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# Unique solved — izhang

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

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- 1.**  
1791C  
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- 2.**  
2156A  
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2180B  
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2180A  
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Quality: 25,876 global accepts · Rating: 800 · first AC: 2025-12-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, number theory  
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- 5.**  
2122A  
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- 6.**  
2128A  
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- 8.**  
2096A  
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- 9.**  
2113A  
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**10.**

2109A

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2103A

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2092A

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2059A

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2057A

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2053A

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1929A

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**23.**

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1975A

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1942A

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**33.**

1721A

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**34.**

1902A

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1864A

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**48.**

1794A

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4A

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1391A

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1617A

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**88.**

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**90.**

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1624A

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**101.**

1592A

[Gamer Hemose](#) · [Tutorial](#)

Quality: 23,791 global accepts · Rating: 800 · first AC: 2021-10-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings  
[izhang's solution](#)

**102.**

1567A

[Domino Disaster](#) · [Tutorial](#)

Quality: 31,718 global accepts · Rating: 800 · first AC: 2021-09-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings  
[izhang's solution](#)

**103.**

1569A

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

Quality: 26,554 global accepts · Rating: 800 · first AC: 2021-09-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
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**104.**

1562A

[The Miracle and the Sleeper](#) · [Tutorial](#)

Quality: 26,366 global accepts · Rating: 800 · first AC: 2021-08-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
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**105.**

688A

[Opponents](#) · [Tutorial](#)

Quality: 14,807 global accepts · Rating: 800 · first AC: 2021-08-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
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**106.**

1194A

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

Quality: 17,377 global accepts · Rating: 800 · first AC: 2021-08-23 · C++17 (GCC 7-32) (first AC) · Tags: math  
[izhang's solution](#)

**107.**

1551B1

[Wonderful Coloring - 1](#) · [Tutorial](#)

Quality: 31,327 global accepts · Rating: 800 · first AC: 2021-08-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings  
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**108.**

1557A

[Ezzat and Two Subsequences](#) · [Tutorial](#)

Quality: 29,147 global accepts · Rating: 800 · first AC: 2021-08-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, sortings  
[izhang's solution](#)

**109.**

1549B

[Gregor and the Pawn Game](#) · [Tutorial](#)

Quality: 26,831 global accepts · Rating: 800 · first AC: 2021-08-05 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, flows, graph matchings, graphs, greedy, implementation  
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**110.**

1041A

[Heist](#) · [Tutorial](#)

Quality: 26,846 global accepts · Rating: 800 · first AC: 2021-08-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings  
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**111.**

1549A

[Gregor and Cryptography](#) · [Tutorial](#)

Quality: 35,567 global accepts · Rating: 800 · first AC: 2021-08-02 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory  
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**112.**

1551A

[Polycarp and Coins](#) · [Tutorial](#)

Quality: 58,364 global accepts · Rating: 800 · first AC: 2021-08-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
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**113.**

1552A

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

Quality: 25,341 global accepts · Rating: 800 · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: sortings, strings  
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**114.**

1553A

[Digits Sum](#) · [Tutorial](#)

Quality: 34,268 global accepts · Rating: 800 · first AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory  
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**115.**

1530B

[Putting Plates](#) · [Tutorial](#)

Quality: 16,288 global accepts · Rating: 800 · first AC: 2021-07-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation  
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**116.**

1530A

[Binary Decimal](#) · [Tutorial](#)

Quality: 21,925 global accepts · Rating: 800 · first AC: 2021-07-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
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**117.**

1009A

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Quality: 12,311 global accepts · Rating: 800 · first AC: 2021-07-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[izhang's solution](#)

**118.**

1509A

[Average Height](#) · [Tutorial](#)

Quality: 27,204 global accepts · Rating: 800 · first AC: 2021-07-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms  
[izhang's solution](#)

**119.**

1542A

[Odd Set](#) · [Tutorial](#)

Quality: 51,639 global accepts · Rating: 800 · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: math  
[izhang's solution](#)

**120.**

1234A

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

Quality: 29,555 global accepts · Rating: 800 · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: math  
[izhang's solution](#)

**121.**

1541A

[Pretty Permutations](#) · [Tutorial](#)

Quality: 30,717 global accepts · Rating: 800 · first AC: 2021-06-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation  
[izhang's solution](#)

**122.**

110A

[Nearly Lucky Number](#) · [Tutorial](#)

Quality: 199,536 global accepts · Rating: 800 · first AC: 2021-06-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[izhang's solution](#)

**123.**

746A

[Compote](#) · [Tutorial](#)

Quality: 23,844 global accepts · Rating: 800 · first AC: 2021-06-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[izhang's solution](#)

**124.**

1539B

[Love Song](#) · [Tutorial](#)

Quality: 26,751 global accepts · Rating: 800 · first AC: 2021-06-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, strings  
[izhang's solution](#)

**125.**

1433A

[Boring Apartments](#) · [Tutorial](#)

Quality: 62,659 global accepts · Rating: 800 · first AC: 2021-06-20 · last AC: 2021-06-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[izhang's solution](#)

**126.**

1433B

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

Quality: 29,855 global accepts · Rating: 800 · first AC: 2021-06-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[izhang's solution](#)

**127.**

1271A

[Suits](#) · [Tutorial](#)

Quality: 15,676 global accepts · Rating: 800 · first AC: 2021-06-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[izhang's solution](#)

**128.**

1537A

[Arithmetic Array](#) · [Tutorial](#)

Quality: 40,982 global accepts · Rating: 800 · first AC: 2021-06-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[izhang's solution](#)

**129.**

1535A

[Fair Playoff](#) · [Tutorial](#)

Quality: 57,161 global accepts · Rating: 800 · first AC: 2021-06-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[izhang's solution](#)

**130.**

1399B

[Gifts Fixing](#) · [Tutorial](#)

Quality: 46,814 global accepts · Rating: 800 · first AC: 2021-06-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[izhang's solution](#)

**131.**

1399A

[Remove Smallest](#) · [Tutorial](#)

Quality: 80,612 global accepts · Rating: 800 · first AC: 2021-06-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[izhang's solution](#)

**132.**

1538B

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

Quality: 33,538 global accepts · Rating: 800 · first AC: 2021-06-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[izhang's solution](#)

**133.**

1538A

[Stone Game](#) · [Tutorial](#)

Quality: 40,401 global accepts · Rating: 800 · first AC: 2021-06-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy

[izhang's solution](#)

**134.**

1287A

[Angry Students](#) · [Tutorial](#)

Quality: 22,463 global accepts · Rating: 800 · first AC: 2021-06-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[izhang's solution](#)

**135.**

1534A

[Colour the Flag](#) · [Tutorial](#)

Quality: 13,175 global accepts · Rating: 800 · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

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**136.**

855A

[Tom Riddle's Diary](#) · [Tutorial](#)

Quality: 27,350 global accepts · Rating: 800 · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[izhang's solution](#)

**137.**

965A

[Paper Airplanes](#) · [Tutorial](#)

Quality: 10,356 global accepts · Rating: 800 · first AC: 2021-06-11 · C++17 (GCC 7-32) (first AC) · Tags: math

[izhang's solution](#)

**138.**

1397A

[Juggling Letters](#) · [Tutorial](#)

Quality: 29,833 global accepts · Rating: 800 · first AC: 2021-06-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[izhang's solution](#)

**139.**

1536A

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

Quality: 20,771 global accepts · Rating: 800 · first AC: 2021-06-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[izhang's solution](#)

**140.**

1514A

[Perfectly Imperfect Array](#) · [Tutorial](#)

Quality: 25,368 global accepts · Rating: 800 · first AC: 2021-06-01 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[izhang's solution](#)

**141.**

1523A

[Game of Life](#) · [Tutorial](#)

Quality: 14,057 global accepts · Rating: 800 · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[izhang's solution](#)

**142.**

1529A

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

Quality: 31,026 global accepts · Rating: 800 · first AC: 2021-05-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[izhang's solution](#)

**143.**

686A

[Free Ice Cream](#) · [Tutorial](#)

Quality: 43,422 global accepts · Rating: 800 · first AC: 2021-05-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[izhang's solution](#)

**144.**

1516A

[Tit for Tat](#) · [Tutorial](#)

Quality: 24,656 global accepts · Rating: 800 · first AC: 2021-05-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[izhang's solution](#)

**145.**

1189A

[Keanu Reeves](#) · [Tutorial](#)

Quality: 16,106 global accepts · Rating: 800 · first AC: 2021-05-17 · C++17 (GCC 7-32) (first AC) · Tags: strings

[izhang's solution](#)

**146.**

884A

[Book Reading](#) · [Tutorial](#)

Quality: 11,284 global accepts · Rating: 800 · first AC: 2021-05-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[izhang's solution](#)

**147.**

1520B

[Ordinary Numbers](#) · [Tutorial](#)

Quality: 49,636 global accepts · Rating: 800 · first AC: 2021-05-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[izhang's solution](#)

**148.**

1520A

[Do Not Be Distracted!](#) · [Tutorial](#)

Quality: 58,465 global accepts · Rating: 800 · first AC: 2021-05-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[izhang's solution](#)

**149.**

1515A

[Phoenix and Gold](#) · [Tutorial](#)

Quality: 21,131 global accepts · Rating: 800 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[izhang's solution](#)

**150.**

1517A

[Sum of 2050](#) · [Tutorial](#)

Quality: 26,882 global accepts · Rating: 800 · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[izhang's solution](#)

**151.**

1513A

[Array and Peaks](#) · [Tutorial](#)

Quality: 20,018 global accepts · Rating: 800 · first AC: 2021-04-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[izhang's solution](#)

**152.**

1504A

[Déjà Vu](#) · [Tutorial](#)

Quality: 22,802 global accepts · Rating: 800 · first AC: 2021-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings

[izhang's solution](#)

**153.**

770A

[New Password](#) · [Tutorial](#)

Quality: 21,736 global accepts · Rating: 800 · first AC: 2021-03-28 · C++17 (GCC 7-32) (first AC) · Tags: \*special, implementation

[izhang's solution](#)

**154.**

1506A

[Strange Table](#) · [Tutorial](#)

Quality: 32,438 global accepts · Rating: 800 · first AC: 2021-03-25 · C++17 (GCC 7-32) (first AC) · Tags: math

[izhang's solution](#)

**155.**

1118A

[Water Buying](#) · [Tutorial](#)

Quality: 21,589 global accepts · Rating: 800 · first AC: 2021-03-23 · C++17 (GCC 7-32) (first AC) · Tags: math

[izhang's solution](#)

**156.**

1484A

[Prison Break](#) · [Tutorial](#)

Rating: 800 · first AC: 2021-03-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[izhang's solution](#)

**157.**

1499A

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

Quality: 21,969 global accepts · Rating: 800 · first AC: 2021-03-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math

[izhang's solution](#)

**158.**

1497A

[Meximization](#) · [Tutorial](#)

Quality: 26,098 global accepts · Rating: 800 · first AC: 2021-03-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, sortings

[izhang's solution](#)

**159.**

71A

[Way Too Long Words](#) · [Tutorial](#)

Quality: 503,372 global accepts · Rating: 800 · first AC: 2021-03-17 · C++17 (GCC 7-32) (first AC) · Tags: strings

[izhang's solution](#)

**160.**

952A

[Quirky Quantifiers](#) · [Tutorial](#)

Quality: 11,976 global accepts · Rating: 800 · first AC: 2021-03-16 · C++17 (GCC 7-32) (first AC) · Tags: \*special, math

[izhang's solution](#)

**161.**

1493A

[Anti-knapsack](#) · [Tutorial](#)

Quality: 19,773 global accepts · Rating: 800 · first AC: 2021-03-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[izhang's solution](#)

**162.**

1490A

[Dense Array](#) · [Tutorial](#)

Quality: 32,975 global accepts · Rating: 800 · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[izhang's solution](#)

**163.**

1487A

[Arena](#) · [Tutorial](#)

Quality: 27,530 global accepts · Rating: 800 · first AC: 2021-02-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[izhang's solution](#)

**164.**

1480A

[Yet Another String Game](#) · [Tutorial](#)

Quality: 27,148 global accepts · Rating: 800 · first AC: 2021-02-07 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, strings

[izhang's solution](#)

**165.**

1474A

[Puzzle From the Future](#) · [Tutorial](#)

Quality: 23,359 global accepts · Rating: 800 · first AC: 2021-01-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[izhang's solution](#)

**166.**

1466B

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

Quality: 23,595 global accepts · Rating: 800 · first AC: 2020-12-31 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[izhang's solution](#)

**167.**

1466A

[Bovine Dilemma](#) · [Tutorial](#)

Quality: 23,208 global accepts · Rating: 800 · first AC: 2020-12-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, math

[izhang's solution](#)

**168.**

1465A

[In-game Chat](#) · [Tutorial](#)

Rating: 800 · first AC: 2020-12-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[izhang's solution](#)

**169.**

1450A

[Avoid Trygub](#) · [Tutorial](#)

Quality: 18,487 global accepts · Rating: 800 · first AC: 2020-12-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[izhang's solution](#)

**170.**

1451A

[Subtract or Divide](#) · [Tutorial](#)

Quality: 25,282 global accepts · Rating: 800 · first AC: 2020-11-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
[izhang's solution](#)

**171.**

1452C

[Two Brackets](#) · [Tutorial](#)

Quality: 21,119 global accepts · Rating: 800 · first AC: 2020-11-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
[izhang's solution](#)

**172.**

1452A

[Robot Program](#) · [Tutorial](#)

Quality: 22,939 global accepts · Rating: 800 · first AC: 2020-11-20 · C++17 (GCC 7-32) (first AC) · Tags: math  
[izhang's solution](#)

**173.**

1443A

[Kids Seating](#) · [Tutorial](#)

Quality: 16,683 global accepts · Rating: 800 · first AC: 2020-11-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
[izhang's solution](#)

**174.**

996A

[Hit the Lottery](#) · [Tutorial](#)

Quality: 118,389 global accepts · Rating: 800 · first AC: 2020-10-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy  
[izhang's solution](#)

**175.**

1422A

[Fence](#) · [Tutorial](#)

Quality: 21,867 global accepts · Rating: 800 · first AC: 2020-10-09 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math  
[izhang's solution](#)

**176.**

1392B

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

Quality: 18,891 global accepts · Rating: 800 · first AC: 2020-10-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[izhang's solution](#)

**177.**

1392A

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

Quality: 21,746 global accepts · Rating: 800 · first AC: 2020-10-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
[izhang's solution](#)

**178.**

1426A

[Floor Number](#) · [Tutorial](#)

Quality: 54,968 global accepts · Rating: 800 · first AC: 2020-10-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[izhang's solution](#)

**179.**

1409A

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

Quality: 80,436 global accepts · Rating: 800 · first AC: 2020-09-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
[izhang's solution](#)

**180.**

1405A

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

Quality: 21,908 global accepts · Rating: 800 · first AC: 2020-09-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms  
[izhang's solution](#)

**181.**

1391B

[Fix You](#) · [Tutorial](#)

Quality: 29,786 global accepts · Rating: 800 · first AC: 2020-08-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation  
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**182.**

1388A

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

Quality: 25,954 global accepts · Rating: 800 · first AC: 2020-07-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory  
[izhang's solution](#)

**183.**

1372A

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

Quality: 33,482 global accepts · Rating: 800 · first AC: 2020-07-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation  
[izhang's solution](#)

**184.**

1371A

[Magical Sticks](#) · [Tutorial](#)

Quality: 51,264 global accepts · Rating: 800 · first AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: math  
[izhang's solution](#)

**185.**

1374A

[Required Remainder](#) · [Tutorial](#)

Quality: 64,193 global accepts · Rating: 800 · first AC: 2020-06-28 · C++17 (GCC 7-32) (first AC) · Tags: math  
[izhang's solution](#)

**186.**

1369A

[FashionableLee](#) · [Tutorial](#)

Quality: 39,125 global accepts · Rating: 800 · first AC: 2020-06-23 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math  
[izhang's solution](#)

**187.**

1368A

[C+=](#) · [Tutorial](#)

Quality: 46,261 global accepts · Rating: 800 · first AC: 2020-06-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math  
[izhang's solution](#)

**188.**

1367B

[Even Array](#) · [Tutorial](#)

Quality: 63,953 global accepts · Rating: 800 · first AC: 2020-06-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
[izhang's solution](#)

**189.**

1367A

[Short Substrings](#) · [Tutorial](#)

Quality: 67,714 global accepts · Rating: 800 · first AC: 2020-06-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings  
[izhang's solution](#)

**190.**

1352A

[Sum of Round Numbers](#) · [Tutorial](#)

Quality: 104,151 global accepts · Rating: 800 · first AC: 2020-06-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[izhang's solution](#)

**191.**

910A

[The Way to Home](#) · [Tutorial](#)

Quality: 13,997 global accepts · Rating: 800 · first AC: 2020-05-12 · last AC: 2020-05-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, implementation

[izhang's solution](#)

## 192.

1328A

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

Quality: 131,930 global accepts · Rating: 800 · first AC: 2020-05-08 · C++17 (GCC 7-32) (first AC) · Tags: math

[izhang's solution](#)

## 193.

1325B

[CopyCopyCopyCopyCopy](#) · [Tutorial](#)

Quality: 38,826 global accepts · Rating: 800 · first AC: 2020-05-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[izhang's solution](#)

## 194.

1325A

[EhAb AnD gCd](#) · [Tutorial](#)

Quality: 46,210 global accepts · Rating: 800 · first AC: 2020-05-05 · last AC: 2020-05-05 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy, number theory

[izhang's solution](#)

## 195.

791A

[Bear and Big Brother](#) · [Tutorial](#)

Quality: 257,289 global accepts · Rating: 800 · first AC: 2020-05-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[izhang's solution](#)

## 196.

1348A

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

Quality: 42,855 global accepts · Rating: 800 · first AC: 2020-05-01 · Python 3 (first AC) · Tags: greedy, math

[izhang's solution](#)

## 197.

1335A

[Candies and Two Sisters](#) · [Tutorial](#)

Quality: 104,813 global accepts · Rating: 800 · first AC: 2020-04-14 · last AC: 2020-04-14 · C++17 (GCC 7-32) (first AC) · Tags: math

[izhang's solution](#)

## 198.

1307A

[Cow and Haybales](#) · [Tutorial](#)

Quality: 15,627 global accepts · Rating: 800 · first AC: 2020-02-17 · PyPy 3 (first AC) · Tags: greedy, implementation

[izhang's solution](#)

## 199.

1304A

[Two Rabbits](#) · [Tutorial](#)

Quality: 26,793 global accepts · Rating: 800 · first AC: 2020-02-17 · PyPy 3 (first AC) · Tags: math

[izhang's solution](#)

## 200.

2035B

[Everyone Loves Tres](#) · [Tutorial](#)

Quality: 20,572 global accepts · Rating: 900 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[izhang's solution](#)

## 201.

1850D

[Balanced Round](#) · [Tutorial](#)

Quality: 60,835 global accepts · Rating: 900 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, sortings

[izhang's solution](#)

**202.**

1794B

[Not Dividing](#) · [Tutorial](#)

Quality: 39,892 global accepts · Rating: 900 · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math  
[izhang's solution](#)

**203.**

1768B

[Quick Sort](#) · [Tutorial](#)

Quality: 25,636 global accepts · Rating: 900 · first AC: 2023-01-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math  
[izhang's solution](#)

**204.**

1339A

[Filling Diamonds](#) · [Tutorial](#)

Quality: 34,212 global accepts · Rating: 900 · first AC: 2022-04-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, implementation, math  
[izhang's solution](#)

**205.**

1617B

[GCD Problem](#) · [Tutorial](#)

Quality: 26,839 global accepts · Rating: 900 · first AC: 2022-02-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory  
[izhang's solution](#)

**206.**

1624B

[Make AP](#) · [Tutorial](#)

Quality: 52,961 global accepts · Rating: 900 · first AC: 2022-01-12 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math  
[izhang's solution](#)

**207.**

1610A

[Anti Light's Cell Guessing](#) · [Tutorial](#)

Quality: 17,072 global accepts · Rating: 900 · first AC: 2021-12-22 · C++20 (GCC 11-64) (first AC) · Tags: math  
[izhang's solution](#)

**208.**

1588A

[Two Arrays](#) · [Tutorial](#)

Rating: 900 · first AC: 2021-11-15 · C++20 (GCC 11-64) (first AC) · Tags: graph matchings, greedy, math, sortings  
[izhang's solution](#)

