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Unique solved — jason_sun

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

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Filters: none

Count: 757

- 1.**
2207A
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1316A
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- 3.**
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- 4.**
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2113A
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- 7.**
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- 9.**
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11.

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13.

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14.

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15.

1644B

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17.

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18.

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19.

177A1

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20.

119A

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24.

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29.

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30.

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31.

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32.

1975A

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33.

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34.

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35.

1969A

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36.

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1916A

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41.

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1870A

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43.

1863A

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1862B

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1862A

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47.

1858A

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48.

1859A

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49.

1857A

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53.

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1842A

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57.

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1764A

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61.

1749A

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1746A

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1735A

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66.

1738A

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67.

1734B

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74.

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76.

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77.

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79.

1704A

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1711A

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1709A

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82.

1272A

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83.

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85.

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86.

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88.

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89.

1896B

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90.

1875A

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1869A

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92.

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1856B

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94.

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96.

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97.

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101.

2147B

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

Quality: 16,968 global accepts · Rating: 1000 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[jason_sun's solution](#)

102.

2132C1

[The Cunning Seller \(easy version\)](#) · [Tutorial](#)

Quality: 27,738 global accepts · Rating: 1000 · first AC: 2025-08-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[jason_sun's solution](#)

103.

2057B

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

Quality: 23,277 global accepts · Rating: 1000 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[jason_sun's solution](#)

104.

2034B

[Rakhsh's Revival](#) · [Tutorial](#)

Quality: 15,764 global accepts · Rating: 1000 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, two pointers

[jason_sun's solution](#)

105.

1975B

[378QAQ and Mocha's Array](#) · [Tutorial](#)

Quality: 21,072 global accepts · Rating: 1000 · first AC: 2024-05-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, sortings

[jason_sun's solution](#)

106.

1970A1

[Balanced Shuffle \(Easy\)](#) · [Tutorial](#)

Quality: 7,238 global accepts · Rating: 1000 · first AC: 2024-05-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[jason_sun's solution](#)

107.

1968C

[Assembly via Remainders](#) · [Tutorial](#)

Quality: 29,264 global accepts · Rating: 1000 · first AC: 2024-05-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, number theory

[jason_sun's solution](#)

108.

1969B

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

Quality: 22,332 global accepts · Rating: 1000 · first AC: 2024-04-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[jason_sun's solution](#)

109.

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,912 global accepts · Rating: 1000 · first AC: 2023-12-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[jason_sun's solution](#)

110.

1858C

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

Quality: 25,526 global accepts · Rating: 1000 · first AC: 2023-08-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[jason_sun's solution](#)

111.

1859B

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

Quality: 43,907 global accepts · Rating: 1000 · first AC: 2023-08-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[jason_sun's solution](#)

112.

1785A

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

Rating: 1000 · first AC: 2023-02-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[jason_sun's solution](#)

113.

1770B

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

Quality: 20,851 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[jason_sun's solution](#)

114.

1770A

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

Quality: 25,246 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[jason_sun's solution](#)

115.

1761B

[Elimination of a Ring](#) · [Tutorial](#)

Quality: 14,715 global accepts · Rating: 1000 · first AC: 2022-11-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[jason_sun's solution](#)

116.

1715B

[Beautiful Array](#) · [Tutorial](#)

Quality: 33,611 global accepts · Rating: 1000 · first AC: 2022-08-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[jason_sun's solution](#)

117.

1704B

[Luke is a Foodie](#) · [Tutorial](#)

Quality: 29,923 global accepts · Rating: 1000 · first AC: 2022-07-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation
[jason_sun's solution](#)

118.

2084B

[MIN = GCD](#) · [Tutorial](#)

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

119.

2061B

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

Quality: 14,692 global accepts · Rating: 1100 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, geometry
[jason_sun's solution](#)

120.

2029B

[Replacement](#) · [Tutorial](#)

Quality: 11,742 global accepts · Rating: 1100 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, strings
[jason_sun's solution](#)

121.

1807G2

[Subsequence Addition \(Hard Version\)](#) · [Tutorial](#)

Quality: 27,846 global accepts · Rating: 1100 · first AC: 2024-10-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, greedy, implementation, sortings
[jason_sun's solution](#)

122.

1991B

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

Quality: 18,903 global accepts · Rating: 1100 · first AC: 2024-07-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy
[jason_sun's solution](#)

123.

