyjhyj's solution](#)

449.

10D

[LCIS](#) · [Tutorial](#)

Quality: 5,627 global accepts · Rating: 2800 · first AC: 2019-10-21 · GNU C++11 (first AC) · Tags: dp
[hyjhyj's solution](#)

450.

850F

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Quality: 762 global accepts · Rating: 2800 · first AC: 2019-08-12 · GNU C++11 (first AC) · Tags: math
[hyjhyj's solution](#)

451.

613D

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Quality: 4,035 global accepts · Rating: 2800 · first AC: 2019-02-07 · GNU C++11 (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, sortings, trees
[hyjhyj's solution](#)

452.

833D

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Quality: 486 global accepts · Rating: 2800 · first AC: 2018-12-22 · GNU C++11 (first AC) · Tags: data structures, divide and conquer,

implementation, trees

[hyjhyj's solution](#)

453.

549F

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Quality: 1,034 global accepts · Rating: 2800 · first AC: 2018-09-22 · GNU C++11 (first AC) · Tags: data structures, divide and conquer

[hyjhyj's solution](#)

454.

1667D

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Quality: 809 global accepts · Rating: 2900 · first AC: 2023-10-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, trees

[hyjhyj's solution](#)

455.

1870F

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Quality: 558 global accepts · Rating: 2900 · first AC: 2023-09-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math

[hyjhyj's solution](#)

456.

1847E

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Quality: 371 global accepts · Rating: 2900 · first AC: 2023-07-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, implementation, interactive, math, probabilities

[hyjhyj's solution](#)

457.

1687D

[Cute number](#) · [Tutorial](#)

Quality: 734 global accepts · Rating: 2900 · first AC: 2023-06-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dsu, implementation, math

[hyjhyj's solution](#)

458.

1601E

[Phys Ed Online](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: 2900 · first AC: 2023-05-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

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459.

1792F2

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460.

1713F

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461.

1747E

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462.

1553H

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463.

1487F

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Quality: 503 global accepts · Rating: 2900 · first AC: 2021-07-12 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, shortest paths

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464.

1500D

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Quality: 587 global accepts · Rating: 2900 · first AC: 2021-07-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings, two pointers

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465.

848D

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Quality: 456 global accepts · Rating: 2900 · first AC: 2021-06-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, flows, graphs

[hyjhyj's solution](#)

466.

1528E

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Quality: 601 global accepts · Rating: 2900 · first AC: 2021-05-27 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, trees

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467.

1479D

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Quality: 1,333 global accepts · Rating: 2900 · first AC: 2021-05-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, probabilities, trees

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468.

1288F

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Quality: 648 global accepts · Rating: 2900 · first AC: 2021-05-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, flows

[hyjhyj's solution](#)

469.

708D

[Incorrect Flow](#) · [Tutorial](#)

Quality: 887 global accepts · Rating: 2900 · first AC: 2021-05-19 · C++17 (GCC 9-64) (first AC) · Tags: flows

[hyjhyj's solution](#)

470.

925E

[May Holidays](#) · [Tutorial](#)

Quality: 542 global accepts · Rating: 2900 · first AC: 2021-04-30 · last AC: 2021-04-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees

[hyjhyj's solution](#)

471.

1060F

[Shrinking Tree](#) · [Tutorial](#)

Quality: 787 global accepts · Rating: 2900 · first AC: 2021-02-22 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp

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472.

1392G

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Quality: 679 global accepts · Rating: 2900 · first AC: 2021-02-10 · GNU C++11 (first AC) · Tags: bitmasks, dfs and similar, dp, math, shortest paths

[hyjhyj's solution](#)

473.

643F

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Quality: 819 global accepts · Rating: 2900 · first AC: 2020-11-05 · GNU C++11 (first AC) · Tags: dp, math, meet-in-the-middle
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474.

1444D

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

Quality: 644 global accepts · Rating: 2900 · first AC: 2020-11-03 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, geometry
[hyjhyj's solution](#)

475.

1062F

[Upgrading Cities](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2900 · first AC: 2020-10-12 · GNU C++11 (first AC) · Tags: dfs and similar, graphs
[hyjhyj's solution](#)

476.

585E

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

Quality: 1,221 global accepts · Rating: 2900 · first AC: 2020-09-17 · GNU C++11 (first AC) · Tags: combinatorics, math, number theory
[hyjhyj's solution](#)

477.

611G

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

Quality: 464 global accepts · Rating: 2900 · first AC: 2020-09-16 · GNU C++11 (first AC) · Tags: geometry, two pointers
[hyjhyj's solution](#)

478.

536D

[Tavas in Kansas](#) · [Tutorial](#)

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[hyjhyj's solution](#)

479.

932G

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Quality: 1,180 global accepts · Rating: 2900 · first AC: 2020-08-28 · GNU C++11 (first AC) · Tags: dp, string suffix structures, strings
[hyjhyj's solution](#)

480.

512D

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Quality: 1,135 global accepts · Rating: 2900 · first AC: 2020-08-25 · GNU C++11 (first AC) · Tags: dp, trees
[hyjhyj's solution](#)

481.

505E

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

Quality: 1,559 global accepts · Rating: 2900 · first AC: 2020-08-21 · GNU C++11 (first AC) · Tags: binary search, greedy
[hyjhyj's solution](#)

482.