**209.**

1559B

[Mocha and Red and Blue](#) · [Tutorial](#)

Quality: 24,137 global accepts · Rating: 900 · first AC: 2021-08-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy  
[izhang's solution](#)

**210.**

1559A

[Mocha and Math](#) · [Tutorial](#)

Quality: 45,597 global accepts · Rating: 900 · first AC: 2021-08-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math  
[izhang's solution](#)

**211.**

1555A

[PizzaForces](#) · [Tutorial](#)

Quality: 30,347 global accepts · Rating: 900 · first AC: 2021-07-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math  
[izhang's solution](#)

**212.**

1543B

[Customising the Track](#) · [Tutorial](#)

Quality: 24,480 global accepts · Rating: 900 · first AC: 2021-07-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math  
[izhang's solution](#)

**213.**

1543A

[Exciting Bets](#) · [Tutorial](#)

Quality: 40,967 global accepts · Rating: 900 · first AC: 2021-07-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory  
[izhang's solution](#)

**214.**

1433C

[Dominant Piranha](#) · [Tutorial](#)

Quality: 28,607 global accepts · Rating: 900 · first AC: 2021-06-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy  
[izhang's solution](#)

**215.**

1537B

[Bad Boy](#) · [Tutorial](#)

Quality: 42,322 global accepts · Rating: 900 · first AC: 2021-06-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math  
[izhang's solution](#)

**216.**

1175A

[From Hero to Zero](#) · [Tutorial](#)

Quality: 19,767 global accepts · Rating: 900 · first AC: 2021-06-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[izhang's solution](#)

**217.**

1197A

[DIY Wooden Ladder](#) · [Tutorial](#)

Quality: 14,036 global accepts · Rating: 900 · first AC: 2021-06-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings  
[izhang's solution](#)

**218.**

1535B

[Array Reordering](#) · [Tutorial](#)

Quality: 34,206 global accepts · Rating: 900 · first AC: 2021-06-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory, sortings  
[izhang's solution](#)

**219.**

1505A

[Is it rated - 2](#) · [Tutorial](#)

Quality: 16,090 global accepts · Rating: 900 · first AC: 2021-04-01 · C++17 (GCC 7-32) (first AC) · Tags: \*special, implementation, interactive  
[izhang's solution](#)

**220.**

1496A

[Split it!](#) · [Tutorial](#)

Quality: 22,246 global accepts · Rating: 900 · first AC: 2021-03-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, strings  
[izhang's solution](#)

**221.**

1480B

[The Great Hero](#) · [Tutorial](#)

Quality: 17,932 global accepts · Rating: 900 · first AC: 2021-02-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings  
[izhang's solution](#)

**222.**

1451B

[Non-Substring Subsequence](#) · [Tutorial](#)

Quality: 20,213 global accepts · Rating: 900 · first AC: 2020-11-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, strings  
[izhang's solution](#)

**223.**

1427A

[Avoiding Zero](#) · [Tutorial](#)

Quality: 18,033 global accepts · Rating: 900 · first AC: 2020-10-13 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings

[izhang's solution](#)

**224.**

1419A

[Digit Game](#) · [Tutorial](#)

Quality: 20,526 global accepts · Rating: 900 · first AC: 2020-09-19 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, implementation

[izhang's solution](#)

**225.**

1406A

[Subset Mex](#) · [Tutorial](#)

Quality: 22,998 global accepts · Rating: 900 · first AC: 2020-09-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[izhang's solution](#)

**226.**

1326B

[Maximums](#) · [Tutorial](#)

Quality: 25,274 global accepts · Rating: 900 · first AC: 2020-07-02 · last AC: 2020-07-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[izhang's solution](#)

**227.**

1374B

[Multiply by 2, divide by 6](#) · [Tutorial](#)

Quality: 71,594 global accepts · Rating: 900 · first AC: 2020-06-28 · C++17 (GCC 7-32) (first AC) · Tags: math

[izhang's solution](#)

**228.**

1373B

[01 Game](#) · [Tutorial](#)

Quality: 52,692 global accepts · Rating: 900 · first AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: games

[izhang's solution](#)

**229.**

1324A

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

Quality: 27,314 global accepts · Rating: 900 · first AC: 2020-05-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, number theory

[izhang's solution](#)

**230.**

991B

[Getting an A](#) · [Tutorial](#)

Quality: 13,733 global accepts · Rating: 900 · first AC: 2020-05-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[izhang's solution](#)

**231.**

1335B

[Construct the String](#) · [Tutorial](#)

Quality: 42,600 global accepts · Rating: 900 · first AC: 2020-04-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[izhang's solution](#)

**232.**

465B

[Inbox \(100500\)](#) · [Tutorial](#)

Quality: 10,870 global accepts · Rating: 1000 · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[izhang's solution](#)

**233.**

535A

[Tavas and Nafas](#) · [Tutorial](#)

Quality: 13,010 global accepts · Rating: 1000 · first AC: 2026-04-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation

[izhang's solution](#)

**234.**

2156B

[Strange Machine](#) · [Tutorial](#)

Quality: 20,764 global accepts · Rating: 1000 · first AC: 2025-12-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy,

implementation

[izhang's solution](#)

**235.**

2092B

[Lady Bug](#) · [Tutorial](#)

Quality: 24,823 global accepts · Rating: 1000 · first AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, implementation, math

[izhang's solution](#)

**236.**

2057B

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

Quality: 23,279 global accepts · Rating: 1000 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[izhang's solution](#)

**237.**

1979B

[XOR Sequences](#) · [Tutorial](#)

Quality: 26,436 global accepts · Rating: 1000 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy

[izhang's solution](#)

**238.**

1023B

[Pair of Toys](#) · [Tutorial](#)

Quality: 11,664 global accepts · Rating: 1000 · first AC: 2023-10-24 · C++20 (GCC 11-64) (first AC) · Tags: math

[izhang's solution](#)

**239.**

1859B

[Olya and Game with Arrays](#) · [Tutorial](#)

Quality: 43,920 global accepts · Rating: 1000 · first AC: 2023-08-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[izhang's solution](#)

**240.**

1760D

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

Quality: 27,018 global accepts · Rating: 1000 · first AC: 2022-12-01 · C++20 (GCC 11-64) (first AC) · Tags: implementation, two pointers

[izhang's solution](#)

**241.**

1266A

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

Quality: 17,515 global accepts · Rating: 1000 · first AC: 2021-12-24 · last AC: 2022-04-28 · C++20 (GCC 11-64) (first AC) · Tags: chinese remainder theorem, math

[izhang's solution](#)

**242.**

1659A

[Red Versus Blue](#) · [Tutorial](#)

Quality: 30,970 global accepts · Rating: 1000 · first AC: 2022-04-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[izhang's solution](#)

**243.**

1634C

[OKEA](#) · [Tutorial](#)

Quality: 19,088 global accepts · Rating: 1000 · first AC: 2022-02-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[izhang's solution](#)

**244.**

1622B

[Berland Music](#) · [Tutorial](#)

Quality: 22,318 global accepts · Rating: 1000 · first AC: 2021-12-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math, sortings

[izhang's solution](#)

**245.**

1266B

[Dice Tower](#) · [Tutorial](#)

Quality: 16,583 global accepts · Rating: 1000 · first AC: 2021-12-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math  
[izhang's solution](#)

**246.**

1620B

[Triangles on a Rectangle](#) · [Tutorial](#)

Quality: 31,482 global accepts · Rating: 1000 · first AC: 2021-12-19 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, math  
[izhang's solution](#)

**247.**

1567B

[MEXor Mixup](#) · [Tutorial](#)

Quality: 32,947 global accepts · Rating: 1000 · first AC: 2021-09-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy  
[izhang's solution](#)

**248.**

1569B

[Chess Tournament](#) · [Tutorial](#)

Quality: 19,863 global accepts · Rating: 1000 · first AC: 2021-09-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms  
[izhang's solution](#)

**249.**

1562B

[Scenes From a Memory](#) · [Tutorial](#)

Quality: 20,544 global accepts · Rating: 1000 · first AC: 2021-08-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, math, number theory  
[izhang's solution](#)

**250.**

1550B

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

Quality: 28,556 global accepts · Rating: 1000 · first AC: 2021-07-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
[izhang's solution](#)

**251.**

1234B1

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

Quality: 19,769 global accepts · Rating: 1000 · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[izhang's solution](#)

**252.**

1539A

[Contest Start](#) · [Tutorial](#)

Quality: 21,529 global accepts · Rating: 1000 · first AC: 2021-06-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, geometry, greedy, math  
[izhang's solution](#)

**253.**

1197B

[Pillars](#) · [Tutorial](#)

Quality: 14,510 global accepts · Rating: 1000 · first AC: 2021-06-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation  
[izhang's solution](#)

**254.**

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,299 global accepts · Rating: 1000 · first AC: 2021-05-17 · C++17 (GCC 7-32) (first AC) · Tags: math  
[izhang's solution](#)

**255.**

1520C

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

Quality: 34,544 global accepts · Rating: 1000 · first AC: 2021-05-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms  
[izhang's solution](#)

## 256.

1515B

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

Quality: 27,070 global accepts · Rating: 1000 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, math, number theory

[izhang's solution](#)

## 257.

1506C

[Double-ended Strings](#) · [Tutorial](#)

Quality: 35,642 global accepts · Rating: 1000 · first AC: 2021-03-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[izhang's solution](#)

## 258.

1499B

[Binary Removals](#) · [Tutorial](#)

Quality: 22,009 global accepts · Rating: 1000 · first AC: 2021-03-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[izhang's solution](#)

## 259.

1020B

[Badge](#) · [Tutorial](#)

Quality: 25,127 global accepts · Rating: 1000 · first AC: 2021-03-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs

[izhang's solution](#)

## 260.

1490B

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

Quality: 27,901 global accepts · Rating: 1000 · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math

[izhang's solution](#)

## 261.

1485A

[Add and Divide](#) · [Tutorial](#)

Quality: 33,151 global accepts · Rating: 1000 · first AC: 2021-02-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[izhang's solution](#)

## 262.

1465B

[Fair Numbers](#) · [Tutorial](#)

Rating: 1000 · first AC: 2020-12-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[izhang's solution](#)

## 263.

1450B

[Balls of Steel](#) · [Tutorial](#)

Quality: 16,040 global accepts · Rating: 1000 · first AC: 2020-12-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, greedy

[izhang's solution](#)

## 264.

1419D1

[Sage's Birthday \(easy version\)](#) · [Tutorial](#)

Quality: 26,388 global accepts · Rating: 1000 · first AC: 2020-09-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[izhang's solution](#)

## 265.

1418A

[Buying Torches](#) · [Tutorial](#)

Quality: 33,865 global accepts · Rating: 1000 · first AC: 2020-09-17 · C++17 (GCC 7-32) (first AC) · Tags: math

[izhang's solution](#)

**266.**

1405B

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

Quality: 23,030 global accepts · Rating: 1000 · first AC: 2020-09-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[izhang's solution](#)

**267.**

864B

[Polycarp and Letters](#) · [Tutorial](#)

Quality: 9,984 global accepts · Rating: 1000 · first AC: 2020-08-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[izhang's solution](#)

**268.**

1388B

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

Quality: 22,821 global accepts · Rating: 1000 · first AC: 2020-07-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[izhang's solution](#)

**269.**

1326A

[Bad Ugly Numbers](#) · [Tutorial](#)

Quality: 32,682 global accepts · Rating: 1000 · first AC: 2020-07-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[izhang's solution](#)

**270.**

1374C

[Move Brackets](#) · [Tutorial](#)

Quality: 63,946 global accepts · Rating: 1000 · first AC: 2020-06-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[izhang's solution](#)

**271.**

1373A

[Donut Shops](#) · [Tutorial](#)

Quality: 29,482 global accepts · Rating: 1000 · first AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[izhang's solution](#)

**272.**

909A

[Generate Login](#) · [Tutorial](#)

Quality: 10,365 global accepts · Rating: 1000 · first AC: 2020-05-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

[izhang's solution](#)

**273.**

991A

[If at first you don't succeed...](#) · [Tutorial](#)

Quality: 11,232 global accepts · Rating: 1000 · first AC: 2020-05-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[izhang's solution](#)

**274.**

584A

[Olesya and Rodion](#) · [Tutorial](#)

Quality: 52,618 global accepts · Rating: 1000 · first AC: 2020-04-18 · C++17 (GCC 7-32) (first AC) · Tags: math

[izhang's solution](#)

**275.**

2122B

[Pile Shuffling](#) · [Tutorial](#)

Quality: 15,225 global accepts · Rating: 1100 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[izhang's solution](#)

**276.**

2128B

[Deque Process](#) · [Tutorial](#)

Quality: 21,422 global accepts · Rating: 1100 · first AC: 2025-08-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[izhang's solution](#)

**277.**

2112B

[Shrinking Array](#) · [Tutorial](#)

Quality: 21,121 global accepts · Rating: 1100 · first AC: 2025-06-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[izhang's solution](#)

**278.**

2096B

[Wonderful Gloves](#) · [Tutorial](#)

Quality: 16,575 global accepts · Rating: 1100 · first AC: 2025-06-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[izhang's solution](#)

**279.**

2103B

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

Quality: 17,709 global accepts · Rating: 1100 · first AC: 2025-05-15 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[izhang's solution](#)

**280.**

1984B

[Large Addition](#) · [Tutorial](#)

Quality: 20,955 global accepts · Rating: 1100 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[izhang's solution](#)

**281.**

1942B

[Bessie and MEX](#) · [Tutorial](#)

Quality: 15,500 global accepts · Rating: 1100 · first AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[izhang's solution](#)

**282.**

1706B

[Making Towers](#) · [Tutorial](#)

Quality: 17,485 global accepts · Rating: 1100 · first AC: 2024-01-04 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math

[izhang's solution](#)

**283.**

1827A

[Counting Orders](#) · [Tutorial](#)

Quality: 28,822 global accepts · Rating: 1100 · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, sortings, two pointers

[izhang's solution](#)

**284.**

1864B

[Swap and Reverse](#) · [Tutorial](#)

Quality: 16,616 global accepts · Rating: 1100 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[izhang's solution](#)

**285.**

1857B

[Maximum Rounding](#) · [Tutorial](#)

Quality: 24,714 global accepts · Rating: 1100 · first AC: 2023-08-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math

[izhang's solution](#)

**286.**

1850E

[Cardboard for Pictures](#) · [Tutorial](#)

Quality: 35,009 global accepts · Rating: 1100 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, implementation, math

[izhang's solution](#)

**287.**

1797B

[Li Hua and Pattern](#) · [Tutorial](#)

Quality: 24,621 global accepts · Rating: 1100 · first AC: 2023-04-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy  
[izhang's solution](#)

**288.**

1780B

[GCD Partition](#) · [Tutorial](#)

Quality: 25,984 global accepts · Rating: 1100 · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory  
[izhang's solution](#)

**289.**

1731B

[Kill Demodogs](#) · [Tutorial](#)

Quality: 26,804 global accepts · Rating: 1100 · first AC: 2023-01-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math  
[izhang's solution](#)

**290.**

1722D

[Line](#) · [Tutorial](#)

Quality: 26,564 global accepts · Rating: 1100 · first AC: 2022-11-26 · PyPy 3-64 (first AC) · Tags: greedy, sortings  
[izhang's solution](#)

**291.**

362B

[Petya and Staircases](#) · [Tutorial](#)

Quality: 14,732 global accepts · Rating: 1100 · first AC: 2022-05-03 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings  
[izhang's solution](#)

**292.**

1618C

[Paint the Array](#) · [Tutorial](#)

Quality: 32,408 global accepts · Rating: 1100 · first AC: 2022-02-27 · C++20 (GCC 11-64) (first AC) · Tags: math  
[izhang's solution](#)

**293.**

1626B

[Minor Reduction](#) · [Tutorial](#)

Quality: 23,935 global accepts · Rating: 1100 · first AC: 2022-01-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings  
[izhang's solution](#)

**294.**

1623B

[Game on Ranges](#) · [Tutorial](#)

Quality: 14,665 global accepts · Rating: 1100 · first AC: 2022-01-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, implementation, sortings  
[izhang's solution](#)

**295.**

1624C

[Division by Two and Permutation](#) · [Tutorial](#)

Quality: 26,838 global accepts · Rating: 1100 · first AC: 2022-01-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, flows, graph matchings, greedy, math  
[izhang's solution](#)

**296.**

1616B

[Mirror in the String](#) · [Tutorial](#)

Quality: 20,710 global accepts · Rating: 1100 · first AC: 2021-12-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings  
[izhang's solution](#)

**297.**

1610B

[Kalindrome Array](#) · [Tutorial](#)

Quality: 23,390 global accepts · Rating: 1100 · first AC: 2021-12-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy, two pointers  
[izhang's solution](#)

**298.**

1566D1

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

Quality: 14,713 global accepts · Rating: 1100 · first AC: 2021-09-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings  
[izhang's solution](#)

**299.**

1557B

[Moamen and k-subarrays](#) · [Tutorial](#)

Quality: 24,612 global accepts · Rating: 1100 · first AC: 2021-08-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings  
[izhang's solution](#)

**300.**

1534B

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

Quality: 12,873 global accepts · Rating: 1100 · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math  
[izhang's solution](#)

**301.**

1523B

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

Quality: 12,509 global accepts · Rating: 1100 · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms  
[izhang's solution](#)

**302.**

1529B

[Sifid and Strange Subsequences](#) · [Tutorial](#)

Quality: 21,221 global accepts · Rating: 1100 · first AC: 2021-05-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings  
[izhang's solution](#)

**303.**

1189B

[Number Circle](#) · [Tutorial](#)

Quality: 15,308 global accepts · Rating: 1100 · first AC: 2021-05-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings  
[izhang's solution](#)

**304.**

884B

[Japanese Crosswords Strike Back](#) · [Tutorial](#)

Quality: 7,564 global accepts · Rating: 1100 · first AC: 2021-05-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[izhang's solution](#)

**305.**

1506B

[Partial Replacement](#) · [Tutorial](#)

Quality: 21,153 global accepts · Rating: 1100 · first AC: 2021-03-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation  
[izhang's solution](#)

**306.**

1496B

[Max and Mex](#) · [Tutorial](#)

Quality: 18,279 global accepts · Rating: 1100 · first AC: 2021-03-13 · C++17 (GCC 7-32) (first AC) · Tags: math  
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**307.**

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**308.**

1407A

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**309.**

869A

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**310.**

1375A

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**311.**

1365A

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**312.**

1324C

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**313.**

1324B

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**314.**

1334B

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**315.**

1304B

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**316.**

787A

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431B

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2128C

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2113B

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2109B

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2053B

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**329.**

1023A

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1013B

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**334.**

1734C

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**336.**

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**337.**

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**338.**

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**339.**

1647B

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**340.**

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**343.**

1143B

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**344.**

1592B

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**346.**

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1541B

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**349.**

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**353.**

1399C

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1504B

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**359.**

522A

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1496C

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**363.**

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**373.**

1371B

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1369B

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2059B

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2049B

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**382.**

1984C1

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**383.**

1980C

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**384.**

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1249B2

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1794C

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1669H

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**397.**

220A

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**398.**

1647C

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1618D

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1627B

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1617C

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**404.**

1615B

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Quality: 17,917 global accepts · Rating: 1300 · first AC: 2021-12-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math

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**405.**

1603A

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Quality: 17,825 global accepts · Rating: 1300 · first AC: 2021-10-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

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**406.**

1558A

[Charmed by the Game · Tutorial](#)

Quality: 11,495 global accepts · Rating: 1300 · first AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[izhang's solution](#)

**407.**

1555B

[Two Tables · Tutorial](#)

Quality: 17,249 global accepts · Rating: 1300 · first AC: 2021-07-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[izhang's solution](#)

**408.**

1555C

[Coin Rows · Tutorial](#)

Quality: 24,087 global accepts · Rating: 1300 · first AC: 2021-07-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, implementation

[izhang's solution](#)

**409.**

1553B

[Reverse String · Tutorial](#)

Quality: 15,482 global accepts · Rating: 1300 · first AC: 2021-07-22 · last AC: 2021-07-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, hashing, implementation, strings

[izhang's solution](#)

**410.**

230B

[T-primes · Tutorial](#)

Quality: 95,848 global accepts · Rating: 1300 · first AC: 2021-07-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math, number theory

[izhang's solution](#)