1984B

[Large Addition](#) · [Tutorial](#)

Quality: 20,954 global accepts · Rating: 1100 · first AC: 2024-06-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[jason_sun's solution](#)

124.

1977B

[Binary Colouring](#) · [Tutorial](#)

Quality: 19,899 global accepts · Rating: 1100 · first AC: 2024-05-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math
[jason_sun's solution](#)

125.

1827A

[Counting Orders](#) · [Tutorial](#)

Quality: 28,813 global accepts · Rating: 1100 · first AC: 2023-10-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, sortings, two pointers
[jason_sun's solution](#)

126.

1869B

[2D Traveling](#) · [Tutorial](#)

Quality: 25,725 global accepts · Rating: 1100 · first AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math, shortest paths, sortings
[jason_sun's solution](#)

127.

1863C

[MEX Repetition](#) · [Tutorial](#)

Quality: 15,534 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[jason_sun's solution](#)

128.

1863B

[Split Sort](#) · [Tutorial](#)

Quality: 16,812 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings
[jason_sun's solution](#)

129.

1864B

[Swap and Reverse](#) · [Tutorial](#)

Quality: 16,616 global accepts · Rating: 1100 · first AC: 2023-08-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings
[jason_sun's solution](#)

130.

1862C

[Flower City Fence](#) · [Tutorial](#)

Quality: 23,085 global accepts · Rating: 1100 · first AC: 2023-08-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation, sortings
[jason_sun's solution](#)

131.

1857B

[Maximum Rounding](#) · [Tutorial](#)

Quality: 24,714 global accepts · Rating: 1100 · first AC: 2023-08-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math
[jason_sun's solution](#)

132.

1850E

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

Quality: 35,002 global accepts · Rating: 1100 · first AC: 2023-07-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry, implementation, math
[jason_sun's solution](#)

133.

1842B

[Tenzing and Books](#) · [Tutorial](#)

Quality: 25,541 global accepts · Rating: 1100 · first AC: 2023-06-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math
[jason_sun's solution](#)

134.

1832B

[Maximum Sum](#) · [Tutorial](#)

Quality: 35,499 global accepts · Rating: 1100 · first AC: 2023-05-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, sortings, two pointers
[jason_sun's solution](#)

135.

1787B

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

Quality: 14,892 global accepts · Rating: 1100 · first AC: 2023-01-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory
[jason_sun's solution](#)

136.

1717B

[Madoka and Underground Competitions](#) · [Tutorial](#)

Quality: 15,636 global accepts · Rating: 1100 · first AC: 2022-09-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation
[jason_sun's solution](#)

137.

1712C

[Sort Zero](#) · [Tutorial](#)

Quality: 21,267 global accepts · Rating: 1100 · first AC: 2022-08-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[jason_sun's solution](#)

138.

2135A

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

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

[jason_sun's solution](#)

139.

2113B

[Good Start](#) · [Tutorial](#)

Quality: 14,625 global accepts · Rating: 1200 · first AC: 2025-06-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[jason_sun's solution](#)

140.

2053B

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

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

[jason_sun's solution](#)

141.

2048C

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

Quality: 15,144 global accepts · Rating: 1200 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, implementation, strings

[jason_sun's solution](#)

142.

1975C

[Chamo and Mocha's Array](#) · [Tutorial](#)

Quality: 17,166 global accepts · Rating: 1200 · first AC: 2024-05-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy

[jason_sun's solution](#)

143.

1935B

[Informatics in MAC](#) · [Tutorial](#)

Quality: 20,896 global accepts · Rating: 1200 · first AC: 2024-03-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[jason_sun's solution](#)

144.

1916C

[Training Before the Olympiad](#) · [Tutorial](#)

Quality: 19,883 global accepts · Rating: 1200 · first AC: 2023-12-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[jason_sun's solution](#)

145.

1874A

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

Quality: 19,388 global accepts · Rating: 1200 · first AC: 2023-09-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, games, greedy, implementation

[jason_sun's solution](#)

146.

1870B

[Friendly Arrays](#) · [Tutorial](#)

Quality: 16,108 global accepts · Rating: 1200 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math

[jason_sun's solution](#)

147.

1860B

[Fancy Coins](#) · [Tutorial](#)

Quality: 18,890 global accepts · Rating: 1200 · first AC: 2023-08-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, math

[jason_sun's solution](#)

148.

1859C

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

Quality: 18,658 global accepts · Rating: 1200 · first AC: 2023-08-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, math

[jason_sun's solution](#)

149.