1285F

[Classical?](#) · [Tutorial](#)

Quality: 1,356 global accepts · Rating: 2900 · first AC: 2020-05-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, number theory
[hyjhyj's solution](#)

483.

103E

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Quality: 1,067 global accepts · Rating: 2900 · first AC: 2019-07-24 · GNU C++11 (first AC) · Tags: flows, graph matchings
[hyjhyj's solution](#)

484.

741D

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

Quality: 3,611 global accepts · Rating: 2900 · first AC: 2019-07-01 · last AC: 2019-07-01 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, trees

[hyjhyj's solution](#)

485.

671D

[Roads in Yusland](#) · [Tutorial](#)

Quality: 1,313 global accepts · Rating: 2900 · first AC: 2019-03-12 · last AC: 2019-03-12 · GNU C++11 (first AC) · Tags: data structures, dp, greedy

[hyjhyj's solution](#)

486.

960G

[Bandit Blues](#) · [Tutorial](#)

Quality: 1,201 global accepts · Rating: 2900 · first AC: 2019-02-05 · last AC: 2019-02-06 · GNU C++11 (first AC) · Tags: combinatorics, dp, fft, math

[hyjhyj's solution](#)

487.

1874E

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

Quality: 574 global accepts · Rating: 3000 · first AC: 2023-10-20 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

[hyjhyj's solution](#)

488.

1667E

[Centroid Probabilities](#) · [Tutorial](#)

Quality: 813 global accepts · Rating: 3000 · first AC: 2023-10-17 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math

[hyjhyj's solution](#)

489.

1616H

[Keep XOR Low](#) · [Tutorial](#)

Quality: 1,236 global accepts · Rating: 3000 · first AC: 2023-01-22 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, data structures, divide and conquer, dp, math

[hyjhyj's solution](#)

490.

1748F

[Circular Xor Reversal](#) · [Tutorial](#)

Quality: 395 global accepts · Rating: 3000 · first AC: 2022-11-14 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms

[hyjhyj's solution](#)

491.

232E

[Quick Tortoise](#) · [Tutorial](#)

Quality: 885 global accepts · Rating: 3000 · first AC: 2022-09-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, divide and conquer, dp

[hyjhyj's solution](#)

492.

1076G

[Array Game](#) · [Tutorial](#)

Quality: 722 global accepts · Rating: 3000 · first AC: 2021-07-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, games

[hyjhyj's solution](#)

493.

1534F2

[Falling Sand \(Hard Version\)](#) · [Tutorial](#)

Quality: 705 global accepts · Rating: 3000 · first AC: 2021-06-17 · last AC: 2021-06-17 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy

[hyjhyj's solution](#)

494.

793F

[Julia the snail](#) · [Tutorial](#)

Quality: 799 global accepts · Rating: 3000 · first AC: 2021-05-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp
[hyjhyj's solution](#)

495.

1476F

[Lanterns](#) · [Tutorial](#)

Quality: 1,160 global accepts · Rating: 3000 · first AC: 2021-04-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp
[hyjhyj's solution](#)

496.

375E

[Red and Black Tree](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 3000 · first AC: 2021-03-17 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation, math
[hyjhyj's solution](#)

497.

280E

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

Quality: 261 global accepts · Rating: 3000 · first AC: 2021-03-16 · last AC: 2021-03-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, implementation, math
[hyjhyj's solution](#)

498.

533D

[Landmarks](#) · [Tutorial](#)

Quality: 272 global accepts · Rating: 3000 · first AC: 2021-03-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp
[hyjhyj's solution](#)

499.

297E

[Mystic Carvings](#) · [Tutorial](#)

Quality: 433 global accepts · Rating: 3000 · first AC: 2021-02-22 · GNU C++11 (first AC) · Tags: data structures
[hyjhyj's solution](#)

500.

856F

[To Play or not to Play](#) · [Tutorial](#)

Quality: 122 global accepts · Rating: 3000 · first AC: 2021-01-27 · GNU C++11 (first AC) · Tags: greedy
[hyjhyj's solution](#)

501.

364E

[Empty Rectangles](#) · [Tutorial](#)

Quality: 627 global accepts · Rating: 3000 · first AC: 2020-11-18 · GNU C++11 (first AC) · Tags: divide and conquer, two pointers
[hyjhyj's solution](#)

502.

1442E

[Black, White and Grey Tree](#) · [Tutorial](#)

Quality: 788 global accepts · Rating: 3000 · first AC: 2020-11-15 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, dfs and similar, dp, greedy, trees
[hyjhyj's solution](#)

503.

627E

[Orchestra](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 3000 · first AC: 2020-11-04 · GNU C++11 (first AC) · Tags: two pointers
[hyjhyj's solution](#)

504.

1267G

[Game Relics](#) · [Tutorial](#)

Quality: 826 global accepts · Rating: 3000 · first AC: 2020-10-22 · C++17 (GCC 7-32) (first AC) · Tags: math, probabilities

[hyjhyj's solution](#)

505.

1097G

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

Quality: 1,054 global accepts · Rating: 3000 · first AC: 2020-10-20 · GNU C++11 (first AC) · Tags: combinatorics, dp, trees

[hyjhyj's solution](#)

506.