**411.**

1217A

[Creating a Character](#) · [Tutorial](#)

Quality: 15,823 global accepts · Rating: 1300 · first AC: 2021-07-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math  
[izhang's solution](#)

**412.**

1234B2

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

Quality: 18,443 global accepts · Rating: 1300 · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation  
[izhang's solution](#)

**413.**

1433E

[Two Round Dances](#) · [Tutorial](#)

Quality: 19,854 global accepts · Rating: 1300 · first AC: 2021-06-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math  
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**414.**

1538C

[Number of Pairs](#) · [Tutorial](#)

Quality: 34,403 global accepts · Rating: 1300 · first AC: 2021-06-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, math, two pointers  
[izhang's solution](#)

**415.**

1534C

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

Quality: 13,820 global accepts · Rating: 1300 · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, dsu, graphs, math  
[izhang's solution](#)

**416.**

312B

[Archer](#) · [Tutorial](#)

Quality: 13,380 global accepts · Rating: 1300 · first AC: 2021-04-15 · C++17 (GCC 7-32) (first AC) · Tags: math, probabilities  
[izhang's solution](#)

**417.**

844B

[Rectangles](#) · [Tutorial](#)

Quality: 9,047 global accepts · Rating: 1300 · first AC: 2021-04-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math  
[izhang's solution](#)

**418.**

886C

[Petya and Catacombs](#) · [Tutorial](#)

Quality: 5,676 global accepts · Rating: 1300 · first AC: 2021-03-19 · C++17 (GCC 7-32) (first AC) · Tags: dsu, greedy, implementation, trees  
[izhang's solution](#)

**419.**

1065B

[Vasya and Isolated Vertices](#) · [Tutorial](#)

Quality: 11,597 global accepts · Rating: 1300 · first AC: 2021-03-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs  
[izhang's solution](#)

**420.**

976B

[Lara Croft and the New Game](#) · [Tutorial](#)

Quality: 6,045 global accepts · Rating: 1300 · first AC: 2021-03-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[izhang's solution](#)

**421.**

1352D

[Alice, Bob and Candies](#) · [Tutorial](#)

Quality: 29,859 global accepts · Rating: 1300 · first AC: 2021-01-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[izhang's solution](#)

**422.**

862B

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

Quality: 25,656 global accepts · Rating: 1300 · first AC: 2020-11-08 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees  
[izhang's solution](#)

**423.**

755C

[PolandBall and Forest](#) · [Tutorial](#)

Quality: 15,005 global accepts · Rating: 1300 · first AC: 2020-11-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, interactive, trees  
[izhang's solution](#)

**424.**

476B

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

Quality: 37,036 global accepts · Rating: 1300 · first AC: 2020-10-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math, probabilities  
[izhang's solution](#)

**425.**

1422B

[Nice Matrix](#) · [Tutorial](#)

Quality: 15,071 global accepts · Rating: 1300 · first AC: 2020-10-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math  
[izhang's solution](#)

**426.**

1418B

[Negative Prefixes](#) · [Tutorial](#)

Quality: 17,559 global accepts · Rating: 1300 · first AC: 2020-09-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings  
[izhang's solution](#)

**427.**

1326C

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

Quality: 16,402 global accepts · Rating: 1300 · first AC: 2020-07-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math  
[izhang's solution](#)

**428.**

1371C

[A Cookie for You](#) · [Tutorial](#)

Quality: 21,370 global accepts · Rating: 1300 · first AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math  
[izhang's solution](#)

**429.**

1373C

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

Quality: 19,373 global accepts · Rating: 1300 · first AC: 2020-06-26 · C++17 (GCC 7-32) (first AC) · Tags: math  
[izhang's solution](#)

**430.**

1367C

[Social Distance](#) · [Tutorial](#)

Quality: 25,107 global accepts · Rating: 1300 · first AC: 2020-06-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math  
[izhang's solution](#)

**431.**

1364B

[Most socially-distanced subsequence](#) · [Tutorial](#)

Quality: 26,189 global accepts · Rating: 1300 · first AC: 2020-06-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers  
[izhang's solution](#)

**432.**

909B

[Segments](#) · [Tutorial](#)

Quality: 6,762 global accepts · Rating: 1300 · first AC: 2020-05-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[izhang's solution](#)

**433.**

828B

[Black Square](#) · [Tutorial](#)

Quality: 6,124 global accepts · Rating: 1300 · first AC: 2020-05-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[izhang's solution](#)

**434.**

1328B

[K-th Beautiful String](#) · [Tutorial](#)

Quality: 32,047 global accepts · Rating: 1300 · first AC: 2020-05-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, implementation, math

[izhang's solution](#)

**435.**

2098B

[Sasha and the Apartment Purchase](#) · [Tutorial](#)

Quality: 7,887 global accepts · Rating: 1400 · first AC: 2026-04-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, sortings

[izhang's solution](#)

**436.**

2156C

[Maximum GCD on Whiteboard](#) · [Tutorial](#)

Quality: 12,289 global accepts · Rating: 1400 · first AC: 2025-12-22 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[izhang's solution](#)

**437.**

1895C

[Torn Lucky Ticket](#) · [Tutorial](#)

Quality: 13,033 global accepts · Rating: 1400 · first AC: 2025-11-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, hashing, implementation, math

[izhang's solution](#)

**438.**

2097A

[Sports Betting](#) · [Tutorial](#)

Quality: 8,588 global accepts · Rating: 1400 · first AC: 2025-05-20 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, brute force, math, sortings

[izhang's solution](#)

**439.**

2035C

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

Quality: 11,532 global accepts · Rating: 1400 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[izhang's solution](#)

**440.**

1974C

[Beautiful Triple Pairs](#) · [Tutorial](#)

Quality: 19,043 global accepts · Rating: 1400 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures

[izhang's solution](#)

**441.**

1980D

[GCD-sequence](#) · [Tutorial](#)

Quality: 17,380 global accepts · Rating: 1400 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, number theory

[izhang's solution](#)

**442.**

523C

[Name Quest](#) · [Tutorial](#)

Quality: 2,603 global accepts · Rating: 1400 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: \*special, greedy

[izhang's solution](#)

**443.**

451

[TCMCF+++](#) · [Tutorial](#)

Quality: 2,803 global accepts · Rating: 1400 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[izhang's solution](#)

**444.**

174B

[File List](#) · [Tutorial](#)

Quality: 2,515 global accepts · Rating: 1400 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation

[izhang's solution](#)

**445.**

1909C

[Heavy Intervals](#) · [Tutorial](#)

Quality: 13,165 global accepts · Rating: 1400 · first AC: 2024-05-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, math, sortings

[izhang's solution](#)

**446.**

954B

[String Typing](#) · [Tutorial](#)

Quality: 7,791 global accepts · Rating: 1400 · first AC: 2023-01-20 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[izhang's solution](#)

**447.**

1764C

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

Quality: 10,447 global accepts · Rating: 1400 · first AC: 2022-12-05 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy

[izhang's solution](#)

**448.**

1263B

[PIN Codes](#) · [Tutorial](#)

Quality: 11,810 global accepts · Rating: 1400 · first AC: 2022-11-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[izhang's solution](#)

**449.**

475B

[Strongly Connected City](#) · [Tutorial](#)

Quality: 9,249 global accepts · Rating: 1400 · first AC: 2022-08-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[izhang's solution](#)

**450.**

1682C

[LIS or Reverse LIS?](#) · [Tutorial](#)

Quality: 16,472 global accepts · Rating: 1400 · first AC: 2022-05-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[izhang's solution](#)

**451.**

1270C

[Make Good](#) · [Tutorial](#)

Quality: 15,040 global accepts · Rating: 1400 · first AC: 2022-04-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[izhang's solution](#)

**452.**

1644C

[Increase Subarray Sums](#) · [Tutorial](#)

Quality: 15,002 global accepts · Rating: 1400 · first AC: 2022-02-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation

[izhang's solution](#)

**453.**

1634B

[Fortune Telling](#) · [Tutorial](#)

Quality: 22,308 global accepts · Rating: 1400 · first AC: 2022-02-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, math

[izhang's solution](#)

**454.**

1628A

[Meximum Array](#) · [Tutorial](#)

Quality: 16,984 global accepts · Rating: 1400 · first AC: 2022-01-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, two pointers

[izhang's solution](#)

**455.**

1627C

[Not Assigning](#) · [Tutorial](#)

Quality: 16,242 global accepts · Rating: 1400 · first AC: 2022-01-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, number theory, trees

[izhang's solution](#)

**456.**

1624D

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

Quality: 19,081 global accepts · Rating: 1400 · first AC: 2022-01-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings, strings

[izhang's solution](#)

**457.**

1266C

[Diverse Matrix](#) · [Tutorial](#)

Quality: 10,068 global accepts · Rating: 1400 · first AC: 2021-12-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[izhang's solution](#)

**458.**

1320A

[Journey Planning](#) · [Tutorial](#)

Quality: 21,662 global accepts · Rating: 1400 · first AC: 2021-10-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math, sortings

[izhang's solution](#)

**459.**

1559D1

[Mocha and Diana \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,031 global accepts · Rating: 1400 · first AC: 2021-08-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, trees

[izhang's solution](#)

**460.**

1144D

[Equalize Them All](#) · [Tutorial](#)

Quality: 10,839 global accepts · Rating: 1400 · first AC: 2021-06-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[izhang's solution](#)

**461.**

1541C

[Great Graphs](#) · [Tutorial](#)

Rating: 1400 · first AC: 2021-06-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, sortings

[izhang's solution](#)

**462.**

1197C

[Array Splitting](#) · [Tutorial](#)

Quality: 15,248 global accepts · Rating: 1400 · first AC: 2021-06-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[izhang's solution](#)

**463.**

1189C

[Candies!](#) · [Tutorial](#)

Quality: 11,070 global accepts · Rating: 1400 · first AC: 2021-05-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, math

[izhang's solution](#)

**464.**

1490E

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

Quality: 20,995 global accepts · Rating: 1400 · first AC: 2021-05-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy

[izhang's solution](#)

**465.**

1520E

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

Quality: 28,614 global accepts · Rating: 1400 · first AC: 2021-05-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[izhang's solution](#)

**466.**

1515C

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

Quality: 18,751 global accepts · Rating: 1400 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[izhang's solution](#)

**467.**

1517C

[Fillomino 2](#) · [Tutorial](#)

Quality: 14,170 global accepts · Rating: 1400 · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation

[izhang's solution](#)

**468.**

1513B

[AND Sequences](#) · [Tutorial](#)

Quality: 20,113 global accepts · Rating: 1400 · first AC: 2021-04-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, math

[izhang's solution](#)

**469.**

534B

[Covered Path](#) · [Tutorial](#)

Quality: 11,347 global accepts · Rating: 1400 · first AC: 2021-04-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[izhang's solution](#)

**470.**

1143C

[Queen](#) · [Tutorial](#)

Quality: 17,653 global accepts · Rating: 1400 · first AC: 2021-04-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, trees

[izhang's solution](#)

**471.**

1505C

[Fibonacci Words](#) · [Tutorial](#)

Quality: 6,704 global accepts · Rating: 1400 · first AC: 2021-04-01 · C++17 (GCC 7-32) (first AC) · Tags: \*special, implementation

[izhang's solution](#)

**472.**

1506D

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

Quality: 25,543 global accepts · Rating: 1400 · first AC: 2021-03-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[izhang's solution](#)

**473.**

762B

[USB vs. PS/2](#) · [Tutorial](#)

Quality: 10,582 global accepts · Rating: 1400 · first AC: 2020-12-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings, two pointers

[izhang's solution](#)

**474.**

295A

[Greg and Array](#) · [Tutorial](#)

Quality: 26,017 global accepts · Rating: 1400 · first AC: 2020-11-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[izhang's solution](#)

**475.**

1451C

[String Equality](#) · [Tutorial](#)

Quality: 17,297 global accepts · Rating: 1400 · first AC: 2020-11-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, hashing, implementation, strings

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**476.**

1201C

[Maximum Median](#) · [Tutorial](#)

Quality: 33,250 global accepts · Rating: 1400 · first AC: 2020-11-21 · last AC: 2020-11-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings

[izhang's solution](#)

**477.**

279B

[Books](#) · [Tutorial](#)

Quality: 72,459 global accepts · Rating: 1400 · first AC: 2020-11-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation, two pointers

[izhang's solution](#)

**478.**

1195C

[Basketball Exercise](#) · [Tutorial](#)

Quality: 34,842 global accepts · Rating: 1400 · first AC: 2020-10-23 · C++17 (GCC 7-32) (first AC) · Tags: dp

[izhang's solution](#)

**479.**

1427B

[Chess Cheater](#) · [Tutorial](#)

Quality: 11,459 global accepts · Rating: 1400 · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[izhang's solution](#)

**480.**

1375C

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

Quality: 22,951 global accepts · Rating: 1400 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[izhang's solution](#)

**481.**

1374D

[Zero Remainder Array](#) · [Tutorial](#)

Quality: 31,097 global accepts · Rating: 1400 · first AC: 2020-06-28 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings, two pointers

[izhang's solution](#)

**482.**

1369C

[RationalLee](#) · [Tutorial](#)

Quality: 20,873 global accepts · Rating: 1400 · first AC: 2020-06-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings, two pointers

[izhang's solution](#)

**483.**

920C

[Swap Adjacent Elements](#) · [Tutorial](#)

Quality: 9,974 global accepts · Rating: 1400 · first AC: 2020-06-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, math, sortings, two pointers

[izhang's solution](#)

**484.**

698A

[Vacations](#) · [Tutorial](#)

Quality: 37,954 global accepts · Rating: 1400 · first AC: 2020-03-06 · last AC: 2020-05-09 · PyPy 3 (first AC) · Tags: dp

[izhang's solution](#)

**485.**

1324D

[Pair of Topics](#) · [Tutorial](#)

Quality: 34,100 global accepts · Rating: 1400 · first AC: 2020-05-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, sortings, two pointers

[izhang's solution](#)

**486.**

1348B

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

Quality: 27,495 global accepts · Rating: 1400 · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[izhang's solution](#)

**487.**

2109C1

[Hacking Numbers \(Easy Version\)](#) · [Tutorial](#)

Quality: 11,419 global accepts · Rating: 1500 · first AC: 2025-05-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math, number theory

[izhang's solution](#)

**488.**

2057C

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

Quality: 13,803 global accepts · Rating: 1500 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[izhang's solution](#)

**489.**

2053C

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

Quality: 12,336 global accepts · Rating: 1500 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[izhang's solution](#)

**490.**

2049C

[MEX Cycle](#) · [Tutorial](#)

Quality: 13,643 global accepts · Rating: 1500 · first AC: 2024-12-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[izhang's solution](#)

**491.**

1013C

[Photo of The Sky](#) · [Tutorial](#)

Rating: 1500 · first AC: 2023-10-15 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[izhang's solution](#)

**492.**

1857E

[Power of Points](#) · [Tutorial](#)

Quality: 14,844 global accepts · Rating: 1500 · first AC: 2023-08-08 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings

[izhang's solution](#)

**493.**

1850G

[The Morning Star](#) · [Tutorial](#)

Quality: 15,477 global accepts · Rating: 1500 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, geometry, implementation, math, sortings

[izhang's solution](#)

**494.**

1630A

[And Matching](#) · [Tutorial](#)

Quality: 16,153 global accepts · Rating: 1500 · first AC: 2023-05-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[izhang's solution](#)

**495.**

1817A

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

Quality: 12,757 global accepts · Rating: 1500 · first AC: 2023-05-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy

[izhang's solution](#)

**496.**

985C

[Liebig's Barrels](#) · [Tutorial](#)

Quality: 5,975 global accepts · Rating: 1500 · first AC: 2023-02-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[izhang's solution](#)

**497.**

1722G

[Even-Odd XOR](#) · [Tutorial](#)

Quality: 14,182 global accepts · Rating: 1500 · first AC: 2022-11-26 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, greedy

[izhang's solution](#)

**498.**

1744E1

[Divisible Numbers \(easy version\)](#) · [Tutorial](#)

Quality: 12,652 global accepts · Rating: 1500 · first AC: 2022-11-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[izhang's solution](#)

**499.**

1659C

[Line Empire](#) · [Tutorial](#)

Quality: 15,057 global accepts · Rating: 1500 · first AC: 2022-04-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dp, greedy, implementation, math

[izhang's solution](#)

**500.**

1646C

[Factorials and Powers of Two](#) · [Tutorial](#)

Quality: 19,520 global accepts · Rating: 1500 · first AC: 2022-03-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, math

[izhang's solution](#)

**501.**

1043C

[Smallest Word](#) · [Tutorial](#)

Quality: 7,224 global accepts · Rating: 1500 · first AC: 2022-01-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[izhang's solution](#)

**502.**

1616C

[Representative Edges](#) · [Tutorial](#)

Quality: 13,203 global accepts · Rating: 1500 · first AC: 2021-12-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, geometry, implementation, math

[izhang's solution](#)

**503.**

1614C

[Divan and bitwise operations](#) · [Tutorial](#)

Quality: 11,314 global accepts · Rating: 1500 · first AC: 2021-12-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, math

[izhang's solution](#)

**504.**

1562C

[Rings](#) · [Tutorial](#)

Quality: 14,311 global accepts · Rating: 1500 · first AC: 2021-08-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[izhang's solution](#)

**505.**

1552B

[Running for Gold](#) · [Tutorial](#)

Quality: 16,931 global accepts · Rating: 1500 · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs, greedy, sortings

[izhang's solution](#)

**506.**

1553D

[Backspace](#) · [Tutorial](#)

Quality: 15,086 global accepts · Rating: 1500 · first AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings, two pointers

[izhang's solution](#)

**507.**

1545A

[AquaMoon and Strange Sort](#) · [Tutorial](#)

Quality: 14,886 global accepts · Rating: 1500 · first AC: 2021-07-11 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[izhang's solution](#)

**508.**

1542B

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Quality: 26,542 global accepts · Rating: 1500 · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[izhang's solution](#)

**509.**

1234C

[Pipes](#) · [Tutorial](#)

Quality: 13,486 global accepts · Rating: 1500 · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[izhang's solution](#)

**510.**

1242A

[Tile Painting](#) · [Tutorial](#)

Quality: 13,267 global accepts · Rating: 1500 · first AC: 2021-06-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

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**511.**

1538F

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

Quality: 22,217 global accepts · Rating: 1500 · first AC: 2021-06-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, math, number theory

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**512.**

1536C

[Diluc and Kaeya](#) · [Tutorial](#)

Quality: 16,123 global accepts · Rating: 1500 · first AC: 2021-06-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, hashing, number theory

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**513.**

1516B

[AGAGA XOOORRR](#) · [Tutorial](#)

Quality: 25,538 global accepts · Rating: 1500 · first AC: 2021-05-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy  
[izhang's solution](#)

**514.**

1490F

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Quality: 18,388 global accepts · Rating: 1500 · first AC: 2021-05-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings  
[izhang's solution](#)

**515.**

884C

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Quality: 5,170 global accepts · Rating: 1500 · first AC: 2021-05-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, math  
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**516.**

1338A

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Quality: 30,348 global accepts · Rating: 1500 · first AC: 2021-05-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
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**517.**

1515D

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Quality: 12,822 global accepts · Rating: 1500 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers  
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**518.**

1031B

[Curiosity Has No Limits](#) · [Tutorial](#)

Quality: 4,066 global accepts · Rating: 1500 · first AC: 2021-04-13 · C++17 (GCC 7-32) (first AC) · Tags: —  
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**519.**

1506E

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

Quality: 14,196 global accepts · Rating: 1500 · first AC: 2021-03-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation  
[izhang's solution](#)

**520.**

1499C

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

Quality: 13,420 global accepts · Rating: 1500 · first AC: 2021-03-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, math  
[izhang's solution](#)

**521.**

1487C

[Minimum Ties](#) · [Tutorial](#)

Quality: 15,400 global accepts · Rating: 1500 · first AC: 2021-02-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation, math  
[izhang's solution](#)

**522.**

1487D

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

Quality: 20,593 global accepts · Rating: 1500 · first AC: 2021-02-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, number theory  
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**523.**

1352E

[Special Elements](#) · [Tutorial](#)

Quality: 24,020 global accepts · Rating: 1500 · first AC: 2021-01-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, two pointers

[izhang's solution](#)

**524.**

702C

[Cellular Network](#) · [Tutorial](#)