1857C

[Assembly via Minimums](#) · [Tutorial](#)

Quality: 41,761 global accepts · Rating: 1200 · first AC: 2023-08-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[jason_sun's solution](#)

150.

1832C

[Contrast Value](#) · [Tutorial](#)

Quality: 34,399 global accepts · Rating: 1200 · first AC: 2023-05-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[jason_sun's solution](#)

151.

1736B

[Playing with GCD](#) · [Tutorial](#)

Quality: 20,260 global accepts · Rating: 1200 · first AC: 2022-10-10 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[jason_sun's solution](#)

152.

1738B

[Prefix Sum Addicts](#) · [Tutorial](#)

Quality: 18,794 global accepts · Rating: 1200 · first AC: 2022-09-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[jason_sun's solution](#)

153.

1734C

[Removing Smallest Multiples](#) · [Tutorial](#)

Quality: 28,636 global accepts · Rating: 1200 · first AC: 2022-09-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[jason_sun's solution](#)

154.

1203B

[Equal Rectangles](#) · [Tutorial](#)

Quality: 16,944 global accepts · Rating: 1200 · first AC: 2022-08-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[jason_sun's solution](#)

155.

1704C

[Virus](#) · [Tutorial](#)

Quality: 24,796 global accepts · Rating: 1200 · first AC: 2022-07-31 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[jason_sun's solution](#)

156.

2165A

[Cyclic Merging](#) · [Tutorial](#)

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

[jason_sun's solution](#)

157.

2108B

[SUMdamental Decomposition](#) · [Tutorial](#)

Quality: 14,544 global accepts · Rating: 1300 · first AC: 2025-08-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms,

greedy, implementation, math

[jason_sun's solution](#)

158.

2129A

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

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

[jason_sun's solution](#)

159.

2031C

[Penchick and BBQ Buns](#) · [Tutorial](#)

Quality: 15,716 global accepts · Rating: 1300 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[jason_sun's solution](#)

160.

2023A

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

Quality: 16,570 global accepts · Rating: 1300 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[jason_sun's solution](#)

161.

1991C

[Absolute Zero](#) · [Tutorial](#)

Quality: 17,706 global accepts · Rating: 1300 · first AC: 2024-07-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[jason_sun's solution](#)

162.

1984C1

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

Quality: 20,153 global accepts · Rating: 1300 · first AC: 2024-06-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[jason_sun's solution](#)

163.

1973B

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

Quality: 16,829 global accepts · Rating: 1300 · first AC: 2024-05-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, data structures, greedy, math, two pointers

[jason_sun's solution](#)

164.

1968D

[Permutation Game](#) · [Tutorial](#)

Quality: 17,425 global accepts · Rating: 1300 · first AC: 2024-05-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, games, graphs, greedy, math

[jason_sun's solution](#)

165.

1889A

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

Quality: 15,322 global accepts · Rating: 1300 · first AC: 2023-10-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[jason_sun's solution](#)

166.

1870C

[Colorful Table](#) · [Tutorial](#)

Quality: 13,114 global accepts · Rating: 1300 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation, math, two pointers

[jason_sun's solution](#)

167.

1868A

[Fill in the Matrix](#) · [Tutorial](#)

Quality: 13,614 global accepts · Rating: 1300 · first AC: 2023-09-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[jason_sun's solution](#)

168.

1864C

[Divisor Chain](#) · [Tutorial](#)

Quality: 15,283 global accepts · Rating: 1300 · first AC: 2023-08-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[jason_sun's solution](#)

169.

1862D

[Ice Cream Balls](#) · [Tutorial](#)

Quality: 19,843 global accepts · Rating: 1300 · first AC: 2023-08-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, constructive algorithms, math

[jason_sun's solution](#)

170.

1857D

[Strong Vertices](#) · [Tutorial](#)

Quality: 29,322 global accepts · Rating: 1300 · first AC: 2023-08-07 · C++14 (GCC 6-32) (first AC) · Tags: math, sortings, trees

[jason_sun's solution](#)

171.

1850F

[We Were Both Children](#) · [Tutorial](#)

Quality: 24,590 global accepts · Rating: 1300 · first AC: 2023-07-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math, number theory

[jason_sun's solution](#)

172.

1819A

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

Quality: 14,593 global accepts · Rating: 1300 · first AC: 2023-04-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[jason_sun's solution](#)

173.