1428G2

[Lucky Numbers \(Hard Version\)](#) · [Tutorial](#)

Quality: 727 global accepts · Rating: 3000 · first AC: 2020-10-19 · GNU C++11 (first AC) · Tags: dp, greedy

[hyjhyj's solution](#)

507.

997E

[Good Subsegments](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 3000 · first AC: 2020-10-05 · GNU C++11 (first AC) · Tags: data structures

[hyjhyj's solution](#)

508.

568E

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

Quality: 633 global accepts · Rating: 3000 · first AC: 2020-09-22 · GNU C++11 (first AC) · Tags: data structures, dp

[hyjhyj's solution](#)

509.

566C

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

Quality: 883 global accepts · Rating: 3000 · first AC: 2020-09-17 · GNU C++11 (first AC) · Tags: dfs and similar, divide and conquer, trees

[hyjhyj's solution](#)

510.

587F

[Duff is Mad](#) · [Tutorial](#)

Quality: 1,352 global accepts · Rating: 3000 · first AC: 2020-09-16 · GNU C++11 (first AC) · Tags: data structures, strings

[hyjhyj's solution](#)

511.

559E

[Gerald and Path](#) · [Tutorial](#)

Quality: 1,162 global accepts · Rating: 3000 · first AC: 2020-09-05 · GNU C++11 (first AC) · Tags: dp, sortings

[hyjhyj's solution](#)

512.

526F

[Pudding Monsters](#) · [Tutorial](#)

Quality: 3,408 global accepts · Rating: 3000 · first AC: 2020-09-01 · GNU C++11 (first AC) · Tags: data structures, divide and conquer

[hyjhyj's solution](#)

513.

506E

[Mr. Kitayuta's Gift](#) · [Tutorial](#)

Quality: 917 global accepts · Rating: 3000 · first AC: 2020-08-25 · GNU C++11 (first AC) · Tags: combinatorics, dp, matrices, strings

[hyjhyj's solution](#)

514.

1392H

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

Quality: 987 global accepts · Rating: 3000 · first AC: 2020-08-20 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, probabilities

[hyjhyj's solution](#)

515.

504E

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

Quality: 1,064 global accepts · Rating: 3000 · first AC: 2020-07-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, hashing, string suffix structures, trees

[hyjhyj's solution](#)

516.

464E

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

Quality: 1,846 global accepts · Rating: 3000 · first AC: 2020-07-30 · GNU C++11 (first AC) · Tags: data structures, graphs, shortest paths

[hyjhyj's solution](#)

517.

618F

[Double Knapsack](#) · [Tutorial](#)

Quality: 1,828 global accepts · Rating: 3000 · first AC: 2020-07-28 · GNU C++11 (first AC) · Tags: constructive algorithms, two pointers

[hyjhyj's solution](#)

518.

603E

[Pastoral Oddities](#) · [Tutorial](#)

Quality: 1,543 global accepts · Rating: 3000 · first AC: 2020-05-27 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dsu, math, trees

[hyjhyj's solution](#)

519.

891E

[Lust](#) · [Tutorial](#)

Quality: 1,120 global accepts · Rating: 3000 · first AC: 2020-04-28 · GNU C++11 (first AC) · Tags: combinatorics, math, matrices

[hyjhyj's solution](#)

520.

1205E

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

Quality: 373 global accepts · Rating: 3100 · first AC: 2021-07-02 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, strings

[hyjhyj's solution](#)

521.

468E

[Permanent](#) · [Tutorial](#)

Quality: 387 global accepts · Rating: 3100 · first AC: 2021-06-19 · C++17 (GCC 9-64) (first AC) · Tags: dp, graph matchings, math, meet-in-the-middle

[hyjhyj's solution](#)

522.

1286F

[Harry The Potter](#) · [Tutorial](#)

Quality: 294 global accepts · Rating: 3100 · first AC: 2021-04-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dp, fft, implementation, math

[hyjhyj's solution](#)

523.

1307G

[Cow and Exercise](#) · [Tutorial](#)

Quality: 597 global accepts · Rating: 3100 · first AC: 2021-03-06 · last AC: 2021-03-06 · C++17 (GCC 9-64) (first AC) · Tags: flows, graphs, shortest paths

[hyjhyj's solution](#)

524.

981H

[K Paths](#) · [Tutorial](#)

Quality: 288 global accepts · Rating: 3100 · first AC: 2021-02-07 · GNU C++11 (first AC) · Tags: combinatorics, data structures, dp, fft, math

[hyjhyj's solution](#)

525.

1458E

[Nim Shortcuts](#) · [Tutorial](#)

Quality: 556 global accepts · Rating: 3100 · first AC: 2021-02-01 · GNU C++11 (first AC) · Tags: data structures, games

[hyjhyj's solution](#)

526.

923E

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

Quality: 516 global accepts · Rating: 3100 · first AC: 2021-01-27 · GNU C++11 (first AC) · Tags: fft, math, matrices

[hyjhyj's solution](#)

527.

666E

[Forensic Examination](#) · [Tutorial](#)

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2021-01-10 · last AC: 2021-01-10 · GNU C++11 (first AC) · Tags: data structures, string suffix structures

[hyjhyj's solution](#)

528.

1458D

[Flip and Reverse](#) · [Tutorial](#)

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2020-12-22 · GNU C++11 (first AC) · Tags: data structures, graphs, greedy

[hyjhyj's solution](#)

529.