Quality: 22,898 global accepts · Rating: 1500 · first AC: 2020-11-07 · last AC: 2020-12-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, two pointers

[izhang's solution](#)

**525.**

839C

[Journey](#) · [Tutorial](#)

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[izhang's solution](#)

**526.**

1419C

[Killjoy](#) · [Tutorial](#)

Quality: 16,301 global accepts · Rating: 1500 · first AC: 2020-09-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[izhang's solution](#)

**527.**

1419D2

[Sage's Birthday \(hard version\)](#) · [Tutorial](#)

Quality: 17,418 global accepts · Rating: 1500 · first AC: 2020-09-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, sortings, two pointers

[izhang's solution](#)

**528.**

1418C

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

Quality: 28,146 global accepts · Rating: 1500 · first AC: 2020-09-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, shortest paths

[izhang's solution](#)

**529.**

1405C

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

Rating: 1500 · first AC: 2020-09-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings

[izhang's solution](#)

**530.**

960B

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

Quality: 12,398 global accepts · Rating: 1500 · first AC: 2020-08-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[izhang's solution](#)

**531.**

837C

[Two Seals](#) · [Tutorial](#)

Quality: 4,563 global accepts · Rating: 1500 · first AC: 2020-06-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[izhang's solution](#)

**532.**

22B

[Bargaining Table](#) · [Tutorial](#)

Quality: 4,784 global accepts · Rating: 1500 · first AC: 2020-05-13 · last AC: 2020-06-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

[izhang's solution](#)

**533.**

855B

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Quality: 9,946 global accepts · Rating: 1500 · first AC: 2020-05-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp  
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**534.**

991C

[Candies](#) · [Tutorial](#)

Quality: 11,514 global accepts · Rating: 1500 · first AC: 2020-05-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation  
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**535.**

584B

[Kolya and Tanya](#) · [Tutorial](#)

Quality: 13,670 global accepts · Rating: 1500 · first AC: 2020-04-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics  
[izhang's solution](#)

**536.**

593B

[Anton and Lines](#) · [Tutorial](#)

Quality: 4,207 global accepts · Rating: 1600 · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, sortings  
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**537.**

2103C

[Median Splits](#) · [Tutorial](#)

Quality: 10,556 global accepts · Rating: 1600 · first AC: 2025-05-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, sortings  
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**538.**

2059C

[Customer Service](#) · [Tutorial](#)

Quality: 12,541 global accepts · Rating: 1600 · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graph matchings, greedy, math, sortings  
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**539.**

1978D

[Elections](#) · [Tutorial](#)

Quality: 13,632 global accepts · Rating: 1600 · first AC: 2024-06-24 · last AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math  
[izhang's solution](#)

**540.**

1980E

[Permutation of Rows and Columns](#) · [Tutorial](#)

Quality: 13,005 global accepts · Rating: 1600 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, hashing, implementation, math, matrices, sortings  
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**541.**

1281B

[Azamon Web Services](#) · [Tutorial](#)

Quality: 8,687 global accepts · Rating: 1600 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy  
[izhang's solution](#)

**542.**

1056D

[Decorate Apple Tree](#) · [Tutorial](#)

Quality: 6,722 global accepts · Rating: 1600 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, sortings, trees  
[izhang's solution](#)

**543.**

1861C

[Queries for the Array](#) · [Tutorial](#)

Quality: 12,315 global accepts · Rating: 1600 · first AC: 2023-09-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, implementation, strings, trees

[izhang's solution](#)

**544.**

1796C

[Maximum Set](#) · [Tutorial](#)

Quality: 12,175 global accepts · Rating: 1600 · first AC: 2023-08-28 · last AC: 2023-08-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[izhang's solution](#)

**545.**

1857F

[Sum and Product](#) · [Tutorial](#)

Quality: 14,327 global accepts · Rating: 1600 · first AC: 2023-08-08 · last AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, math

[izhang's solution](#)

**546.**

1295C

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Quality: 13,849 global accepts · Rating: 1600 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, strings

[izhang's solution](#)

**547.**

1797C

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Quality: 8,931 global accepts · Rating: 1600 · first AC: 2023-04-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, interactive

[izhang's solution](#)

**548.**

1321C

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Quality: 10,525 global accepts · Rating: 1600 · first AC: 2023-02-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, strings

[izhang's solution](#)

**549.**

913C

[Party Lemonade](#) · [Tutorial](#)

Quality: 8,463 global accepts · Rating: 1600 · first AC: 2023-01-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, greedy

[izhang's solution](#)

**550.**

1722E

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Quality: 13,368 global accepts · Rating: 1600 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, implementation

[izhang's solution](#)

**551.**

782B

[The Meeting Place Cannot Be Changed](#) · [Tutorial](#)

Rating: 1600 · first AC: 2022-11-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, ternary search

[izhang's solution](#)

**552.**

735C

[Tennis Championship](#) · [Tutorial](#)

Quality: 7,966 global accepts · Rating: 1600 · first AC: 2022-08-10 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[izhang's solution](#)

**553.**

626C

[Block Towers](#) · [Tutorial](#)

Quality: 4,616 global accepts · Rating: 1600 · first AC: 2022-08-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory

[izhang's solution](#)

**554.**

1688D

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

Rating: 1600 · first AC: 2022-08-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math

[izhang's solution](#)

**555.**

925A

[Stairs and Elevators](#) · [Tutorial](#)

Quality: 3,872 global accepts · Rating: 1600 · first AC: 2022-04-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search

[izhang's solution](#)

**556.**

1389B

[Array Walk](#) · [Tutorial](#)

Quality: 20,352 global accepts · Rating: 1600 · first AC: 2022-04-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy

[izhang's solution](#)

**557.**

746C

[Tram](#) · [Tutorial](#)

Quality: 3,859 global accepts · Rating: 1600 · first AC: 2022-04-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math

[izhang's solution](#)

**558.**

1660E

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

Quality: 8,088 global accepts · Rating: 1600 · first AC: 2022-03-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[izhang's solution](#)

**559.**

1658D1

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

Quality: 10,004 global accepts · Rating: 1600 · first AC: 2022-03-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, math

[izhang's solution](#)

**560.**

1623C

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Quality: 14,314 global accepts · Rating: 1600 · first AC: 2022-02-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy

[izhang's solution](#)

**561.**

1334C

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

Quality: 17,925 global accepts · Rating: 1600 · first AC: 2022-02-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[izhang's solution](#)

**562.**

1632C

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Quality: 14,074 global accepts · Rating: 1600 · first AC: 2022-02-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, dp, math

[izhang's solution](#)

**563.**

1371D

[Grid-00100](#) · [Tutorial](#)

Quality: 13,708 global accepts · Rating: 1600 · first AC: 2022-01-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[izhang's solution](#)

**564.**

1622C

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Quality: 15,542 global accepts · Rating: 1600 · first AC: 2021-12-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, sortings

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**565.**

1615C

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Quality: 9,195 global accepts · Rating: 1600 · first AC: 2021-12-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, graphs, greedy, math

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**566.**

1610C

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**567.**

1461D

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[izhang's solution](#)

**568.**

1303C

[Perfect Keyboard](#) · [Tutorial](#)

Quality: 12,859 global accepts · Rating: 1600 · first AC: 2021-10-31 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, greedy, implementation

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**569.**

1603B

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Quality: 15,076 global accepts · Rating: 1600 · first AC: 2021-10-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[izhang's solution](#)

**570.**

1455D

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

Quality: 13,205 global accepts · Rating: 1600 · first AC: 2021-10-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[izhang's solution](#)

**571.**

1567C

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

Quality: 13,156 global accepts · Rating: 1600 · first AC: 2021-09-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[izhang's solution](#)

**572.**

1566D2

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

Quality: 8,335 global accepts · Rating: 1600 · first AC: 2021-09-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

[izhang's solution](#)

**573.**

1033C

[Permutation Game](#) · [Tutorial](#)

Quality: 6,217 global accepts · Rating: 1600 · first AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, games  
[izhang's solution](#)

**574.**

1555D

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

Quality: 15,472 global accepts · Rating: 1600 · first AC: 2021-07-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, strings  
[izhang's solution](#)

**575.**

922C

[Cave Painting](#) · [Tutorial](#)

Quality: 7,567 global accepts · Rating: 1600 · first AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, number theory  
[izhang's solution](#)

**576.**

1217B

[Zmei Gorynich](#) · [Tutorial](#)

Quality: 11,857 global accepts · Rating: 1600 · first AC: 2021-07-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
[izhang's solution](#)

**577.**

1542C

[Strange Function](#) · [Tutorial](#)

Quality: 16,183 global accepts · Rating: 1600 · first AC: 2021-07-03 · last AC: 2021-07-07 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory  
[izhang's solution](#)

**578.**

1234D

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

Quality: 18,594 global accepts · Rating: 1600 · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures  
[izhang's solution](#)

**579.**

1476C

[Longest Simple Cycle](#) · [Tutorial](#)

Quality: 12,301 global accepts · Rating: 1600 · first AC: 2021-06-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy  
[izhang's solution](#)

**580.**

877C

[Slava and tanks](#) · [Tutorial](#)

Quality: 6,065 global accepts · Rating: 1600 · first AC: 2021-06-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms  
[izhang's solution](#)

**581.**

1539D

[PriceFixed](#) · [Tutorial](#)

Quality: 12,724 global accepts · Rating: 1600 · first AC: 2021-06-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, sortings, two pointers  
[izhang's solution](#)

**582.**

1537E1

[Erase and Extend \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,315 global accepts · Rating: 1600 · first AC: 2021-06-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, greedy, hashing, implementation, string suffix structures, strings, two pointers  
[izhang's solution](#)

**583.**

1175C

[Electrification](#) · [Tutorial](#)

Quality: 7,261 global accepts · Rating: 1600 · first AC: 2021-06-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy  
[izhang's solution](#)

**584.**

1349A

[Orac and LCM](#) · [Tutorial](#)

Quality: 21,641 global accepts · Rating: 1600 · first AC: 2021-06-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, number theory  
[izhang's solution](#)

**585.**

1514C

[Product 1 Modulo N](#) · [Tutorial](#)

Quality: 18,294 global accepts · Rating: 1600 · first AC: 2021-06-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory  
[izhang's solution](#)

**586.**

1523C

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Quality: 9,181 global accepts · Rating: 1600 · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation, trees  
[izhang's solution](#)

**587.**

1529C

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

Rating: 1600 · first AC: 2021-05-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees  
[izhang's solution](#)

**588.**

1188A1

[Add on a Tree](#) · [Tutorial](#)

Quality: 8,935 global accepts · Rating: 1600 · first AC: 2021-05-17 · C++17 (GCC 7-32) (first AC) · Tags: trees  
[izhang's solution](#)

**589.**

1520F1

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

Quality: 14,396 global accepts · Rating: 1600 · first AC: 2021-05-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive  
[izhang's solution](#)

**590.**

706C

[Hard problem](#) · [Tutorial](#)

Quality: 19,367 global accepts · Rating: 1600 · first AC: 2021-04-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings  
[izhang's solution](#)

**591.**

1513C

[Add One](#) · [Tutorial](#)

Quality: 16,504 global accepts · Rating: 1600 · first AC: 2021-04-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, matrices  
[izhang's solution](#)

**592.**

1398C

[Good Subarrays](#) · [Tutorial](#)

Quality: 36,631 global accepts · Rating: 1600 · first AC: 2021-04-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, math  
[izhang's solution](#)

**593.**

660C

[Hard Process](#) · [Tutorial](#)

Quality: 10,757 global accepts · Rating: 1600 · first AC: 2021-04-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, two pointers  
[izhang's solution](#)

**594.**

1504C

[Balance the Bits](#) · [Tutorial](#)

Quality: 1600 · first AC: 2021-04-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[izhang's solution](#)

**595.**

1505B

[DMCA](#) · [Tutorial](#)

Quality: 6,523 global accepts · Rating: 1600 · first AC: 2021-04-01 · C++17 (GCC 7-32) (first AC) · Tags: \*special, implementation, number theory

[izhang's solution](#)

**596.**

615B

[Longtail Hedgehog](#) · [Tutorial](#)

Quality: 5,740 global accepts · Rating: 1600 · first AC: 2021-03-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs

[izhang's solution](#)

**597.**

793B

[Igor and his way to work](#) · [Tutorial](#)

Quality: 4,829 global accepts · Rating: 1600 · first AC: 2021-03-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[izhang's solution](#)

**598.**

1336A

[Linova and Kingdom](#) · [Tutorial](#)

Quality: 24,670 global accepts · Rating: 1600 · first AC: 2021-03-18 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[izhang's solution](#)

**599.**

1497C2

[k-LCM \(hard version\)](#) · [Tutorial](#)

Quality: 19,478 global accepts · Rating: 1600 · first AC: 2021-03-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[izhang's solution](#)

**600.**

814C

[An impassioned circulation of affection](#) · [Tutorial](#)

Quality: 7,735 global accepts · Rating: 1600 · first AC: 2021-01-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, strings, two pointers

[izhang's solution](#)

**601.**

847B

[Preparing for Merge Sort](#) · [Tutorial](#)

Quality: 6,287 global accepts · Rating: 1600 · first AC: 2020-11-22 · last AC: 2020-11-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[izhang's solution](#)

**602.**

924B

[Three-level Laser](#) · [Tutorial](#)

Quality: 5,618 global accepts · Rating: 1600 · first AC: 2020-08-03 · last AC: 2020-08-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, two pointers

[izhang's solution](#)

**603.**

616D

[Longest k-Good Segment](#) · [Tutorial](#)

Quality: 12,378 global accepts · Rating: 1600 · first AC: 2020-08-02 · last AC: 2020-08-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, two pointers

[izhang's solution](#)

**604.**

1374E1

[Reading Books \(easy version\)](#) · [Tutorial](#)

Quality: 14,977 global accepts · Rating: 1600 · first AC: 2020-06-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings  
[izhang's solution](#)

**605.**

2112D

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

Quality: 9,444 global accepts · Rating: 1700 · first AC: 2025-06-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees  
[izhang's solution](#)

**606.**

2096C

[Wonderful City](#) · [Tutorial](#)

Quality: 8,226 global accepts · Rating: 1700 · first AC: 2025-06-20 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation  
[izhang's solution](#)

**607.**

2113C

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

Quality: 7,976 global accepts · Rating: 1700 · first AC: 2025-06-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy  
[izhang's solution](#)

**608.**

2109C2

[Hacking Numbers \(Medium Version\)](#) · [Tutorial](#)

Quality: 8,638 global accepts · Rating: 1700 · first AC: 2025-05-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math, number theory  
[izhang's solution](#)

**609.**

2053D

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

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

**610.**

339D

[Xenia and Bit Operations](#) · [Tutorial](#)

Quality: 32,559 global accepts · Rating: 1700 · first AC: 2024-09-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, trees  
[izhang's solution](#)

**611.**

1982D

[Beauty of the mountains](#) · [Tutorial](#)

Quality: 9,771 global accepts · Rating: 1700 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, math, number theory  
[izhang's solution](#)

**612.**

1975D

[Paint the Tree](#) · [Tutorial](#)

Quality: 7,500 global accepts · Rating: 1700 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, greedy, shortest paths, trees  
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**613.**

1984C2

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

Quality: 8,692 global accepts · Rating: 1700 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math  
[izhang's solution](#)

**614.**

1942C2

[Bessie's Birthday Cake \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,875 global accepts · Rating: 1700 · first AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, math  
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**615.**

1392D

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

Quality: 9,765 global accepts · Rating: 1700 · first AC: 2024-01-03 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy  
[izhang's solution](#)

**616.**

1695C

[Zero Path](#) · [Tutorial](#)

Quality: 14,057 global accepts · Rating: 1700 · first AC: 2024-01-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, graphs, greedy, shortest paths  
[izhang's solution](#)

**617.**

797C

[Minimal string](#) · [Tutorial](#)

Quality: 9,843 global accepts · Rating: 1700 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, strings  
[izhang's solution](#)

**618.**

1215D

[Ticket Game](#) · [Tutorial](#)

Quality: 6,565 global accepts · Rating: 1700 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, math  
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**619.**

1023D

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

Quality: 4,282 global accepts · Rating: 1700 · first AC: 2023-10-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures  
[izhang's solution](#)

**620.**

1868B1

[Candy Party \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,327 global accepts · Rating: 1700 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, implementation, math  
[izhang's solution](#)

**621.**

1864D

[Matrix Cascade](#) · [Tutorial](#)

Quality: 7,640 global accepts · Rating: 1700 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math  
[izhang's solution](#)

**622.**

1850H

[The Third Letter](#) · [Tutorial](#)

Quality: 9,993 global accepts · Rating: 1700 · first AC: 2023-07-24 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation  
[izhang's solution](#)

**623.**

1009C

[Annoying Present](#) · [Tutorial](#)

Quality: 5,557 global accepts · Rating: 1700 · first AC: 2023-05-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math  
[izhang's solution](#)

**624.**

1731C

[Even Subarrays](#) · [Tutorial](#)

Quality: 12,136 global accepts · Rating: 1700 · first AC: 2023-01-16 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, hashing, math, number theory

[izhang's solution](#)

**625.**

1731D

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

Quality: 8,504 global accepts · Rating: 1700 · first AC: 2023-01-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[izhang's solution](#)

**626.**

1722F

[L-shapes](#) · [Tutorial](#)

Quality: 8,016 global accepts · Rating: 1700 · first AC: 2022-11-26 · PyPy 3-64 (first AC) · Tags: dfs and similar, implementation

[izhang's solution](#)

**627.**

1688C

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

Quality: 8,742 global accepts · Rating: 1700 · first AC: 2022-08-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, strings

[izhang's solution](#)

**628.**

1688E

[Railway System](#) · [Tutorial](#)

Rating: 1700 · first AC: 2022-08-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, interactive, sortings

[izhang's solution](#)

**629.**

925B

[Resource Distribution](#) · [Tutorial](#)

Quality: 2,350 global accepts · Rating: 1700 · first AC: 2022-05-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, sortings

[izhang's solution](#)

**630.**

1660F1

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

Quality: 7,958 global accepts · Rating: 1700 · first AC: 2022-03-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, strings

[izhang's solution](#)

**631.**

1658C

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

Quality: 9,945 global accepts · Rating: 1700 · first AC: 2022-03-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[izhang's solution](#)

**632.**

1618E

[Singers' Tour](#) · [Tutorial](#)

Quality: 7,790 global accepts · Rating: 1700 · first AC: 2022-02-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[izhang's solution](#)

**633.**

1619E

[MEX and Increments](#) · [Tutorial](#)

Quality: 10,207 global accepts · Rating: 1700 · first AC: 2022-02-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation, math, sortings

[izhang's solution](#)

**634.**

1644D

[Cross Coloring](#) · [Tutorial](#)

Quality: 7,878 global accepts · Rating: 1700 · first AC: 2022-02-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math  
[izhang's solution](#)

**635.**

533C

[Board Game](#) · [Tutorial](#)

Quality: 2,439 global accepts · Rating: 1700 · first AC: 2022-02-19 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, implementation, math  
[izhang's solution](#)

**636.**

1625C

[Road Optimization](#) · [Tutorial](#)

Quality: 13,292 global accepts · Rating: 1700 · first AC: 2022-01-24 · C++20 (GCC 11-64) (first AC) · Tags: dp  
[izhang's solution](#)

**637.**

1628B

[Peculiar Movie Preferences](#) · [Tutorial](#)

Quality: 12,715 global accepts · Rating: 1700 · first AC: 2022-01-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings  
[izhang's solution](#)

**638.**

1043D

[Mysterious Crime](#) · [Tutorial](#)

Quality: 4,762 global accepts · Rating: 1700 · first AC: 2022-01-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, math, meet-in-the-middle, two pointers  
[izhang's solution](#)

**639.**

1626C

[Monsters And Spells](#) · [Tutorial](#)

Quality: 11,811 global accepts · Rating: 1700 · first AC: 2022-01-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, math, two pointers  
[izhang's solution](#)

**640.**

990D

[Graph And Its Complement](#) · [Tutorial](#)

Quality: 4,115 global accepts · Rating: 1700 · first AC: 2021-12-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, implementation  
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**641.**

1592C

[Bakry and Partitioning](#) · [Tutorial](#)

Quality: 9,134 global accepts · Rating: 1700 · first AC: 2021-10-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, dp, graphs, trees  
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**642.**

1562D1

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

Quality: 6,650 global accepts · Rating: 1700 · first AC: 2021-08-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, math  
[izhang's solution](#)

**643.**

126B

[Password](#) · [Tutorial](#)

Quality: 24,773 global accepts · Rating: 1700 · first AC: 2021-08-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, hashing, string suffix structures, strings  
[izhang's solution](#)

**644.**

1557C

[Moamen and XOR](#) · [Tutorial](#)

Quality: 10,501 global accepts · Rating: 1700 · first AC: 2021-08-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, matrices

[izhang's solution](#)

**645.**

691D

[Swaps in Permutation](#) · [Tutorial](#)

Quality: 6,554 global accepts · Rating: 1700 · first AC: 2021-07-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, math

[izhang's solution](#)

**646.**

1279D

[Santa's Bot](#) · [Tutorial](#)

Quality: 7,294 global accepts · Rating: 1700 · first AC: 2021-07-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities

[izhang's solution](#)

**647.**

427C

[Checkposts](#) · [Tutorial](#)

Quality: 16,906 global accepts · Rating: 1700 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, two pointers

[izhang's solution](#)

**648.**

225C

[Barcode](#) · [Tutorial](#)

Quality: 10,166 global accepts · Rating: 1700 · first AC: 2021-07-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, matrices

[izhang's solution](#)

**649.**

1543D1

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

Quality: 8,001 global accepts · Rating: 1700 · first AC: 2021-07-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[izhang's solution](#)

**650.**

1146C

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Quality: 4,217 global accepts · Rating: 1700 · first AC: 2021-06-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, graphs, interactive

[izhang's solution](#)

**651.**

1537D

[Deleting Divisors](#) · [Tutorial](#)

Quality: 13,613 global accepts · Rating: 1700 · first AC: 2021-06-18 · C++17 (GCC 7-32) (first AC) · Tags: games, math, number theory

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**652.**

977F

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

Quality: 25,136 global accepts · Rating: 1700 · first AC: 2021-06-17 · C++17 (GCC 7-32) (first AC) · Tags: dp

[izhang's solution](#)

**653.**

919D

[Substring](#) · [Tutorial](#)

Quality: 12,252 global accepts · Rating: 1700 · first AC: 2021-06-17 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs

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**654.**

1538D

[Another Problem About Dividing Numbers](#) · [Tutorial](#)

Quality: 15,270 global accepts · Rating: 1700 · first AC: 2021-06-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math,

number theory

[izhang's solution](#)

**655.**

20A

[BerOS file system](#) · [Tutorial](#)

Quality: 7,128 global accepts · Rating: 1700 · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[izhang's solution](#)

**656.**

1529D

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

Rating: 1700 · first AC: 2021-05-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[izhang's solution](#)

**657.**

1176E

[Cover it!](#) · [Tutorial](#)

Quality: 13,575 global accepts · Rating: 1700 · first AC: 2021-05-23 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, shortest paths, trees

[izhang's solution](#)

**658.**

1516C

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

Quality: 14,112 global accepts · Rating: 1700 · first AC: 2021-05-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, math

[izhang's solution](#)

**659.**

1368D

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Quality: 13,667 global accepts · Rating: 1700 · first AC: 2021-05-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[izhang's solution](#)

**660.**

1336B

[Xenia and Colorful Gems](#) · [Tutorial](#)

Quality: 12,128 global accepts · Rating: 1700 · first AC: 2021-04-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings, two pointers

[izhang's solution](#)

**661.**

518D

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Quality: 8,170 global accepts · Rating: 1700 · first AC: 2021-04-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[izhang's solution](#)

**662.**

621C

[Wet Shark and Flowers](#) · [Tutorial](#)

Quality: 6,242 global accepts · Rating: 1700 · first AC: 2021-04-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory, probabilities

[izhang's solution](#)

**663.**

1102E

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Quality: 6,922 global accepts · Rating: 1700 · first AC: 2021-04-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, sortings

[izhang's solution](#)

**664.**

1504D

[3-Coloring](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, graphs, interactive

[izhang's solution](#)

**665.**

1324E

[Sleeping Schedule](#) · [Tutorial](#)

Quality: 17,015 global accepts · Rating: 1700 · first AC: 2021-03-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[izhang's solution](#)

**666.**

219D

[Choosing Capital for Treeland](#) · [Tutorial](#)

Quality: 12,490 global accepts · Rating: 1700 · first AC: 2021-03-29 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[izhang's solution](#)

**667.**

1066E

[Binary Numbers AND Sum](#) · [Tutorial](#)

Quality: 6,578 global accepts · Rating: 1700 · first AC: 2021-03-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math

[izhang's solution](#)

**668.**

1497E1

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

Quality: 9,112 global accepts · Rating: 1700 · first AC: 2021-03-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[izhang's solution](#)

**669.**

598D

[Igor In the Museum](#) · [Tutorial](#)

Quality: 13,099 global accepts · Rating: 1700 · first AC: 2021-03-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[izhang's solution](#)

**670.**

1485C

[Floor and Mod](#) · [Tutorial](#)

Quality: 11,007 global accepts · Rating: 1700 · first AC: 2021-02-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, number theory

[izhang's solution](#)

**671.**

1480C

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

Rating: 1700 · first AC: 2021-02-09 · last AC: 2021-02-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive, math, ternary search

[izhang's solution](#)

**672.**

1451D

[Circle Game](#) · [Tutorial](#)

Quality: 10,149 global accepts · Rating: 1700 · first AC: 2020-11-25 · C++17 (GCC 7-32) (first AC) · Tags: games, geometry, math

[izhang's solution](#)

**673.**

584C

[Marina and Vasya](#) · [Tutorial](#)

Quality: 6,530 global accepts · Rating: 1700 · first AC: 2020-04-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings

[izhang's solution](#)

**674.**

1462F

[The Treasure of The Segments](#) · [Tutorial](#)

Quality: 8,538 global accepts · Rating: 1800 · first AC: 2025-09-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy

[izhang's solution](#)

**675.**

2035D

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

Quality: 5,829 global accepts · Rating: 1800 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide

and conquer, greedy, implementation, math

[izhang's solution](#)

**676.**

482B

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

Quality: 7,732 global accepts · Rating: 1800 · first AC: 2024-09-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, trees

[izhang's solution](#)

**677.**

1979D

[Fixing a Binary String](#) · [Tutorial](#)

Quality: 7,854 global accepts · Rating: 1800 · first AC: 2024-06-07 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, hashing, strings

[izhang's solution](#)

**678.**

1981C

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

Quality: 6,342 global accepts · Rating: 1800 · first AC: 2024-06-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation, math

[izhang's solution](#)

**679.**

1867D

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

Quality: 6,874 global accepts · Rating: 1800 · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation

[izhang's solution](#)

**680.**

1861D

[Sorting By Multiplication](#) · [Tutorial](#)

Quality: 7,954 global accepts · Rating: 1800 · first AC: 2023-09-22 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[izhang's solution](#)

**681.**

1856E1

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

Quality: 6,443 global accepts · Rating: 1800 · first AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees

[izhang's solution](#)

**682.**

1801B

[Buying gifts](#) · [Tutorial](#)

Quality: 7,550 global accepts · Rating: 1800 · first AC: 2023-06-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings

[izhang's solution](#)

**683.**

1732C1

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

Quality: 7,579 global accepts · Rating: 1800 · first AC: 2023-05-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, greedy, two pointers

[izhang's solution](#)

**684.**

1468J

[Road Reform](#) · [Tutorial](#)

Quality: 5,907 global accepts · Rating: 1800 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: dsu, graphs, greedy

[izhang's solution](#)

**685.**

1148D

[Dirty Deeds Done Dirt Cheap](#) · [Tutorial](#)

Quality: 5,263 global accepts · Rating: 1800 · first AC: 2023-01-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[izhang's solution](#)

**686.**

1768D

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

Quality: 9,007 global accepts · Rating: 1800 · first AC: 2023-01-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[izhang's solution](#)

**687.**

917A

[The Monster](#) · [Tutorial](#)

Quality: 3,676 global accepts · Rating: 1800 · first AC: 2022-05-09 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation, math

[izhang's solution](#)

**688.**

1619D

[New Year's Problem](#) · [Tutorial](#)

Quality: 8,461 global accepts · Rating: 1800 · first AC: 2022-02-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[izhang's solution](#)

**689.**

1635D

[Infinite Set](#) · [Tutorial](#)

Quality: 7,052 global accepts · Rating: 1800 · first AC: 2022-02-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, math, matrices, number theory, strings

[izhang's solution](#)

**690.**

853B

[Jury Meeting](#) · [Tutorial](#)

Quality: 2,756 global accepts · Rating: 1800 · first AC: 2022-02-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings, two pointers

[izhang's solution](#)

**691.**

986B

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

Quality: 5,054 global accepts · Rating: 1800 · first AC: 2022-01-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[izhang's solution](#)

**692.**

987E

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

Rating: 1800 · first AC: 2022-01-24 · C++20 (GCC 11-64) (first AC) · Tags: math

[izhang's solution](#)

**693.**

1063B

[Labyrinth](#) · [Tutorial](#)

Quality: 9,256 global accepts · Rating: 1800 · first AC: 2022-01-19 · C++20 (GCC 11-64) (first AC) · Tags: graphs, shortest paths

[izhang's solution](#)

**694.**

1617D1

[Too Many Impostors \(easy version\)](#) · [Tutorial](#)

Quality: 5,172 global accepts · Rating: 1800 · first AC: 2021-12-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, interactive

[izhang's solution](#)

**695.**

730A

[Toda 2](#) · [Tutorial](#)

Quality: 1,734 global accepts · Rating: 1800 · first AC: 2021-12-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[izhang's solution](#)

**696.**

1620C

[BA-String](#) · [Tutorial](#)

Quality: 7,275 global accepts · Rating: 1800 · first AC: 2021-12-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation, math

[izhang's solution](#)

**697.**

1016D

[Vasya And The Matrix](#) · [Tutorial](#)

Quality: 4,985 global accepts · Rating: 1800 · first AC: 2021-10-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, flows, math

[izhang's solution](#)

**698.**

1572A

[Book](#) · [Tutorial](#)

Quality: 10,435 global accepts · Rating: 1800 · first AC: 2021-09-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, graphs, implementation, sortings

[izhang's solution](#)

**699.**

1398D

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

Quality: 12,542 global accepts · Rating: 1800 · first AC: 2021-08-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[izhang's solution](#)

**700.**

1466E

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

Quality: 8,363 global accepts · Rating: 1800 · first AC: 2021-08-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, math

[izhang's solution](#)

**701.**

471D

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

Quality: 10,277 global accepts · Rating: 1800 · first AC: 2021-08-17 · C++17 (GCC 7-32) (first AC) · Tags: string suffix structures, strings

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**702.**

148D

[Bag of mice](#) · [Tutorial](#)

Quality: 8,909 global accepts · Rating: 1800 · first AC: 2021-08-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, math, probabilities

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**703.**

706D

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

Quality: 12,594 global accepts · Rating: 1800 · first AC: 2021-07-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, trees

[izhang's solution](#)

**704.**

1552D

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

Quality: 7,888 global accepts · Rating: 1800 · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, graphs, math

[izhang's solution](#)

**705.**

1552C

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

Quality: 6,286 global accepts · Rating: 1800 · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, geometry, greedy, sortings

[izhang's solution](#)

**706.**

220B

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

Quality: 12,891 global accepts · Rating: 1800 · first AC: 2021-07-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures

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**707.**

1244D

[Paint the Tree](#) · [Tutorial](#)

Quality: 8,301 global accepts · Rating: 1800 · first AC: 2021-06-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, trees

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**708.**

922D

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Quality: 4,812 global accepts · Rating: 1800 · first AC: 2021-06-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

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**709.**

1388C

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

Quality: 10,413 global accepts · Rating: 1800 · first AC: 2021-06-14 · last AC: 2021-06-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, math, trees

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**710.**

1534D

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[izhang's solution](#)

**711.**

1225D

[Power Products](#) · [Tutorial](#)

Quality: 10,047 global accepts · Rating: 1800 · first AC: 2021-06-08 · C++17 (GCC 7-32) (first AC) · Tags: hashing, math, number theory

[izhang's solution](#)

**712.**

1296E1

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

Quality: 8,209 global accepts · Rating: 1800 · first AC: 2021-06-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, graphs, greedy, sortings

[izhang's solution](#)

**713.**

161D

[Distance in Tree](#) · [Tutorial](#)

Quality: 19,184 global accepts · Rating: 1800 · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[izhang's solution](#)

**714.**

1286A

[Garland](#) · [Tutorial](#)

Quality: 9,647 global accepts · Rating: 1800 · first AC: 2021-05-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[izhang's solution](#)

**715.**

533E

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Quality: 2,433 global accepts · Rating: 1800 · first AC: 2021-04-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, hashing, strings, two pointers

[izhang's solution](#)

**716.**

641C

[Little Artem and Dance](#) · [Tutorial](#)

Quality: 3,192 global accepts · Rating: 1800 · first AC: 2021-04-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation

[izhang's solution](#)

**717.**

869C

[The Intriguing Obsession](#) · [Tutorial](#)

Quality: 5,204 global accepts · Rating: 1800 · first AC: 2021-04-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[izhang's solution](#)

**718.**

1505E

[Cakewalk](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 1800 · first AC: 2021-04-01 · C++17 (GCC 7-32) (first AC) · Tags: \*special, greedy, implementation, shortest paths

[izhang's solution](#)

**719.**

1324F

[Maximum White Subtree](#) · [Tutorial](#)

Quality: 13,072 global accepts · Rating: 1800 · first AC: 2021-03-29 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[izhang's solution](#)

**720.**

946D

[Timetable](#) · [Tutorial](#)

Quality: 4,881 global accepts · Rating: 1800 · first AC: 2021-03-27 · C++17 (GCC 7-32) (first AC) · Tags: dp

[izhang's solution](#)

**721.**

1133E

[K Balanced Teams](#) · [Tutorial](#)

Quality: 6,444 global accepts · Rating: 1800 · first AC: 2021-03-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings, two pointers

[izhang's solution](#)

**722.**

1118F1

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

Quality: 6,712 global accepts · Rating: 1800 · first AC: 2021-03-20 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, trees

[izhang's solution](#)

**723.**

580D

[Kefa and Dishes](#) · [Tutorial](#)

Quality: 11,877 global accepts · Rating: 1800 · first AC: 2021-03-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[izhang's solution](#)

**724.**

700B

[Connecting Universities](#) · [Tutorial](#)

Quality: 4,641 global accepts · Rating: 1800 · first AC: 2021-03-18 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[izhang's solution](#)

**725.**

1213G

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Quality: 9,534 global accepts · Rating: 1800 · first AC: 2021-03-07 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dsu, graphs, sortings, trees

[izhang's solution](#)

**726.**

1475D

[Cleaning the Phone](#) · [Tutorial](#)

Quality: 11,190 global accepts · Rating: 1800 · first AC: 2021-02-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, sortings, two pointers

[izhang's solution](#)

### 727.

1328D

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Quality: 14,526 global accepts · Rating: 1800 · first AC: 2021-01-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, graphs, greedy, math

[izhang's solution](#)

### 728.

847E

[Packmen](#) · [Tutorial](#)

Quality: 3,663 global accepts · Rating: 1800 · first AC: 2020-11-22 · last AC: 2020-11-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp

[izhang's solution](#)

### 729.

830A

[Office Keys](#) · [Tutorial](#)

Quality: 8,236 global accepts · Rating: 1800 · first AC: 2020-11-22 · last AC: 2020-11-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, greedy, sortings

[izhang's solution](#)

### 730.

909C

[Python Indentation](#) · [Tutorial](#)

Quality: 5,486 global accepts · Rating: 1800 · first AC: 2020-05-14 · C++17 (GCC 7-32) (first AC) · Tags: dp

[izhang's solution](#)

### 731.

2068F

[Mascot Naming](#) · [Tutorial](#)

Quality: 1,484 global accepts · Rating: 1900 · first AC: 2026-03-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, strings

[izhang's solution](#)

### 732.

2180C

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Quality: 6,467 global accepts · Rating: 1900 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, number theory

[izhang's solution](#)

### 733.

2128E1

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

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[izhang's solution](#)

### 734.

2109D

[D/D/D](#) · [Tutorial](#)

Quality: 5,623 global accepts · Rating: 1900 · first AC: 2025-05-18 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[izhang's solution](#)

### 735.

2073A

[Control Towers](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 1900 · first AC: 2025-03-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[izhang's solution](#)

### 736.

2059D

[Graph and Graph](#) · [Tutorial](#)

Quality: 6,565 global accepts · Rating: 1900 · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, greedy, shortest paths

[izhang's solution](#)

**737.**

2053E

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

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

[izhang's solution](#)

**738.**

2049D

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Quality: 6,023 global accepts · Rating: 1900 · first AC: 2024-12-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp

[izhang's solution](#)

**739.**

61E

[Enemy is weak](#) · [Tutorial](#)

Quality: 15,178 global accepts · Rating: 1900 · first AC: 2024-09-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, trees

[izhang's solution](#)

**740.**

1989D

[Smithing Skill](#) · [Tutorial](#)

Quality: 7,102 global accepts · Rating: 1900 · first AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, math, sortings, two pointers

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**741.**

1977C

[Nikita and LCM](#) · [Tutorial](#)

Quality: 8,042 global accepts · Rating: 1900 · first AC: 2024-06-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, math, number theory, sortings

[izhang's solution](#)

**742.**

1980F1

[Field Division \(easy version\)](#) · [Tutorial](#)

Quality: 4,393 global accepts · Rating: 1900 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math, sortings

[izhang's solution](#)

**743.**

1909D

[Split Plus K](#) · [Tutorial](#)

Quality: 5,124 global accepts · Rating: 1900 · first AC: 2024-05-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[izhang's solution](#)

**744.**

1013E

[Hills](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-10-15 · C++20 (GCC 11-64) (first AC) · Tags: dp

[izhang's solution](#)

**745.**

1013D

[Chemical table](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-10-15 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, matrices

[izhang's solution](#)

**746.**

1842D

[Tenzing and His Animal Friends](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 1900 · first AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[izhang's solution](#)

**747.**

1821D

[Black Cells](#) · [Tutorial](#)

Quality: 5,538 global accepts · Rating: 1900 · first AC: 2023-05-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math

[izhang's solution](#)

**748.**

1817B

[Fish Graph](#) · [Tutorial](#)

Quality: 5,101 global accepts · Rating: 1900 · first AC: 2023-05-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs

[izhang's solution](#)

**749.**

1794D

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

Quality: 4,486 global accepts · Rating: 1900 · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dp, math, number theory

[izhang's solution](#)

**750.**

1362E

[Johnny and Grandmaster](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-02-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation, math, number theory, sortings, two pointers

[izhang's solution](#)

**751.**

1659D

[Reverse Sort Sum](#) · [Tutorial](#)

Quality: 4,447 global accepts · Rating: 1900 · first AC: 2022-04-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math, two pointers

[izhang's solution](#)

**752.**

1644E

[Expand the Path](#) · [Tutorial](#)

Quality: 3,490 global accepts · Rating: 1900 · first AC: 2022-02-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data structures, implementation, math

[izhang's solution](#)

**753.**

1041E

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

Quality: 3,854 global accepts · Rating: 1900 · first AC: 2022-01-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy

[izhang's solution](#)

**754.**

1477B

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

Quality: 3,550 global accepts · Rating: 1900 · first AC: 2022-01-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[izhang's solution](#)

**755.**

1043E

[Train Hard, Win Easy](#) · [Tutorial](#)

Quality: 3,461 global accepts · Rating: 1900 · first AC: 2022-01-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[izhang's solution](#)

**756.**

1063C

[Dwarves, Hats and Extrasensory Abilities](#) · [Tutorial](#)

Quality: 3,280 global accepts · Rating: 1900 · first AC: 2022-01-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, geometry, interactive

[izhang's solution](#)

### 757.

1627D

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Quality: 9,370 global accepts · Rating: 1900 · first AC: 2022-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math, number theory

[izhang's solution](#)

### 758.

1624G

[MinOr Tree](#) · [Tutorial](#)

Quality: 7,597 global accepts · Rating: 1900 · first AC: 2022-01-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy

[izhang's solution](#)

### 759.

691E

[Xor-sequences](#) · [Tutorial](#)

Quality: 3,090 global accepts · Rating: 1900 · first AC: 2021-11-05 · C++20 (GCC 11-64) (first AC) · Tags: matrices

[izhang's solution](#)

### 760.

1272E

[Nearest Opposite Parity](#) · [Tutorial](#)

Quality: 7,933 global accepts · Rating: 1900 · first AC: 2021-09-08 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[izhang's solution](#)

### 761.

1558B

[Up the Strip](#) · [Tutorial](#)

Quality: 5,271 global accepts · Rating: 1900 · first AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory, two pointers

[izhang's solution](#)

### 762.

1168B

[Good Triple](#) · [Tutorial](#)

Quality: 3,811 global accepts · Rating: 1900 · first AC: 2021-08-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, two pointers

[izhang's solution](#)

### 763.

1560F1

[Nearest Beautiful Number \(easy version\)](#) · [Tutorial](#)

Quality: 6,760 global accepts · Rating: 1900 · first AC: 2021-08-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, dfs and similar, greedy

[izhang's solution](#)

### 764.

1017D

[The Wu](#) · [Tutorial](#)

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### 765.