704D

[Captain America](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 3100 · first AC: 2020-11-10 · GNU C++11 (first AC) · Tags: flows, greedy

[hyjhyj's solution](#)

530.

679E

[Bear and Bad Powers of 42](#) · [Tutorial](#)

Quality: 820 global accepts · Rating: 3100 · first AC: 2020-11-05 · GNU C++11 (first AC) · Tags: data structures

[hyjhyj's solution](#)

531.

1349F1

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

Quality: 517 global accepts · Rating: 3100 · first AC: 2020-10-29 · GNU C++11 (first AC) · Tags: dp, fft, math

[hyjhyj's solution](#)

532.

438E

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

Quality: 2,130 global accepts · Rating: 3100 · first AC: 2020-10-27 · GNU C++11 (first AC) · Tags: combinatorics, divide and conquer, fft, number theory

[hyjhyj's solution](#)

533.

1188D

[Make Equal](#) · [Tutorial](#)

Quality: 909 global accepts · Rating: 3100 · first AC: 2020-10-20 · GNU C++11 (first AC) · Tags: dp

[hyjhyj's solution](#)

534.

587D

[Duff in Mafia](#) · [Tutorial](#)

Quality: 873 global accepts · Rating: 3100 · first AC: 2020-09-16 · GNU C++11 (first AC) · Tags: 2-sat, binary search

[hyjhyj's solution](#)

535.

571D

[Campus](#) · [Tutorial](#)

Quality: 808 global accepts · Rating: 3100 · first AC: 2020-09-03 · GNU C++11 (first AC) · Tags: binary search, data structures, dsu, trees

[hyjhyj's solution](#)

536.

516E

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

Quality: 605 global accepts · Rating: 3100 · first AC: 2020-08-28 · GNU C++11 (first AC) · Tags: math, number theory

[hyjhyj's solution](#)

537.

521E

[Cycling City](#) · [Tutorial](#)

Quality: 1,194 global accepts · Rating: 3100 · first AC: 2020-08-24 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[hyjhyj's solution](#)

538.

626G

[Raffles](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 3100 · first AC: 2020-06-16 · last AC: 2020-08-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math

[hyjhyj's solution](#)

539.

908H

[New Year and Boolean Bridges](#) · [Tutorial](#)

Quality: 460 global accepts · Rating: 3100 · first AC: 2020-08-08 · GNU C++11 (first AC) · Tags: —

[hyjhyj's solution](#)

540.

1067D

[Computer Game](#) · [Tutorial](#)

Quality: 491 global accepts · Rating: 3100 · first AC: 2020-08-08 · GNU C++11 (first AC) · Tags: dp, greedy, math, probabilities

[hyjhyj's solution](#)

541.

830E

[Perpetual Motion Machine](#) · [Tutorial](#)

Quality: 338 global accepts · Rating: 3100 · first AC: 2020-07-29 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, graphs, implementation, math, trees

[hyjhyj's solution](#)

542.

538G

[Berserk Robot](#) · [Tutorial](#)

Quality: 577 global accepts · Rating: 3100 · first AC: 2020-07-28 · GNU C++11 (first AC) · Tags: constructive algorithms, math, sortings

[hyjhyj's solution](#)

543.

1329D

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

Quality: 536 global accepts · Rating: 3100 · first AC: 2020-06-19 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures

[hyjhyj's solution](#)

544.

1190E

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

Quality: 262 global accepts · Rating: 3100 · first AC: 2020-06-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[hyjhyj's solution](#)

545.

700D

[Huffman Coding on Segment](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 3100 · first AC: 2020-06-17 · GNU C++11 (first AC) · Tags: data structures, greedy

[hyjhyj's solution](#)

546.

528E

[Triangles 3000](#) · [Tutorial](#)

Quality: 227 global accepts · Rating: 3100 · first AC: 2020-06-11 · GNU C++11 (first AC) · Tags: geometry, sortings

[hyjhyj's solution](#)

547.

708E

[Student's Camp](#) · [Tutorial](#)

Quality: 1,344 global accepts · Rating: 3100 · first AC: 2020-05-09 · GNU C++11 (first AC) · Tags: dp, math

[hyjhyj's solution](#)

548.

1286D

[LCC](#) · [Tutorial](#)

Quality: 728 global accepts · Rating: 3100 · first AC: 2020-05-02 · GNU C++11 (first AC) · Tags: data structures, math, matrices, probabilities

[hyjhyj's solution](#)

549.

809E

[Surprise me!](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 3100 · first AC: 2019-09-19 · last AC: 2020-04-11 · GNU C++11 (first AC) · Tags: divide and conquer, math, number theory, trees

[hyjhyj's solution](#)

550.

765F

[Souvenirs](#) · [Tutorial](#)

Quality: 2,558 global accepts · Rating: 3100 · first AC: 2019-10-17 · GNU C++11 (first AC) · Tags: data structures

[hyjhyj's solution](#)

551.

1103D

[Professional layer](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 3100 · first AC: 2019-03-04 · last AC: 2019-03-04 · GNU C++11 (first AC) · Tags: bitmasks, dp

[hyjhyj's solution](#)

552.

1859F

[Teleportation in Byteland](#) · [Tutorial](#)

Quality: 524 global accepts · Rating: 3200 · first AC: 2023-08-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, graphs, shortest paths, trees

[hyjhyj's solution](#)

553.

1540D

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

Quality: 385 global accepts · Rating: 3200 · first AC: 2021-07-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures

[hyjhyj's solution](#)

554.

494E

[Sharti](#) · [Tutorial](#)

Quality: 375 global accepts · Rating: 3200 · first AC: 2021-06-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, games

[hyjhyj's solution](#)

555.

1396E

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

Quality: 434 global accepts · Rating: 3200 · first AC: 2021-06-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, trees

[hyjhyj's solution](#)

556.

1523G

[Try Booking](#) · [Tutorial](#)

Quality: 520 global accepts · Rating: 3200 · first AC: 2021-06-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer

[hyjhyj's solution](#)

557.

1483E

[Vabank](#) · [Tutorial](#)

Rating: 3200 · first AC: 2021-05-07 · last AC: 2021-05-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, interactive

[hyjhyj's solution](#)

558.

786E

[ALT](#) · [Tutorial](#)

Quality: 753 global accepts · Rating: 3200 · first AC: 2021-05-05 · last AC: 2021-05-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, flows, graphs, trees

[hyjhyj's solution](#)

559.

1517F

[Reunion](#) · [Tutorial](#)

Quality: 592 global accepts · Rating: 3200 · first AC: 2021-04-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, trees

[hyjhyj's solution](#)

560.

1081G

[Mergesort Strikes Back](#) · [Tutorial](#)

Quality: 434 global accepts · Rating: 3200 · first AC: 2021-02-25 · C++17 (GCC 9-64) (first AC) · Tags: math, probabilities

[hyjhyj's solution](#)

561.

1416E

[Split](#) · [Tutorial](#)

Quality: 432 global accepts · Rating: 3200 · first AC: 2021-01-30 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, greedy

[hyjhyj's solution](#)

562.

756E

[Byteland coins](#) · [Tutorial](#)

Quality: 205 global accepts · Rating: 3200 · first AC: 2021-01-27 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[hyjhyj's solution](#)

563.

643G

[Choosing Ads](#) · [Tutorial](#)

Quality: 1,161 global accepts · Rating: 3200 · first AC: 2020-11-10 · GNU C++11 (first AC) · Tags: data structures

[hyjhyj's solution](#)

564.

578F

[Mirror Box](#) · [Tutorial](#)

Quality: 650 global accepts · Rating: 3200 · first AC: 2020-10-22 · GNU C++11 (first AC) · Tags: matrices, trees

[hyjhyj's solution](#)

565.

1209G2

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

Quality: 528 global accepts · Rating: 3200 · first AC: 2020-10-09 · GNU C++11 (first AC) · Tags: data structures

[hyjhyj's solution](#)

566.

1408I

[Bitwise Magic](#) · [Tutorial](#)

Quality: 200 global accepts · Rating: 3200 · first AC: 2020-10-02 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

[hyjhyj's solution](#)

567.

585F

[Digits of Number Pi](#) · [Tutorial](#)

Quality: 798 global accepts · Rating: 3200 · first AC: 2020-09-21 · GNU C++11 (first AC) · Tags: dp, implementation, strings

[hyjhyj's solution](#)

568.

613E

[Puzzle Lover](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 3200 · first AC: 2020-09-17 · GNU C++11 (first AC) · Tags: dp, hashing, strings

[hyjhyj's solution](#)

569.

611H

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

Quality: 700 global accepts · Rating: 3200 · first AC: 2020-09-17 · GNU C++11 (first AC) · Tags: constructive algorithms, flows, graphs
[hyjhyj's solution](#)

570.

566E

[Restoring Map](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 3200 · first AC: 2020-07-29 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, trees
[hyjhyj's solution](#)

571.

1119H

[Triple](#) · [Tutorial](#)

Quality: 797 global accepts · Rating: 3200 · first AC: 2020-07-13 · C++17 (GCC 7-32) (first AC) · Tags: fft, math
[hyjhyj's solution](#)

572.

538H

[Summer Dichotomy](#) · [Tutorial](#)

Quality: 735 global accepts · Rating: 3200 · first AC: 2020-06-17 · GNU C++11 (first AC) · Tags: 2-sat, data structures, dfs and similar, greedy
[hyjhyj's solution](#)

573.

1349D

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

Quality: 1,052 global accepts · Rating: 3200 · first AC: 2020-05-13 · C++17 (GCC 7-32) (first AC) · Tags: math, probabilities
[hyjhyj's solution](#)

574.

573E

[Bear and Bowling](#) · [Tutorial](#)

Quality: 2,045 global accepts · Rating: 3200 · first AC: 2019-10-27 · GNU C++11 (first AC) · Tags: data structures, greedy
[hyjhyj's solution](#)

575.

650E

[Clockwork Bomb](#) · [Tutorial](#)

Quality: 680 global accepts · Rating: 3200 · first AC: 2019-10-17 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, greedy, trees
[hyjhyj's solution](#)

576.

543E

[Listening to Music](#) · [Tutorial](#)

Quality: 337 global accepts · Rating: 3200 · first AC: 2019-01-02 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures
[hyjhyj's solution](#)

577.

1534G

[A New Beginning](#) · [Tutorial](#)

Quality: 848 global accepts · Rating: 3300 · first AC: 2021-06-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, geometry, sortings
[hyjhyj's solution](#)

578.