1436D

[Bandit in a City](#) · [Tutorial](#)

Quality: 6,499 global accepts · Rating: 1900 · first AC: 2021-08-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, graphs, greedy, trees

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### 766.

832D

[Misha, Grisha and Underground](#) · [Tutorial](#)

Quality: 4,483 global accepts · Rating: 1900 · first AC: 2021-07-29 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

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**767.**

1294E

[Obtain a Permutation](#) · [Tutorial](#)

Quality: 5,179 global accepts · Rating: 1900 · first AC: 2021-07-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[izhang's solution](#)

**768.**

456D

[A Lot of Games](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-07-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, strings

[izhang's solution](#)

**769.**

1174D

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

Quality: 5,042 global accepts · Rating: 1900 · first AC: 2021-07-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[izhang's solution](#)

**770.**

1545B

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

Quality: 6,763 global accepts · Rating: 1900 · first AC: 2021-07-11 · last AC: 2021-07-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[izhang's solution](#)

**771.**

1543C

[Need for Pink Slips](#) · [Tutorial](#)

Quality: 5,625 global accepts · Rating: 1900 · first AC: 2021-07-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, implementation, math, probabilities

[izhang's solution](#)

**772.**

1153D

[Serval and Rooted Tree](#) · [Tutorial](#)

Quality: 5,542 global accepts · Rating: 1900 · first AC: 2021-06-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[izhang's solution](#)

**773.**

1490G

[Old Floppy Drive](#) · [Tutorial](#)

Quality: 6,186 global accepts · Rating: 1900 · first AC: 2021-06-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, math

[izhang's solution](#)

**774.**

16E

[Fish](#) · [Tutorial](#)

Quality: 6,543 global accepts · Rating: 1900 · first AC: 2021-06-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, probabilities

[izhang's solution](#)

**775.**

1175D

[Array Splitting](#) · [Tutorial](#)

Quality: 7,068 global accepts · Rating: 1900 · first AC: 2021-06-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

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**776.**

1197D

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

Quality: 5,781 global accepts · Rating: 1900 · first AC: 2021-06-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

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**777.**

835D

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Quality: 4,661 global accepts · Rating: 1900 · first AC: 2021-06-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, hashing, strings  
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**778.**

20C

[Dijkstra?](#) · [Tutorial](#)

Quality: 46,904 global accepts · Rating: 1900 · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths  
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**779.**

607B

[Zuma](#) · [Tutorial](#)

Quality: 16,317 global accepts · Rating: 1900 · first AC: 2021-06-08 · last AC: 2021-06-08 · C++17 (GCC 7-32) (first AC) · Tags: dp  
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**780.**

1328E

[Tree Queries](#) · [Tutorial](#)

Quality: 11,723 global accepts · Rating: 1900 · first AC: 2021-05-29 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees  
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**781.**

472D

[Design Tutorial: Inverse the Problem](#) · [Tutorial](#)

Quality: 6,525 global accepts · Rating: 1900 · first AC: 2021-05-23 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, shortest paths, trees  
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**782.**

1475G

[Strange Beauty](#) · [Tutorial](#)

Quality: 7,819 global accepts · Rating: 1900 · first AC: 2021-05-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory, sortings  
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**783.**

1092F

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

Quality: 10,847 global accepts · Rating: 1900 · first AC: 2021-05-08 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees  
[izhang's solution](#)

**784.**

1095E

[Almost Regular Bracket Sequence](#) · [Tutorial](#)

Quality: 4,481 global accepts · Rating: 1900 · first AC: 2021-05-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[izhang's solution](#)

**785.**

952B

[A Map of the Cat](#) · [Tutorial](#)

Quality: 2,116 global accepts · Rating: 1900 · first AC: 2021-03-16 · C++17 (GCC 7-32) (first AC) · Tags: \*special, brute force, interactive  
[izhang's solution](#)

**786.**

597C

[Subsequences](#) · [Tutorial](#)

Quality: 6,607 global accepts · Rating: 1900 · first AC: 2021-03-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp  
[izhang's solution](#)

**787.**

1496D

[Let's Go Hiking](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-03-13 · C++17 (GCC 7-32) (first AC) · Tags: games  
[izhang's solution](#)

**788.**

1480D1

[Painting the Array I](#) · [Tutorial](#)

Quality: 1900 · first AC: 2021-02-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, implementation

[izhang's solution](#)

**789.**

1114D

[Flood Fill](#) · [Tutorial](#)

Quality: 7,978 global accepts · Rating: 1900 · first AC: 2021-01-10 · last AC: 2021-01-10 · C++17 (GCC 7-32) (first AC) · Tags: dp

[izhang's solution](#)

**790.**

1117C

[Magic Ship](#) · [Tutorial](#)

Quality: 9,115 global accepts · Rating: 1900 · first AC: 2020-11-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search

[izhang's solution](#)

**791.**

1210C

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

Quality: 3,598 global accepts · Rating: 2000 · first AC: 2026-04-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory, trees

[izhang's solution](#)

**792.**

2068J

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Quality: 1,612 global accepts · Rating: 2000 · first AC: 2026-03-05 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, greedy

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**793.**

2096D

[Wonderful Lightbulbs](#) · [Tutorial](#)

Quality: 5,608 global accepts · Rating: 2000 · first AC: 2025-06-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[izhang's solution](#)

**794.**

2103D

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

Quality: 3,984 global accepts · Rating: 2000 · first AC: 2025-05-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, implementation, two pointers

[izhang's solution](#)

**795.**

1978E

[Computing Machine](#) · [Tutorial](#)

Quality: 4,609 global accepts · Rating: 2000 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[izhang's solution](#)

**796.**

1984D

["a" String Problem](#) · [Tutorial](#)

Quality: 3,881 global accepts · Rating: 2000 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, hashing, implementation, math, string suffix structures, strings

[izhang's solution](#)

**797.**

1827B1

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**798.**

1796D

[Maximum Subarray](#) · [Tutorial](#)

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**799.**

1857G

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Quality: 5,488 global accepts · Rating: 2000 · first AC: 2023-08-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dsu, graphs, greedy, sortings, trees

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**800.**

1815B

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**801.**

1731E

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**802.**

1646D

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**803.**

1619G

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**804.**

1619F

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**805.**

1632D

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**806.**

1638D

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**807.**

1634D

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math

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**808.**

1366D

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**809.**

1624E

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**810.**

1624F

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**811.**

1616D

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**812.**

1622D

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**813.**

1266D

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**814.**

237E

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Quality: 2,006 global accepts · Rating: 2000 · first AC: 2021-12-22 · C++20 (GCC 11-64) (first AC) · Tags: flows, graphs

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**815.**

1588B

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**816.**

621E

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**817.**

1451E1

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**818.**

1567D

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**819.**

1566E

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**820.**

314C

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**821.**

999E

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**822.**

1558C

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**823.**

412D

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**824.**

432D

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**825.**

1190D

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**826.**

466B

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**827.**

1234E

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**828.**

877E

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383C

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**830.**

1359D

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**831.**

453B

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**832.**

337D

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1363E

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**834.**

20B

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**835.**

855C

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**836.**

1296E2

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**837.**

1536D

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**838.**

118E

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**839.**

1237D

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**840.**

1030E

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**841.**

1088D

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**842.**

1142B

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**843.**

1513D

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**844.**

1506F

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**845.**

449B

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**846.**

1399E1

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**847.**

777E

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**848.**

1438C

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**849.**

1294F

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**850.**

1427C

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**851.**

2068C

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**852.**

1913D

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**853.**

1392E

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**854.**

1801D

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**855.**

762C

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**856.**

1151E

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**857.**

1322B

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**858.**

1312E

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**859.**

1343E

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**860.**

1628D1

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**861.**

1626D

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1621D

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**863.**

1266E

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**864.**

546E

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**865.**

1605D

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**866.**

1433G

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**867.**

754D

[Fedor and coupons](#) · [Tutorial](#)

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**868.**

1419E

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implementation, math, number theory

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**869.**

1000E

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**870.**

1560F2

[Nearest Beautiful Number \(hard version\)](#) · [Tutorial](#)

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**871.**

768E

[Game of Stones](#) · [Tutorial](#)

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**872.**

1553E

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

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**873.**

1499D

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**874.**

220C

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**875.**

838B

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[izhang's solution](#)

**876.**

463E

[Caisa and Tree](#) · [Tutorial](#)

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[izhang's solution](#)

**877.**

1364D

[Ehab's Last Corollary](#) · [Tutorial](#)

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**878.**

238C

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[izhang's solution](#)

**879.**

1217D

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**880.**

208E

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**881.**

343D

[Water Tree](#) · [Tutorial](#)

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**882.**

1296F

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**883.**

1025D

[Recovering BST](#) · [Tutorial](#)

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**884.**

796D

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**885.**

1213F

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**886.**

1056E

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Quality: 2,814 global accepts · Rating: 2100 · first AC: 2021-06-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, hashing, strings

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**887.**

1538G

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**888.**

348B

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**889.**

1187E

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**890.**

1472G

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**891.**

1516D

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**892.**

1185G1

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

Quality: 3,199 global accepts · Rating: 2100 · first AC: 2021-05-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp  
[izhang's solution](#)

**893.**

474F

[Ant colony](#) · [Tutorial](#)

Quality: 11,600 global accepts · Rating: 2100 · first AC: 2021-05-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, number theory  
[izhang's solution](#)

**894.**

609E

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

Quality: 10,273 global accepts · Rating: 2100 · first AC: 2021-05-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, trees  
[izhang's solution](#)

**895.**

576C

[Points on Plane](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2021-04-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer, geometry, greedy, sortings  
[izhang's solution](#)

**896.**

985E

[Pencils and Boxes](#) · [Tutorial](#)

Quality: 4,146 global accepts · Rating: 2100 · first AC: 2021-04-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers  
[izhang's solution](#)

**897.**

319C

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

Quality: 6,592 global accepts · Rating: 2100 · first AC: 2021-04-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, geometry  
[izhang's solution](#)

**898.**

837D

[Round Subset](#) · [Tutorial](#)

Quality: 7,528 global accepts · Rating: 2100 · first AC: 2021-04-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[izhang's solution](#)

**899.**

321C

[Ciel the Commander](#) · [Tutorial](#)

Quality: 9,395 global accepts · Rating: 2100 · first AC: 2021-03-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, greedy, trees

[izhang's solution](#)

**900.**

1433F

[Zero Remainder Sum](#) · [Tutorial](#)

Quality: 6,748 global accepts · Rating: 2100 · first AC: 2021-03-18 · C++17 (GCC 7-32) (first AC) · Tags: dp

[izhang's solution](#)

**901.**

1493D

[GCD of an Array](#) · [Tutorial](#)

Quality: 5,744 global accepts · Rating: 2100 · first AC: 2021-03-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, hashing, implementation, math, number theory, sortings, two pointers

[izhang's solution](#)

**902.**

1480D2

[Painting the Array II](#) · [Tutorial](#)

Rating: 2100 · first AC: 2021-02-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[izhang's solution](#)

**903.**

1387B1

[Village \(Minimum\)](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2100 · first AC: 2020-12-03 · C++17 (GCC 7-32) (first AC) · Tags: \*special, dp, greedy, trees

[izhang's solution](#)

**904.**

2112E

[Tree Colorings](#) · [Tutorial](#)

Quality: 3,379 global accepts · Rating: 2200 · first AC: 2025-06-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, math, number theory, trees

[izhang's solution](#)

**905.**

1901E

[Compressed Tree](#) · [Tutorial](#)

Quality: 1,978 global accepts · Rating: 2200 · first AC: 2024-02-05 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, sortings, trees

[izhang's solution](#)

**906.**

1860D

[Balanced String](#) · [Tutorial](#)

Quality: 3,602 global accepts · Rating: 2200 · first AC: 2024-01-04 · C++20 (GCC 11-64) (first AC) · Tags: dp

[izhang's solution](#)

**907.**

723E

[One-Way Reform](#) · [Tutorial](#)

Quality: 2,260 global accepts · Rating: 2200 · first AC: 2023-02-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, flows, graphs, greedy

[izhang's solution](#)

**908.**

1656E

[Equal Tree Sums](#) · [Tutorial](#)

Quality: 3,862 global accepts · Rating: 2200 · first AC: 2022-03-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, math, trees

[izhang's solution](#)

**909.**

1646E

[Power Board](#) · [Tutorial](#)

Quality: 2,757 global accepts · Rating: 2200 · first AC: 2022-03-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math, number theory

[izhang's solution](#)

**910.**

1166D

[Cute Sequences](#) · [Tutorial](#)

Quality: 2,285 global accepts · Rating: 2200 · first AC: 2022-02-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math

[izhang's solution](#)

**911.**

1635E

[Cars](#) · [Tutorial](#)

Quality: 2,724 global accepts · Rating: 2200 · first AC: 2022-02-20 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs, greedy, sortings

[izhang's solution](#)

**912.**

1627E

[Not Escaping](#) · [Tutorial](#)

Quality: 2,792 global accepts · Rating: 2200 · first AC: 2022-01-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, implementation, shortest paths, two pointers

[izhang's solution](#)

**913.**

1461E

[Water Level](#) · [Tutorial](#)

Quality: 2,215 global accepts · Rating: 2200 · first AC: 2021-12-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, graphs, greedy, implementation, math

[izhang's solution](#)

**914.**

1149B

[Three Religions](#) · [Tutorial](#)

Quality: 2,045 global accepts · Rating: 2200 · first AC: 2021-12-28 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation, strings

[izhang's solution](#)

**915.**

1535E

[Gold Transfer](#) · [Tutorial](#)

Quality: 3,066 global accepts · Rating: 2200 · first AC: 2021-12-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, interactive, trees

[izhang's solution](#)

**916.**

1622E

[Math Test](#) · [Tutorial](#)

Quality: 2,245 global accepts · Rating: 2200 · first AC: 2021-12-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, greedy

[izhang's solution](#)

**917.**

678E

[Another Sith Tournament](#) · [Tutorial](#)

Quality: 2,726 global accepts · Rating: 2200 · first AC: 2021-12-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, math, probabilities

[izhang's solution](#)

**918.**

1580C

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

Quality: 2,239 global accepts · Rating: 2200 · first AC: 2021-12-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation

[izhang's solution](#)

**919.**

1615D

[X\(or\)-mas Tree](#) · [Tutorial](#)

Quality: 2,134 global accepts · Rating: 2200 · first AC: 2021-12-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, trees

[izhang's solution](#)

**920.**

806C

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

Rating: 2200 · first AC: 2021-12-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy

[izhang's solution](#)

**921.**

773C

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

Quality: 996 global accepts · Rating: 2200 · first AC: 2021-12-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, math

[izhang's solution](#)

**922.**

1045G

[AI robots](#) · [Tutorial](#)

Quality: 1,984 global accepts · Rating: 2200 · first AC: 2021-12-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[izhang's solution](#)

**923.**

922E

[Birds](#) · [Tutorial](#)

Quality: 2,462 global accepts · Rating: 2200 · first AC: 2021-12-23 · C++20 (GCC 11-64) (first AC) · Tags: dp

[izhang's solution](#)

**924.**

1336C

[Kaavi and Magic Spell](#) · [Tutorial](#)

Quality: 4,085 global accepts · Rating: 2200 · first AC: 2021-12-23 · C++20 (GCC 11-64) (first AC) · Tags: dp, strings

[izhang's solution](#)

**925.**

863F

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

Quality: 1,527 global accepts · Rating: 2200 · first AC: 2021-12-22 · C++20 (GCC 11-64) (first AC) · Tags: flows

[izhang's solution](#)

**926.**

1261D1

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

Rating: 2200 · first AC: 2021-12-19 · last AC: 2021-12-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

[izhang's solution](#)

**927.**

1400E

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

Quality: 6,312 global accepts · Rating: 2200 · first AC: 2021-07-14 · last AC: 2021-12-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[izhang's solution](#)

**928.**

1278E

[Tests for problem D](#) · [Tutorial](#)

Quality: 2,043 global accepts · Rating: 2200 · first AC: 2021-11-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, trees

[izhang's solution](#)

**929.**

622E

[Ants in Leaves](#) · [Tutorial](#)

Quality: 2,456 global accepts · Rating: 2200 · first AC: 2021-11-04 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, greedy, sortings, trees

[izhang's solution](#)

**930.**

1158B

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

Quality: 2,383 global accepts · Rating: 2200 · first AC: 2021-11-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, strings

[izhang's solution](#)

**931.**

1467D

[Sum of Paths](#) · [Tutorial](#)

Quality: 3,995 global accepts · Rating: 2200 · first AC: 2021-10-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[izhang's solution](#)

**932.**

490F

[Treeland Tour](#) · [Tutorial](#)

Quality: 1,913 global accepts · Rating: 2200 · first AC: 2021-10-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, trees

[izhang's solution](#)

**933.**

1567E

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

Quality: 4,135 global accepts · Rating: 2200 · first AC: 2021-09-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, math

[izhang's solution](#)

**934.**

903D

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

Quality: 4,475 global accepts · Rating: 2200 · first AC: 2021-09-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math

[izhang's solution](#)

**935.**

1562D2

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

Quality: 2,245 global accepts · Rating: 2200 · first AC: 2021-08-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math

[izhang's solution](#)

**936.**

165E

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

Quality: 9,386 global accepts · Rating: 2200 · first AC: 2021-08-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp

[izhang's solution](#)

**937.**

1515E

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

Quality: 4,477 global accepts · Rating: 2200 · first AC: 2021-08-10 · last AC: 2021-08-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[izhang's solution](#)

**938.**

282E

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

Quality: 4,328 global accepts · Rating: 2200 · first AC: 2021-07-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, trees  
[izhang's solution](#)

**939.**

1552F

[Telepanting](#) · [Tutorial](#)

Quality: 3,334 global accepts · Rating: 2200 · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, sortings  
[izhang's solution](#)

**940.**

351E

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

Quality: 1,793 global accepts · Rating: 2200 · first AC: 2021-07-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
[izhang's solution](#)

**941.**

440D

[Berland Federalization](#) · [Tutorial](#)

Quality: 944 global accepts · Rating: 2200 · first AC: 2021-07-22 · last AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees  
[izhang's solution](#)

**942.**

505D

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

Quality: 2,932 global accepts · Rating: 2200 · first AC: 2021-07-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar  
[izhang's solution](#)

**943.**

225D

[Snake](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2200 · first AC: 2021-07-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, graphs, implementation  
[izhang's solution](#)

**944.**

86D

[Powerful array](#) · [Tutorial](#)

Quality: 16,879 global accepts · Rating: 2200 · first AC: 2021-07-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math, two pointers  
[izhang's solution](#)

**945.**

570D

[Tree Requests](#) · [Tutorial](#)

Quality: 9,045 global accepts · Rating: 2200 · first AC: 2021-07-07 · last AC: 2021-07-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees  
[izhang's solution](#)

**946.**

1543D2

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

Quality: 2,168 global accepts · Rating: 2200 · first AC: 2021-07-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, interactive, math  
[izhang's solution](#)

**947.**

1179C

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

Quality: 2,459 global accepts · Rating: 2200 · first AC: 2021-07-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, graph matchings, greedy, implementation, math, trees  
[izhang's solution](#)

**948.**

1542D

[Priority Queue](#) · [Tutorial](#)

Quality: 2,921 global accepts · Rating: 2200 · first AC: 2021-07-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation, math, ternary search

[izhang's solution](#)

**949.**

1234F

[Yet Another Substring Reverse](#) · [Tutorial](#)

Quality: 2,973 global accepts · Rating: 2200 · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[izhang's solution](#)