1396D

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

Quality: 343 global accepts · Rating: 3300 · first AC: 2021-06-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings, two pointers
[hyjhyj's solution](#)

579.

1523F

[Favorite Game](#) · [Tutorial](#)

Quality: 483 global accepts · Rating: 3300 · first AC: 2021-06-04 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp
[hyjhyj's solution](#)

580.

1307F

[Cow and Vacation](#) · [Tutorial](#)

Quality: 675 global accepts · Rating: 3300 · first AC: 2021-06-03 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, trees
[hyjhyj's solution](#)

581.

1528F

[AmShZ Farm](#) · [Tutorial](#)

Quality: 342 global accepts · Rating: 3300 · first AC: 2021-05-28 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, fft, math
[hyjhyj's solution](#)

582.

1477E

[Nezzar and Tournaments](#) · [Tutorial](#)

Quality: 179 global accepts · Rating: 3300 · first AC: 2021-05-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy
[hyjhyj's solution](#)

583.

1517G

[Starry Night Camping](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 3300 · first AC: 2021-04-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, flows, graphs
[hyjhyj's solution](#)

584.

1054G

[New Road Network](#) · [Tutorial](#)

Quality: 451 global accepts · Rating: 3300 · first AC: 2021-03-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math
[hyjhyj's solution](#)

585.

1427G

[One Billion Shades of Grey](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 3300 · first AC: 2021-03-05 · last AC: 2021-03-06 · C++17 (GCC 9-64) (first AC) · Tags: flows, graphs
[hyjhyj's solution](#)

586.

1392I

[Kevin and Grid](#) · [Tutorial](#)

Quality: 233 global accepts · Rating: 3300 · first AC: 2021-02-12 · GNU C++11 (first AC) · Tags: fft, graphs, math
[hyjhyj's solution](#)

587.

1408H

[Rainbow Triples](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 3300 · first AC: 2021-01-28 · GNU C++11 (first AC) · Tags: binary search, data structures, flows, greedy
[hyjhyj's solution](#)

588.

700E

[Cool Slogans](#) · [Tutorial](#)

Quality: 1,390 global accepts · Rating: 3300 · first AC: 2021-01-11 · GNU C++11 (first AC) · Tags: string suffix structures, strings
[hyjhyj's solution](#)

589.

1340F

[Nastya and CBS](#) · [Tutorial](#)

Quality: 716 global accepts · Rating: 3300 · first AC: 2020-11-15 · last AC: 2020-11-15 · GNU C++11 (first AC) · Tags: brute force, data structures, hashing
[hyjhyj's solution](#)

590.

704E

[Iron Man](#) · [Tutorial](#)

Quality: 348 global accepts · Rating: 3300 · first AC: 2020-11-11 · GNU C++11 (first AC) · Tags: data structures, geometry, trees
[hyjhyj's solution](#)

591.

639F

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

Quality: 450 global accepts · Rating: 3300 · first AC: 2020-11-04 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, graphs, trees
[hyjhyj's solution](#)

592.

671E

[Organizing a Race](#) · [Tutorial](#)

Quality: 492 global accepts · Rating: 3300 · first AC: 2020-11-04 · GNU C++11 (first AC) · Tags: data structures, greedy
[hyjhyj's solution](#)

593.

1172F

[Nauuo and Bug](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 3300 · first AC: 2020-11-01 · GNU C++11 (first AC) · Tags: data structures
[hyjhyj's solution](#)

594.

1172E

[Nauuo and ODT](#) · [Tutorial](#)

Quality: 357 global accepts · Rating: 3300 · first AC: 2020-10-30 · GNU C++11 (first AC) · Tags: data structures
[hyjhyj's solution](#)

595.

607E

[Cross Sum](#) · [Tutorial](#)

Quality: 291 global accepts · Rating: 3300 · first AC: 2020-09-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry
[hyjhyj's solution](#)

596.

582D

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

Quality: 739 global accepts · Rating: 3300 · first AC: 2020-09-21 · GNU C++11 (first AC) · Tags: dp, math, number theory
[hyjhyj's solution](#)

597.

576E

[Painting Edges](#) · [Tutorial](#)

Quality: 1,508 global accepts · Rating: 3300 · first AC: 2020-09-16 · GNU C++11 (first AC) · Tags: binary search, data structures
[hyjhyj's solution](#)

598.

906E

[Reverses](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 3300 · first AC: 2020-08-28 · GNU C++11 (first AC) · Tags: dp, string suffix structures, strings
[hyjhyj's solution](#)

599.

1375H

[Set Merging](#) · [Tutorial](#)

Quality: 496 global accepts · Rating: 3300 · first AC: 2020-08-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer
[hyjhyj's solution](#)

600.

526G

[Spiders Evil Plan](#) · [Tutorial](#)

Quality: 861 global accepts · Rating: 3300 · first AC: 2020-08-01 · GNU C++11 (first AC) · Tags: greedy, trees
[hyjhyj's solution](#)

601.

1060H

[Sophisticated Device](#) · [Tutorial](#)

Quality: 245 global accepts · Rating: 3300 · first AC: 2020-07-28 · GNU C++11 (first AC) · Tags: constructive algorithms
[hyjhyj's solution](#)

602.

1270H

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

Quality: 1,005 global accepts · Rating: 3300 · first AC: 2020-05-29 · GNU C++11 (first AC) · Tags: data structures

[hyjhyj's solution](#)

603.