**950.**

52C

[Circular RMQ](#) · [Tutorial](#)

Quality: 11,251 global accepts · Rating: 2200 · first AC: 2021-07-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[izhang's solution](#)

**951.**

833B

[The Bakery](#) · [Tutorial](#)

Quality: 6,497 global accepts · Rating: 2200 · first AC: 2021-06-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[izhang's solution](#)

**952.**

1175E

[Minimal Segment Cover](#) · [Tutorial](#)

Quality: 4,540 global accepts · Rating: 2200 · first AC: 2021-06-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, greedy, implementation, trees

[izhang's solution](#)

**953.**

25E

[Test](#) · [Tutorial](#)

Quality: 3,158 global accepts · Rating: 2200 · first AC: 2021-06-18 · C++17 (GCC 7-32) (first AC) · Tags: hashing, strings

[izhang's solution](#)

**954.**

588E

[Duff in the Army](#) · [Tutorial](#)

Rating: 2200 · first AC: 2021-06-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees

[izhang's solution](#)

**955.**

1504E

[Travelling Salesman Problem](#) · [Tutorial](#)

Rating: 2200 · first AC: 2021-05-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, graphs, greedy, shortest paths, sortings

[izhang's solution](#)

**956.**

1520F2

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

Quality: 3,348 global accepts · Rating: 2200 · first AC: 2021-05-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, interactive

[izhang's solution](#)

**957.**

1520G

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

Quality: 4,220 global accepts · Rating: 2200 · first AC: 2021-05-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, greedy, implementation, shortest paths

[izhang's solution](#)

**958.**

1156D

[0-1-Tree](#) · [Tutorial](#)

Quality: 4,667 global accepts · Rating: 2200 · first AC: 2021-04-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, dsu, trees

[izhang's solution](#)

**959.**

1399E2

[Weights Division \(hard version\)](#) · [Tutorial](#)

Quality: 2,524 global accepts · Rating: 2200 · first AC: 2021-03-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, greedy, sortings, trees, two pointers

[izhang's solution](#)

**960.**

2068A

[Condorcet Elections](#) · [Tutorial](#)

Quality: 997 global accepts · Rating: 2300 · first AC: 2026-03-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy, probabilities

[izhang's solution](#)

**961.**

1982E

[Number of k-good subarrays](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2300 · first AC: 2024-06-25 · last AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, divide and conquer, dp, math, meet-in-the-middle

[izhang's solution](#)

**962.**

1980G

[Yasya and the Mysterious Tree](#) · [Tutorial](#)

Quality: 1,701 global accepts · Rating: 2300 · first AC: 2024-06-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, graphs, greedy, strings, trees

[izhang's solution](#)

**963.**

1943C

[Tree Compass](#) · [Tutorial](#)

Quality: 2,601 global accepts · Rating: 2300 · first AC: 2024-05-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[izhang's solution](#)

**964.**

1861E

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

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

[izhang's solution](#)

**965.**

1783E

[Game of the Year](#) · [Tutorial](#)

Quality: 2,444 global accepts · Rating: 2300 · first AC: 2023-01-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, math, number theory

[izhang's solution](#)

**966.**

1768E

[Partial Sorting](#) · [Tutorial](#)

Quality: 2,265 global accepts · Rating: 2300 · first AC: 2023-01-11 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[izhang's solution](#)

**967.**

748F

[Santa Clauses and a Soccer Championship](#) · [Tutorial](#)

Quality: 717 global accepts · Rating: 2300 · first AC: 2022-03-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar,

graphs, trees

[izhang's solution](#)

**968.**

752F

[Santa Clauses and a Soccer Championship](#) · [Tutorial](#)

Quality: 2300 · first AC: 2022-03-17 · C++20 (GCC 11-64) (first AC) · Tags: trees

[izhang's solution](#)

**969.**

590D

[Top Secret Task](#) · [Tutorial](#)

Quality: 1,333 global accepts · Rating: 2300 · first AC: 2022-03-03 · C++20 (GCC 11-64) (first AC) · Tags: dp

[izhang's solution](#)

**970.**

1408F

[Two Different](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2300 · first AC: 2022-03-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, divide and conquer

[izhang's solution](#)

**971.**

1276C

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

Quality: 1,788 global accepts · Rating: 2300 · first AC: 2022-03-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, data structures, greedy, math

[izhang's solution](#)

**972.**

1172C1

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

Quality: 1,225 global accepts · Rating: 2300 · first AC: 2022-03-02 · C++20 (GCC 11-64) (first AC) · Tags: dp, probabilities

[izhang's solution](#)

**973.**

553D

[Nudist Beach](#) · [Tutorial](#)

Quality: 1,084 global accepts · Rating: 2300 · first AC: 2022-02-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, graphs, greedy

[izhang's solution](#)

**974.**

1453E

[Dog Snacks](#) · [Tutorial](#)

Quality: 2,226 global accepts · Rating: 2300 · first AC: 2022-01-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[izhang's solution](#)

**975.**

1594E2

[Rubik's Cube Coloring \(hard version\)](#) · [Tutorial](#)

Quality: 1,612 global accepts · Rating: 2300 · first AC: 2022-01-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, implementation, math, trees

[izhang's solution](#)

**976.**

785D

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

Quality: 3,684 global accepts · Rating: 2300 · first AC: 2022-01-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory

[izhang's solution](#)

**977.**

37D

[Lesson Timetable](#) · [Tutorial](#)

Quality: 555 global accepts · Rating: 2300 · first AC: 2022-01-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[izhang's solution](#)

**978.**

1228E

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

Quality: 3,453 global accepts · Rating: 2300 · first AC: 2022-01-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[izhang's solution](#)

**979.**

1204E

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

Quality: 2,071 global accepts · Rating: 2300 · first AC: 2022-01-26 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory

[izhang's solution](#)

**980.**

1282D

[Enchanted Artifact](#) · [Tutorial](#)

Quality: 2,375 global accepts · Rating: 2300 · first AC: 2022-01-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, strings

[izhang's solution](#)

**981.**

1422D

[Returning Home](#) · [Tutorial](#)

Quality: 3,191 global accepts · Rating: 2300 · first AC: 2022-01-22 · C++20 (GCC 11-64) (first AC) · Tags: graphs, shortest paths, sortings

[izhang's solution](#)

**982.**

1628C

[Grid Xor](#) · [Tutorial](#)

Quality: 3,576 global accepts · Rating: 2300 · first AC: 2022-01-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, interactive, math

[izhang's solution](#)

**983.**

1621E

[New School](#) · [Tutorial](#)

Quality: 1,919 global accepts · Rating: 2300 · first AC: 2022-01-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, sortings

[izhang's solution](#)

**984.**

1588C

[Game with Stones](#) · [Tutorial](#)

Rating: 2300 · first AC: 2021-12-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, games, greedy

[izhang's solution](#)

**985.**

1385F

[Removing Leaves](#) · [Tutorial](#)

Quality: 2,823 global accepts · Rating: 2300 · first AC: 2021-12-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation, trees

[izhang's solution](#)

**986.**

1607F

[Robot on the Board 2](#) · [Tutorial](#)

Quality: 2,127 global accepts · Rating: 2300 · first AC: 2021-12-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[izhang's solution](#)

**987.**

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,024 global accepts · Rating: 2300 · first AC: 2021-12-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, shortest

paths

[izhang's solution](#)

**988.**

425C

[Sereja and Two Sequences](#) · [Tutorial](#)

Quality: 983 global accepts · Rating: 2300 · first AC: 2021-12-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[izhang's solution](#)

**989.**

1073E

[Segment Sum](#) · [Tutorial](#)

Quality: 3,576 global accepts · Rating: 2300 · first AC: 2021-12-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[izhang's solution](#)

**990.**

1494D

[Dogeforces](#) · [Tutorial](#)

Quality: 2,820 global accepts · Rating: 2300 · first AC: 2021-12-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, divide and conquer, dsu, greedy, sortings, trees

[izhang's solution](#)

**991.**

1182E

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

Quality: 3,329 global accepts · Rating: 2300 · first AC: 2021-11-05 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, matrices, number theory

[izhang's solution](#)

**992.**

718C

[Sasha and Array](#) · [Tutorial](#)

Quality: 4,621 global accepts · Rating: 2300 · first AC: 2021-10-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, matrices

[izhang's solution](#)

**993.**

1603C

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

Quality: 2,266 global accepts · Rating: 2300 · first AC: 2021-10-30 · last AC: 2021-10-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math, number theory

[izhang's solution](#)

**994.**

1601C

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

Quality: 2,345 global accepts · Rating: 2300 · first AC: 2021-10-28 · last AC: 2021-10-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy, sortings

[izhang's solution](#)

**995.**

1451E2

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

Quality: 3,379 global accepts · Rating: 2300 · first AC: 2021-10-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[izhang's solution](#)

**996.**

383D

[Antimatter](#) · [Tutorial](#)

Quality: 3,342 global accepts · Rating: 2300 · first AC: 2021-10-23 · C++17 (GCC 7-32) (first AC) · Tags: dp

[izhang's solution](#)

**997.**

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,757 global accepts · Rating: 2300 · first AC: 2021-10-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, trees

[izhang's solution](#)

**998.**

1528C

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

Quality: 2,952 global accepts · Rating: 2300 · first AC: 2021-10-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[izhang's solution](#)

**999.**

1592D

[Hemose in ICPC ?](#) · [Tutorial](#)

Quality: 2,570 global accepts · Rating: 2300 · first AC: 2021-10-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, implementation, interactive, math, number theory, trees

[izhang's solution](#)

**1000.**

852I

[Dating](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 2300 · first AC: 2021-09-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, trees

[izhang's solution](#)

**1001.**

732F

[Tourist Reform](#) · [Tutorial](#)

Quality: 3,287 global accepts · Rating: 2300 · first AC: 2021-08-19 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[izhang's solution](#)

**1002.**

1292C

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

Quality: 2,252 global accepts · Rating: 2300 · first AC: 2021-08-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, greedy, trees

[izhang's solution](#)

**1003.**

812E

[Sagheer and Apple Tree](#) · [Tutorial](#)

Quality: 1,326 global accepts · Rating: 2300 · first AC: 2021-08-04 · C++17 (GCC 7-32) (first AC) · Tags: games, trees

[izhang's solution](#)

**1004.**

629E

[Famil Door and Roads](#) · [Tutorial](#)

Quality: 1,151 global accepts · Rating: 2300 · first AC: 2021-08-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, probabilities, trees

[izhang's solution](#)

**1005.**

1399F

[Yet Another Segments Subset](#) · [Tutorial](#)

Quality: 1,869 global accepts · Rating: 2300 · first AC: 2021-07-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graphs, sortings

[izhang's solution](#)

**1006.**

566A

[Matching Names](#) · [Tutorial](#)

Quality: 1,064 global accepts · Rating: 2300 · first AC: 2021-07-27 · last AC: 2021-07-27 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, strings, trees

[izhang's solution](#)

**1007.**

713C

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

Quality: 6,535 global accepts · Rating: 2300 · first AC: 2021-07-21 · last AC: 2021-07-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings

[izhang's solution](#)

**1008.**

1062E

[Company](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2300 · first AC: 2021-07-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, greedy, trees

[izhang's solution](#)

**1009.**

711E

[ZS and The Birthday Paradox](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: 2300 · first AC: 2021-07-19 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory, probabilities

[izhang's solution](#)

**1010.**

438D

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

Quality: 11,605 global accepts · Rating: 2300 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math

[izhang's solution](#)

**1011.**

22E

[Scheme](#) · [Tutorial](#)

Quality: 2,082 global accepts · Rating: 2300 · first AC: 2021-07-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[izhang's solution](#)

**1012.**

1217E

[Sum Queries?](#) · [Tutorial](#)

Quality: 2,062 global accepts · Rating: 2300 · first AC: 2021-07-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, math

[izhang's solution](#)

**1013.**

1541D

[Tree Array](#) · [Tutorial](#)

Rating: 2300 · first AC: 2021-06-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, graphs, math, probabilities, trees

[izhang's solution](#)

**1014.**

1197E

[Culture Code](#) · [Tutorial](#)

Quality: 1,852 global accepts · Rating: 2300 · first AC: 2021-06-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, dp, shortest paths, sortings

[izhang's solution](#)

**1015.**

1536E

[Omkar and Forest](#) · [Tutorial](#)

Quality: 2,734 global accepts · Rating: 2300 · first AC: 2021-06-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs, math, shortest paths

[izhang's solution](#)

**1016.**

860D

[Wizard's Tour](#) · [Tutorial](#)

Rating: 2300 · first AC: 2021-05-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy

[izhang's solution](#)

**1017.**

935E

[Fafa and Ancient Mathematics](#) · [Tutorial](#)

Quality: 979 global accepts · Rating: 2300 · first AC: 2021-05-23 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[izhang's solution](#)

**1018.**

1188B

[Count Pairs](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 2300 · first AC: 2021-05-17 · C++17 (GCC 7-32) (first AC) · Tags: math, matrices, number theory, two pointers

[izhang's solution](#)

**1019.**

884D

[Boxes And Balls](#) · [Tutorial](#)

Quality: 2,220 global accepts · Rating: 2300 · first AC: 2021-05-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[izhang's solution](#)

**1020.**

1513E

[Cost Equilibrium](#) · [Tutorial](#)

Quality: 1,732 global accepts · Rating: 2300 · first AC: 2021-04-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings

[izhang's solution](#)

**1021.**

960E

[Alternating Tree](#) · [Tutorial](#)

Quality: 2,271 global accepts · Rating: 2300 · first AC: 2021-03-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, divide and conquer, dp, probabilities, trees

[izhang's solution](#)

**1022.**

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,413 global accepts · Rating: 2300 · first AC: 2021-03-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[izhang's solution](#)

**1023.**

1316E

[Team Building](#) · [Tutorial](#)

Quality: 5,374 global accepts · Rating: 2300 · first AC: 2021-03-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy, sortings

[izhang's solution](#)

**1024.**

2096E

[Wonderful Teddy Bears](#) · [Tutorial](#)

Quality: 2,047 global accepts · Rating: 2400 · first AC: 2025-06-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings

[izhang's solution](#)

**1025.**

2109E

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

Quality: 1,794 global accepts · Rating: 2400 · first AC: 2025-05-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, strings

[izhang's solution](#)

**1026.**

2049E

[Broken Queries](#) · [Tutorial](#)

Quality: 1,591 global accepts · Rating: 2400 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, implementation, interactive

[izhang's solution](#)

**1027.**

1979E

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

Quality: 1,809 global accepts · Rating: 2400 · first AC: 2024-06-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, geometry, implementation, two pointers

[izhang's solution](#)

**1028.**

1980F2

[Field Division \(hard version\)](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2400 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: math, sortings

[izhang's solution](#)

**1029.**

1981D

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

Quality: 2,129 global accepts · Rating: 2400 · first AC: 2024-06-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, number theory

[izhang's solution](#)

**1030.**

1819C

[The Fox and the Complete Tree Traversal](#) · [Tutorial](#)

Quality: 1,736 global accepts · Rating: 2400 · first AC: 2024-02-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, implementation, math, trees

[izhang's solution](#)

**1031.**

1827B2

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

Quality: 2,316 global accepts · Rating: 2400 · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy

[izhang's solution](#)

**1032.**

1794E

[Labeling the Tree with Distances](#) · [Tutorial](#)

Quality: 1,531 global accepts · Rating: 2400 · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, hashing, implementation, trees

[izhang's solution](#)

**1033.**

1004E

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

Quality: 1,239 global accepts · Rating: 2400 · first AC: 2022-03-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, shortest paths, trees

[izhang's solution](#)

**1034.**

1036E

[Covered Points](#) · [Tutorial](#)

Quality: 1,772 global accepts · Rating: 2400 · first AC: 2022-03-03 · C++20 (GCC 11-64) (first AC) · Tags: fft, geometry, number theory

[izhang's solution](#)

**1035.**

1638E

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

Quality: 2,364 global accepts · Rating: 2400 · first AC: 2022-02-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation

[izhang's solution](#)

**1036.**

1634E

[Fair Share](#) · [Tutorial](#)

Quality: 2,182 global accepts · Rating: 2400 · first AC: 2022-02-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graph matchings, graphs

[izhang's solution](#)

**1037.**

379F

[New Year Tree](#) · [Tutorial](#)

Quality: 2,754 global accepts · Rating: 2400 · first AC: 2022-01-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, trees

[izhang's solution](#)

**1038.**

1628D2

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

Quality: 2,631 global accepts · Rating: 2400 · first AC: 2022-01-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, games, math

[izhang's solution](#)

**1039.**

1626E

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

Quality: 1,858 global accepts · Rating: 2400 · first AC: 2022-01-19 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, greedy, trees

[izhang's solution](#)

**1040.**

1326E

[Bombs](#) · [Tutorial](#)

Quality: 2,420 global accepts · Rating: 2400 · first AC: 2022-01-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, two pointers

[izhang's solution](#)

**1041.**

1370F1

[The Hidden Pair \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,784 global accepts · Rating: 2400 · first AC: 2021-12-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, graphs, interactive, shortest paths, trees

[izhang's solution](#)

**1042.**

1182D

[Complete Mirror](#) · [Tutorial](#)

Quality: 1,003 global accepts · Rating: 2400 · first AC: 2021-12-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, hashing, implementation, trees

[izhang's solution](#)

**1043.**

1617D2

[Too Many Impostors \(hard version\)](#) · [Tutorial](#)

Quality: 2,032 global accepts · Rating: 2400 · first AC: 2021-12-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, interactive, math

[izhang's solution](#)

**1044.**

1615E

[Purple Crayon](#) · [Tutorial](#)

Quality: 1,701 global accepts · Rating: 2400 · first AC: 2021-12-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, math, sortings, trees

[izhang's solution](#)

**1045.**

1261D2

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

Rating: 2400 · first AC: 2021-12-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, fft, math, number theory

[izhang's solution](#)

**1046.**

1239D

[Catowice City](#) · [Tutorial](#)

Quality: 2,601 global accepts · Rating: 2400 · first AC: 2021-12-17 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, dfs and similar, graph matchings, graphs

[izhang's solution](#)

**1047.**

1174F

[Ehab and the Big Finale](#) · [Tutorial](#)

Quality: 1,960 global accepts · Rating: 2400 · first AC: 2021-12-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, divide and conquer, graphs, implementation, interactive, trees

[izhang's solution](#)

**1048.**

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,842 global accepts · Rating: 2400 · first AC: 2021-03-19 · last AC: 2021-10-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, trees

[izhang's solution](#)

**1049.**

1592E

[Bored Bakry](#) · [Tutorial](#)

Quality: 1,921 global accepts · Rating: 2400 · first AC: 2021-10-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math, two pointers

[izhang's solution](#)

**1050.**

822E

[Liar](#) · [Tutorial](#)

Quality: 1,085 global accepts · Rating: 2400 · first AC: 2021-08-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, hashing, string suffix structures

[izhang's solution](#)

**1051.**

632E

[Thief in a Shop](#) · [Tutorial](#)

Quality: 3,551 global accepts · Rating: 2400 · first AC: 2021-08-12 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp, fft, math

[izhang's solution](#)

**1052.**

449D

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

Quality: 6,141 global accepts · Rating: 2400 · first AC: 2021-08-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp

[izhang's solution](#)

**1053.**

815C

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

Quality: 3,320 global accepts · Rating: 2400 · first AC: 2021-08-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, trees

[izhang's solution](#)

**1054.**

914E

[Palindromes in a Tree](#) · [Tutorial](#)

Quality: 1,922 global accepts · Rating: 2400 · first AC: 2021-07-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, trees

[izhang's solution](#)

**1055.**

1418E

[Expected Damage](#) · [Tutorial](#)

Quality: 2,202 global accepts · Rating: 2400 · first AC: 2021-07-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, probabilities

[izhang's solution](#)

**1056.**

866D

[Buy Low Sell High](#) · [Tutorial](#)

Rating: 2400 · first AC: 2021-07-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, two pointers

[izhang's solution](#)

**1057.**

246E

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

Quality: 4,522 global accepts · Rating: 2400 · first AC: 2021-07-07 · last AC: 2021-07-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, sortings

[izhang's solution](#)

**1058.**

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,918 global accepts · Rating: 2400 · first AC: 2021-07-07 · last AC: 2021-07-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees

[izhang's solution](#)

**1059.**

145E

[Lucky Queries](#) · [Tutorial](#)