1063F

[String Journey](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 3300 · first AC: 2020-05-28 · GNU C++11 (first AC) · Tags: data structures, dp, string suffix structures

[hyjhyj's solution](#)

604.

1322E

[Median Mountain Range](#) · [Tutorial](#)

Quality: 346 global accepts · Rating: 3300 · first AC: 2020-04-04 · GNU C++11 (first AC) · Tags: data structures

[hyjhyj's solution](#)

605.

1190F

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

Quality: 108 global accepts · Rating: 3400 · first AC: 2021-06-18 · C++17 (GCC 9-64) (first AC) · Tags: number theory, probabilities

[hyjhyj's solution](#)

606.

1119F

[Niyaz and Small Degrees](#) · [Tutorial](#)

Quality: 875 global accepts · Rating: 3400 · first AC: 2021-05-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, trees

[hyjhyj's solution](#)

607.

1010F

[Tree](#) · [Tutorial](#)

Quality: 261 global accepts · Rating: 3400 · first AC: 2021-05-11 · C++17 (GCC 9-64) (first AC) · Tags: fft, graphs, trees

[hyjhyj's solution](#)

608.

1483F

[Exam](#) · [Tutorial](#)

Rating: 3400 · first AC: 2021-05-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, string suffix structures, trees

[hyjhyj's solution](#)

609.

1276F

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

Quality: 447 global accepts · Rating: 3400 · first AC: 2021-05-07 · C++17 (GCC 9-64) (first AC) · Tags: string suffix structures

[hyjhyj's solution](#)

610.

794G

[Replace All](#) · [Tutorial](#)

Quality: 403 global accepts · Rating: 3400 · first AC: 2021-03-11 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[hyjhyj's solution](#)

611.

1491H

[Yuezheng Ling and Dynamic Tree](#) · [Tutorial](#)

Quality: 1,211 global accepts · Rating: 3400 · first AC: 2021-03-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees

[hyjhyj's solution](#)

612.

757G

[Can Bash Save the Day?](#) · [Tutorial](#)

Quality: 648 global accepts · Rating: 3400 · first AC: 2020-07-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, graphs, trees

[hyjhyj's solution](#)

613.

793G

[Oleg and chess](#) · [Tutorial](#)

Quality: 452 global accepts · Rating: 3400 · first AC: 2020-07-30 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, flows, graph matchings

[hyjhyj's solution](#)

614.

936E

[Iqea](#) · [Tutorial](#)

Quality: 254 global accepts · Rating: 3400 · first AC: 2020-01-14 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, divide and conquer, dsu, shortest paths, trees

[hyjhyj's solution](#)

615.

833E

[Caramel Clouds](#) · [Tutorial](#)

Quality: 276 global accepts · Rating: 3400 · first AC: 2018-12-31 · last AC: 2019-01-02 · GNU C++11 (first AC) · Tags: data structures, dp, sortings

[hyjhyj's solution](#)

616.

1835E

[Old Mobile](#) · [Tutorial](#)

Quality: 274 global accepts · Rating: 3500 · first AC: 2023-09-09 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, probabilities

[hyjhyj's solution](#)

617.

1515H

[Phoenix and Bits](#) · [Tutorial](#)

Quality: 350 global accepts · Rating: 3500 · first AC: 2023-04-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, data structures, sortings

[hyjhyj's solution](#)

618.

1178H

[Stock Exchange](#) · [Tutorial](#)

Quality: 298 global accepts · Rating: 3500 · first AC: 2021-04-24 · last AC: 2021-06-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, flows, graphs

[hyjhyj's solution](#)

619.

1305G

[Kuroni and Antihype](#) · [Tutorial](#)

Quality: 1,383 global accepts · Rating: 3500 · first AC: 2021-04-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, dsu, graphs

[hyjhyj's solution](#)

620.

1054H

[Epic Convolution](#) · [Tutorial](#)

Quality: 212 global accepts · Rating: 3500 · first AC: 2021-04-20 · last AC: 2021-04-20 · C++17 (GCC 9-64) (first AC) · Tags: chinese remainder theorem, fft, math, number theory

[hyjhyj's solution](#)

621.

1110H

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

Quality: 435 global accepts · Rating: 3500 · first AC: 2021-03-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings

[hyjhyj's solution](#)

622.

1458F

[Range Diameter Sum](#) · [Tutorial](#)

Quality: 441 global accepts · Rating: 3500 · first AC: 2021-02-08 · GNU C++11 (first AC) · Tags: data structures, trees

[hyjhyj's solution](#)

623.

1148H

[Holy Diver](#) · [Tutorial](#)

Quality: 322 global accepts · Rating: 3500 · first AC: 2020-11-29 · GNU C++11 (first AC) · Tags: data structures

[hyjhyj's solution](#)

624.

1053E

[Euler tour](#) · [Tutorial](#)

Quality: 239 global accepts · Rating: 3500 · first AC: 2020-07-29 · GNU C++11 (first AC) · Tags: constructive algorithms, trees

[hyjhyj's solution](#)

625.

103428K

[Tiny Stars](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[hyjhyj's solution](#)

626.

103428C

[Assign or Multiply](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[hyjhyj's solution](#)

627.

103428I

[Distance](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[hyjhyj's solution](#)

628.

103428E

[CHASE!](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[hyjhyj's solution](#)

629.