Quality: 3,962 global accepts · Rating: 2400 · first AC: 2021-07-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[izhang's solution](#)

**1060.**

1137D

[Cooperative Game](#) · [Tutorial](#)

Quality: 2,152 global accepts · Rating: 2400 · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, number theory

[izhang's solution](#)

**1061.**

1083E

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

Quality: 5,616 global accepts · Rating: 2400 · first AC: 2021-04-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, geometry

[izhang's solution](#)

**1062.**

626F

[Group Projects](#) · [Tutorial](#)

Quality: 3,592 global accepts · Rating: 2400 · first AC: 2021-03-19 · C++17 (GCC 7-32) (first AC) · Tags: dp

[izhang's solution](#)

**1063.**

2113F

[Two Arrays](#) · [Tutorial](#)

Quality: 952 global accepts · Rating: 2500 · first AC: 2025-06-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[izhang's solution](#)

**1064.**

2059E1

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

Quality: 886 global accepts · Rating: 2500 · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, hashing, strings

[izhang's solution](#)

**1065.**

1479C

[Continuous City](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2500 · first AC: 2023-02-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[izhang's solution](#)

**1066.**

1480E

[Continuous City](#) · [Tutorial](#)

Rating: 2500 · first AC: 2023-02-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[izhang's solution](#)

**1067.**

508D

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

Quality: 4,232 global accepts · Rating: 2500 · first AC: 2022-03-26 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs

[izhang's solution](#)

**1068.**

1623E

[Middle Duplication](#) · [Tutorial](#)

Quality: 1,261 global accepts · Rating: 2500 · first AC: 2022-02-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, strings, trees

[izhang's solution](#)

**1069.**

1073F

[Choosing Two Paths](#) · [Tutorial](#)

Quality: 593 global accepts · Rating: 2500 · first AC: 2022-01-30 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[izhang's solution](#)

**1070.**

1041F

[Ray in the tube](#) · [Tutorial](#)

Quality: 1,614 global accepts · Rating: 2500 · first AC: 2022-01-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, math

[izhang's solution](#)

**1071.**

1516E

[Baby Ehab Plays with Permutations](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 2500 · first AC: 2022-01-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[izhang's solution](#)

**1072.**

1174E

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

Quality: 1,778 global accepts · Rating: 2500 · first AC: 2022-01-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory

[izhang's solution](#)

**1073.**

1550E

[Stringforces](#) · [Tutorial](#)

Quality: 1,838 global accepts · Rating: 2500 · first AC: 2022-01-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, dp, strings, two pointers

[izhang's solution](#)

**1074.**

1043F

[Make It One](#) · [Tutorial](#)

Quality: 2,996 global accepts · Rating: 2500 · first AC: 2022-01-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory, shortest paths

[izhang's solution](#)

**1075.**

1332F

[Independent Set](#) · [Tutorial](#)

Quality: 1,129 global accepts · Rating: 2500 · first AC: 2022-01-04 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees

[izhang's solution](#)

**1076.**

1498F

[Christmas Game](#) · [Tutorial](#)

Quality: 1,058 global accepts · Rating: 2500 · first AC: 2021-12-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, dp, games, math, trees

[izhang's solution](#)

**1077.**

1572B

[Xor of 3](#) · [Tutorial](#)

Quality: 2,010 global accepts · Rating: 2500 · first AC: 2021-12-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, two pointers

[izhang's solution](#)

**1078.**

1187F

[Expected Square Beauty](#) · [Tutorial](#)

Quality: 1,113 global accepts · Rating: 2500 · first AC: 2021-12-21 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, probabilities

[izhang's solution](#)

**1079.**

147B

[Smile House](#) · [Tutorial](#)

Quality: 921 global accepts · Rating: 2500 · first AC: 2021-11-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, graphs, matrices

[izhang's solution](#)

**1080.**

1325F

[Ehab's Last Theorem](#) · [Tutorial](#)

Quality: 2,330 global accepts · Rating: 2500 · first AC: 2021-10-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[izhang's solution](#)

**1081.**

845F

[Guards In The Storehouse](#) · [Tutorial](#)

Quality: 629 global accepts · Rating: 2500 · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[izhang's solution](#)

**1082.**

1065F

[Up and Down the Tree](#) · [Tutorial](#)

Quality: 1,324 global accepts · Rating: 2500 · first AC: 2021-08-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[izhang's solution](#)

**1083.**

704B

[Ant Man](#) · [Tutorial](#)

Quality: 2,174 global accepts · Rating: 2500 · first AC: 2021-08-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy

[izhang's solution](#)

**1084.**

1280D

[Miss Punyverse](#) · [Tutorial](#)

Quality: 1,230 global accepts · Rating: 2500 · first AC: 2021-08-08 · last AC: 2021-08-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, trees

[izhang's solution](#)

**1085.**

1467E

[Distinctive Roots in a Tree](#) · [Tutorial](#)

Quality: 1,762 global accepts · Rating: 2500 · first AC: 2021-07-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, trees

[izhang's solution](#)

**1086.**

1534F1

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

Quality: 1,400 global accepts · Rating: 2500 · first AC: 2021-07-16 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy

[izhang's solution](#)

**1087.**

1485E

[Move and Swap](#) · [Tutorial](#)

Quality: 1,528 global accepts · Rating: 2500 · first AC: 2021-06-29 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[izhang's solution](#)

**1088.**

1527E

[Partition Game](#) · [Tutorial](#)

Quality: 2,907 global accepts · Rating: 2500 · first AC: 2021-06-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide

and conquer, dp  
[izhang's solution](#)

**1089.**

868F

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

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2021-06-22 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp  
[izhang's solution](#)

**1090.**

1521D

[Nastia Plays with a Tree](#) · [Tutorial](#)

Quality: 2,298 global accepts · Rating: 2500 · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, dsu, greedy, implementation, trees  
[izhang's solution](#)

**1091.**

884F

[Anti-Palindromize](#) · [Tutorial](#)

Quality: 1,281 global accepts · Rating: 2500 · first AC: 2021-05-10 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs, greedy  
[izhang's solution](#)

**1092.**

884E

[Binary Matrix](#) · [Tutorial](#)

Quality: 777 global accepts · Rating: 2500 · first AC: 2021-05-10 · last AC: 2021-05-10 · C++17 (GCC 7-32) (first AC) · Tags: dsu  
[izhang's solution](#)

**1093.**

1387B2

[Village \(Maximum\)](#) · [Tutorial](#)

Quality: 1,278 global accepts · Rating: 2500 · first AC: 2021-04-15 · C++17 (GCC 7-32) (first AC) · Tags: \*special, dfs and similar, trees  
[izhang's solution](#)

**1094.**

1188C

[Array Beauty](#) · [Tutorial](#)

Quality: 2,133 global accepts · Rating: 2500 · first AC: 2021-04-11 · C++17 (GCC 7-32) (first AC) · Tags: dp  
[izhang's solution](#)

**1095.**

1981E

[Turtle and Intersected Segments](#) · [Tutorial](#)

Quality: 1,224 global accepts · Rating: 2600 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, graphs, greedy  
[izhang's solution](#)

**1096.**

1827C

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

Quality: 1,658 global accepts · Rating: 2600 · first AC: 2023-05-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, strings  
[izhang's solution](#)

**1097.**

1391E

[Pairs of Pairs](#) · [Tutorial](#)

Quality: 1,928 global accepts · Rating: 2600 · first AC: 2021-10-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees  
[izhang's solution](#)

**1098.**

1051E

[Vasya and Big Integers](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 2600 · first AC: 2021-08-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, hashing, strings  
[izhang's solution](#)

**1099.**

1110F

[Nearest Leaf](#) · [Tutorial](#)

Quality: 2,051 global accepts · Rating: 2600 · first AC: 2021-07-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[izhang's solution](#)

**1100.**

1416D

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

Quality: 2,714 global accepts · Rating: 2600 · first AC: 2021-07-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, implementation, trees

[izhang's solution](#)

**1101.**

631E

[Product Sum](#) · [Tutorial](#)

Quality: 3,204 global accepts · Rating: 2600 · first AC: 2021-07-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, geometry

[izhang's solution](#)

**1102.**

1325E

[Ehab's REAL Number Theory Problem](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2600 · first AC: 2021-06-24 · last AC: 2021-06-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, number theory, shortest paths

[izhang's solution](#)

**1103.**

321E

[Ciel and Gondolas](#) · [Tutorial](#)

Quality: 6,274 global accepts · Rating: 2600 · first AC: 2021-06-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp

[izhang's solution](#)

**1104.**

1617E

[Christmas Chocolates](#) · [Tutorial](#)

Quality: 1,018 global accepts · Rating: 2700 · first AC: 2022-02-24 · last AC: 2022-02-24 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, games, graphs, implementation, math, number theory, shortest paths, trees

[izhang's solution](#)

**1105.**

1634F

[Fibonacci Additions](#) · [Tutorial](#)

Quality: 1,904 global accepts · Rating: 2700 · first AC: 2022-02-19 · last AC: 2022-02-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, hashing, implementation, math

[izhang's solution](#)

**1106.**

995E

[Number Clicker](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2700 · first AC: 2022-01-07 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, graphs, meet-in-the-middle, number theory

[izhang's solution](#)

**1107.**

455D

[Serega and Fun](#) · [Tutorial](#)

Quality: 3,657 global accepts · Rating: 2700 · first AC: 2022-01-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[izhang's solution](#)

**1108.**

1370F2

[The Hidden Pair \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,669 global accepts · Rating: 2700 · first AC: 2021-12-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, graphs, interactive, shortest paths, trees

[izhang's solution](#)

**1109.**

1254D

[Tree Queries](#) · [Tutorial](#)

Quality: 1,532 global accepts · Rating: 2700 · first AC: 2021-12-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, probabilities, trees  
[izhang's solution](#)

**1110.**

1567F

[One-Four Overload](#) · [Tutorial](#)

Quality: 880 global accepts · Rating: 2700 · first AC: 2021-09-30 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs, implementation  
[izhang's solution](#)

**1111.**

383E

[Vowels](#) · [Tutorial](#)

Quality: 4,319 global accepts · Rating: 2700 · first AC: 2021-08-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, dp  
[izhang's solution](#)

**1112.**

1553G

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

Quality: 1,213 global accepts · Rating: 2700 · first AC: 2021-07-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, hashing, math, number theory  
[izhang's solution](#)

**1113.**

1205D

[Almost All](#) · [Tutorial](#)

Quality: 764 global accepts · Rating: 2700 · first AC: 2021-07-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, trees  
[izhang's solution](#)

**1114.**

351D

[Jeff and Removing Periods](#) · [Tutorial](#)

Quality: 1,346 global accepts · Rating: 2700 · first AC: 2021-07-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures  
[izhang's solution](#)

**1115.**

13E

[Holes](#) · [Tutorial](#)

Quality: 7,954 global accepts · Rating: 2700 · first AC: 2021-07-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu  
[izhang's solution](#)

**1116.**

715C

[Digit Tree](#) · [Tutorial](#)

Quality: 2,588 global accepts · Rating: 2700 · first AC: 2021-07-09 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, dsu, trees  
[izhang's solution](#)

**1117.**

932F

[Escape Through Leaf](#) · [Tutorial](#)

Quality: 4,119 global accepts · Rating: 2700 · first AC: 2021-04-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, geometry  
[izhang's solution](#)

**1118.**

1491G

[Switch and Flip](#) · [Tutorial](#)

Quality: 1,008 global accepts · Rating: 2800 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, math  
[izhang's solution](#)

**1119.**

1626F

[A Random Code Problem](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2800 · first AC: 2022-02-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities

[izhang's solution](#)

### 1120.

1635F

[Closest Pair](#) · [Tutorial](#)

Quality: 1,392 global accepts · Rating: 2800 · first AC: 2022-02-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[izhang's solution](#)

### 1121.

1291F

[Coffee Varieties \(easy version\)](#) · [Tutorial](#)

Quality: 726 global accepts · Rating: 2800 · first AC: 2021-12-30 · C++20 (GCC 11-64) (first AC) · Tags: graphs, interactive

[izhang's solution](#)

### 1122.

348E

[Pilgrims](#) · [Tutorial](#)

Quality: 513 global accepts · Rating: 2800 · first AC: 2021-10-20 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[izhang's solution](#)

### 1123.

1557E

[Assiut Chess](#) · [Tutorial](#)

Quality: 764 global accepts · Rating: 2800 · first AC: 2021-08-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, interactive

[izhang's solution](#)

### 1124.

1394D

[Boboniu and Jianghu](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2800 · first AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings, trees

[izhang's solution](#)

### 1125.

652F

[Ants on a Circle](#) · [Tutorial](#)

Quality: 655 global accepts · Rating: 2800 · first AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[izhang's solution](#)

### 1126.

2059E2

[Stop Gaming \(Hard Version\)](#) · [Tutorial](#)

Quality: 350 global accepts · Rating: 2900 · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, hashing, strings

[izhang's solution](#)

### 1127.

1479D

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

Quality: 1,333 global accepts · Rating: 2900 · first AC: 2021-07-21 · last AC: 2021-07-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, probabilities, trees

[izhang's solution](#)

### 1128.

19E

[Fairy](#) · [Tutorial](#)

Quality: 2,513 global accepts · Rating: 2900 · first AC: 2021-05-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, dsu

[izhang's solution](#)

### 1129.

1290D

[Coffee Varieties \(hard version\)](#) · [Tutorial](#)

Quality: 948 global accepts · Rating: 3000 · first AC: 2021-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, interactive

[izhang's solution](#)

**1130.**

696E

[...Wait for it...](#) · [Tutorial](#)

Quality: 629 global accepts · Rating: 3000 · first AC: 2021-12-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, trees

[izhang's solution](#)

**1131.**

1534F2

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

Quality: 705 global accepts · Rating: 3000 · first AC: 2021-07-16 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy

[izhang's solution](#)

**1132.**

438E

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

Quality: 2,130 global accepts · Rating: 3100 · first AC: 2023-02-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, fft, number theory

[izhang's solution](#)

**1133.**

1019E

[Raining season](#) · [Tutorial](#)

Quality: 407 global accepts · Rating: 3200 · first AC: 2021-10-11 · last AC: 2021-10-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, trees

[izhang's solution](#)

**1134.**

1307F

[Cow and Vacation](#) · [Tutorial](#)

Quality: 675 global accepts · Rating: 3300 · first AC: 2022-03-17 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, trees

[izhang's solution](#)

**1135.**

1586H

[Omkar and Tours](#) · [Tutorial](#)

Rating: 3300 · first AC: 2021-10-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, sortings, trees

[izhang's solution](#)

**1136.**

1264F

[Beautiful Fibonacci Problem](#) · [Tutorial](#)

Quality: 1,097 global accepts · Rating: 3500 · first AC: 2021-03-17 · PyPy 3 (first AC) · Tags: constructive algorithms, number theory

[izhang's solution](#)

**1137.**

2214B

[Are You Smiling?](#) · [Tutorial](#)

Quality: 6,571 global accepts · Rating: — · first AC: 2026-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special, strings

[izhang's solution](#)

**1138.**

2214A

[Odd One Out](#) · [Tutorial](#)

Quality: 10,137 global accepts · Rating: — · first AC: 2026-04-05 · PyPy 3-64 (first AC) · Tags: \*special, graph matchings, implementation

[izhang's solution](#)

**1139.**

2168C

[Intercepting Butterflies](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: — · first AC: 2025-12-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, communication, constructive algorithms, graphs, interactive

[izhang's solution](#)

**1140.**

2168B

[Locate](#) · [Tutorial](#)

Quality: 1,552 global accepts · Rating: — · first AC: 2025-12-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, communication, constructive algorithms, greedy, interactive

[izhang's solution](#)

**1141.**

2168A2

[Encode and Decode \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,305 global accepts · Rating: — · first AC: 2025-12-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, communication, interactive, math

[izhang's solution](#)

**1142.**

2168A1

[Encode and Decode \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,028 global accepts · Rating: — · first AC: 2025-12-22 · C++20 (GCC 13-64) (first AC) · Tags: communication, constructive algorithms, interactive

[izhang's solution](#)

**1143.**

105666C

[Not-So-Long Increasing Subsequence](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[izhang's solution](#)

**1144.**

100753F

[Divisions](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[izhang's solution](#)

**1145.**

101673E

[Is-A? Has-A? Who Knowz-A?](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[izhang's solution](#)

**1146.**

101673G

[A Question of Ingestion](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-22 · last AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[izhang's solution](#)

**1147.**

105112J

[Jogging Tour](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[izhang's solution](#)

**1148.**

105112H

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

Rating: — · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[izhang's solution](#)

**1149.**

105112F

[Fixing Fractions](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[izhang's solution](#)

**1150.**

105112K

[Klompensans](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-14 · PyPy 3-64 (first AC) · Tags: —

[izhang's solution](#)

### 1151.

105112A

[Arranging Adapters](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[izhang's solution](#)

### 1152.

105112L

[Lateral Damage](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-14 · PyPy 3-64 (first AC) · Tags: —

[izhang's solution](#)

### 1153.

105112D

[Date Picker](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[izhang's solution](#)

### 1154.

1952H

[Palindrome](#) · [Tutorial](#)

Quality: 806 global accepts · Rating: — · first AC: 2024-04-02 · C++17 (GCC 7-32) (first AC) · Tags: \*special, implementation, strings

[izhang's solution](#)

### 1155.

1952D

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

Quality: 5,360 global accepts · Rating: — · first AC: 2024-04-02 · Python 3 (first AC) · Tags: \*special, implementation

[izhang's solution](#)

### 1156.

1952G

[Mathematician Takeover](#) · [Tutorial](#)

Quality: 1,224 global accepts · Rating: — · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: \*special, binary search, dfs and similar, math

[izhang's solution](#)

### 1157.

1952F

[Grid](#) · [Tutorial](#)

Quality: 1,954 global accepts · Rating: — · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: \*special, brute force

[izhang's solution](#)

### 1158.

1952B

[Is it stated?](#) · [Tutorial](#)

Quality: 12,333 global accepts · Rating: — · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: \*special, strings

[izhang's solution](#)

### 1159.

1952A

[Are You a Robot, Again?](#) · [Tutorial](#)

Quality: 14,102 global accepts · Rating: — · first AC: 2024-04-01 · Python 2 (first AC) · Tags: \*special, strings

[izhang's solution](#)

### 1160.

101196I

[Waif Until Dark](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[izhang's solution](#)

### 1161.

1662D

[Evolution of Weasels](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: — · first AC: 2023-02-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, strings

[izhang's solution](#)

### 1162.

102787Z

[Trick or Treap](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[izhang's solution](#)

### 1163.

102787B

[Pear Treap](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-24 · last AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[izhang's solution](#)

### 1164.

102787A

[Shandom Ruffle](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[izhang's solution](#)

### 1165.

102873F

[Game on Grid](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[izhang's solution](#)

### 1166.

102873D

[Sanda's Job](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[izhang's solution](#)

### 1167.

102873E

[Count Substrings](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[izhang's solution](#)

### 1168.

102873C

[Similar Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[izhang's solution](#)

### 1169.

102873B

[Rabbit Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[izhang's solution](#)

### 1170.

102873A

[Catching the Impostor](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[izhang's solution](#)

### 1171.

102644H

[String Mood Updates](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[izhang's solution](#)

### 1172.

102644I

[Count Paths Queries](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[izhang's solution](#)

**1173.**

102644G

[Recurrence With Square](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[izhang's solution](#)

**1174.**

102644F

[Min Path](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-23 · last AC: 2021-11-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[izhang's solution](#)

**1175.**

102644E

[Knight Paths](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[izhang's solution](#)

**1176.**

102644D

[Count Paths](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-23 · last AC: 2021-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[izhang's solution](#)

**1177.**

102644C

[Fibonacci](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-23 · last AC: 2021-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[izhang's solution](#)

**1178.**

102644A

[Random Mood](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-23 · last AC: 2021-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[izhang's solution](#)

**1179.**

102644B

[String Mood](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-23 · last AC: 2021-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[izhang's solution](#)

**1180.**

103241Q

[Tree Width](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[izhang's solution](#)

**1181.**

103241O

[Kanna's Field of Flowers](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[izhang's solution](#)

**1182.**

1533A

[Travel to Bertown](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: — · first AC: 2021-06-29 · Kotlin 1.4 (first AC) · Tags: \*special, implementation, math

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**1187.**

102961ZH

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**1188.**

102961X

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102961G

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102961ZB

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102961ZA

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