103428F

[Stone](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[hyjhyj's solution](#)

630.

103428H

[city safety](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[hyjhyj's solution](#)

631.

103428M

[810975](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-05 · C++17 (GCC 7-32) (first AC) · Tags: —

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632.

103428G

[Shinyruo and KFC](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[hyjhyj's solution](#)

633.

103428D

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Rating: — · first AC: 2023-08-05 · C++17 (GCC 7-32) (first AC) · Tags: —

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634.

103428J

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Rating: — · first AC: 2023-08-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[hyjhyj's solution](#)

635.

103428A

[Goodbye, Ziyin!](#) · [Tutorial](#)

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636.

104064I

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637.

104064F

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Rating: — · first AC: 2023-07-10 · C++17 (GCC 9-64) (first AC) · Tags: —
[hyjhyj's solution](#)

638.

104064D

[Dyson Circle](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[hyjhyj's solution](#)

639.

104064H

[Heating Up](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-10 · C++17 (GCC 9-64) (first AC) · Tags: —
[hyjhyj's solution](#)

640.

104064G

[Glossary Arrangement](#) · [Tutorial](#)

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[hyjhyj's solution](#)

641.

104064J

[Jet Set](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-10 · C++17 (GCC 9-64) (first AC) · Tags: —
[hyjhyj's solution](#)

642.

104064A

[Access Denied](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-10 · C++17 (GCC 7-32) (first AC) · Tags: —
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643.

104064K

[Knitpicking](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-10 · C++17 (GCC 9-64) (first AC) · Tags: —
[hyjhyj's solution](#)

644.

104064L

[Lucky Shirt](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-10 · C++17 (GCC 9-64) (first AC) · Tags: —
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645.

104427F

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

Rating: — · first AC: 2023-06-28 · C++17 (GCC 9-64) (first AC) · Tags: —
[hyjhyj's solution](#)

646.

104427I

[Visiting Friend](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-28 · C++17 (GCC 9-64) (first AC) · Tags: —
[hyjhyj's solution](#)

647.

104077I

[Square Grid](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-27 · C++17 (GCC 9-64) (first AC) · Tags: —
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648.

104065J

[Middle Race](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-20 · C++17 (GCC 9-64) (first AC) · Tags: —
[hyjhyj's solution](#)

649.

104077D

[Contests](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-03 · C++17 (GCC 9-64) (first AC) · Tags: —
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650.

104077A

[Bridge](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-03 · C++17 (GCC 9-64) (first AC) · Tags: —
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651.

104077B

[Cells Coloring](#) · [Tutorial](#)

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652.

104077E

[Find Maximum](#) · [Tutorial](#)

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[hyjhyj's solution](#)

653.

104077L

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[hyjhyj's solution](#)

654.

104077G

[Perfect Word](#) · [Tutorial](#)

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655.

104077C

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656.

104077J

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657.

104077F

[Hotel](#) · [Tutorial](#)

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[hyjhyj's solution](#)

658.

104065L

[Por Una Cabeza](#) · [Tutorial](#)

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659.

104065B

[Call Me Call Me](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-22 · C++17 (GCC 9-64) (first AC) · Tags: —
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660.

104053B

[Ayano and sequences](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-18 · C++17 (GCC 9-64) (first AC) · Tags: —
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661.

104053I

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Rating: — · first AC: 2022-11-18 · C++17 (GCC 9-64) (first AC) · Tags: —
[hyjhyj's solution](#)

662.

104053C

[Customs Controls 2](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-18 · C++17 (GCC 9-64) (first AC) · Tags: —
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663.

104053A

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Rating: — · first AC: 2022-11-18 · C++17 (GCC 9-64) (first AC) · Tags: —
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664.

104053M

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Rating: — · first AC: 2022-11-18 · C++17 (GCC 9-64) (first AC) · Tags: —
[hyjhyj's solution](#)

665.

104053E

[Elevator](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-18 · C++17 (GCC 9-64) (first AC) · Tags: —
[hyjhyj's solution](#)

666.

104053H

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Rating: — · first AC: 2022-11-18 · C++17 (GCC 9-64) (first AC) · Tags: —
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667.

104053L

[Station of Fate](#) · [Tutorial](#)

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668.

103104E

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Rating: — · first AC: 2021-07-08 · C++17 (GCC 9-64) (first AC) · Tags: —

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669.

102341B

[Bulbasaur](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-20 · last AC: 2021-05-20 · C++17 (GCC 9-64) (first AC) · Tags: —

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670.

102760I

[Query On A Tree 17](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-28 · C++17 (GCC 9-64) (first AC) · Tags: —

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671.

102201I

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[hyjhyj's solution](#)

672.

102538A

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673.

102331H

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674.

102028G

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Rating: — · first AC: 2021-02-04 · last AC: 2021-02-04 · GNU C++11 (first AC) · Tags: —

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675.

100958I

[Substring Pairs](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-02 · GNU C++11 (first AC) · Tags: —

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676.

100624F

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Rating: — · first AC: 2020-10-12 · GNU C++11 (first AC) · Tags: —

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677.

102201D

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Rating: — · first AC: 2020-05-29 · C++14 (GCC 6-32) (first AC) · Tags: —

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678.

101741E

[Code-Cola Plants](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-29 · GNU C++11 (first AC) · Tags: —

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