1753A1

[Make Nonzero Sum \(easy version\)](#) · [Tutorial](#)

Quality: 16,453 global accepts · Rating: 1300 · first AC: 2022-10-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy

[jason_sun's solution](#)

174.

1746C

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

Quality: 14,101 global accepts · Rating: 1300 · first AC: 2022-10-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[jason_sun's solution](#)

175.

1736C1

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

Quality: 16,529 global accepts · Rating: 1300 · first AC: 2022-10-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, schedules, two pointers

[jason_sun's solution](#)

176.

1717C

[Madoka and Formal Statement](#) · [Tutorial](#)

Quality: 15,899 global accepts · Rating: 1300 · first AC: 2022-09-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[jason_sun's solution](#)

177.

1693A

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

Quality: 17,439 global accepts · Rating: 1300 · first AC: 2022-08-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[jason_sun's solution](#)

178.

1711B

[Party](#) · [Tutorial](#)

Quality: 14,375 global accepts · Rating: 1300 · first AC: 2022-07-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs

[jason_sun's solution](#)

179.

2132C2

[The Cunning Seller \(hard version\)](#) · [Tutorial](#)

Quality: 13,338 global accepts · Rating: 1400 · first AC: 2025-08-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math

[jason_sun's solution](#)

180.

2084C

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

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

[jason_sun's solution](#)

181.

2034C

[Trapped in the Witch's Labyrinth](#) · [Tutorial](#)

Quality: 9,141 global accepts · Rating: 1400 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation

[jason_sun's solution](#)

182.

2038A

[Bonus Project](#) · [Tutorial](#)

Quality: 5,434 global accepts · Rating: 1400 · first AC: 2024-11-18 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[jason_sun's solution](#)

183.

2038C

[DIY](#) · [Tutorial](#)

Quality: 6,924 global accepts · Rating: 1400 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, geometry, greedy, sortings

[jason_sun's solution](#)

184.

2038L

[Bridge Renovation](#) · [Tutorial](#)

Quality: 7,986 global accepts · Rating: 1400 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, two pointers

[jason_sun's solution](#)

185.

2035C

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

Quality: 11,531 global accepts · Rating: 1400 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[jason_sun's solution](#)

186.

1967B1

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

Quality: 16,058 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[jason_sun's solution](#)

187.

1967A

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

Quality: 14,940 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy,

implementation, math, sortings

[jason_sun's solution](#)

188.

1965A

[Everything Nim](#) · [Tutorial](#)

Quality: 16,708 global accepts · Rating: 1400 · first AC: 2024-04-27 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, math, sortings

[jason_sun's solution](#)

189.

1919C

[Grouping Increases](#) · [Tutorial](#)

Quality: 28,586 global accepts · Rating: 1400 · first AC: 2024-01-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[jason_sun's solution](#)

190.

1896C

[Matching Arrays](#) · [Tutorial](#)

Quality: 11,600 global accepts · Rating: 1400 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[jason_sun's solution](#)

191.

1875C

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

Quality: 13,880 global accepts · Rating: 1400 · first AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math, number theory

[jason_sun's solution](#)

192.

1863D

[Two-Colored Dominoes](#) · [Tutorial](#)

Quality: 10,766 global accepts · Rating: 1400 · first AC: 2023-08-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[jason_sun's solution](#)

193.

1860C

[Game on Permutation](#) · [Tutorial](#)

Quality: 15,563 global accepts · Rating: 1400 · first AC: 2023-08-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, games, greedy

[jason_sun's solution](#)

194.

1830A

[Copil Copac Draws Trees](#) · [Tutorial](#)

Quality: 20,324 global accepts · Rating: 1400 · first AC: 2023-06-29 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[jason_sun's solution](#)

195.

1762C

[Binary Strings are Fun](#) · [Tutorial](#)

Quality: 10,165 global accepts · Rating: 1400 · first AC: 2022-12-15 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[jason_sun's solution](#)

196.

1764C

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

Quality: 10,446 global accepts · Rating: 1400 · first AC: 2022-11-26 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy

[jason_sun's solution](#)

197.

1761C

[Set Construction](#) · [Tutorial](#)

Quality: 10,730 global accepts · Rating: 1400 · first AC: 2022-11-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[jason_sun's solution](#)

198.

1749C

[Number Game](#) · [Tutorial](#)

Quality: 15,734 global accepts · Rating: 1400 · first AC: 2022-10-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, games, greedy, implementation

[jason_sun's solution](#)

199.

1735C

[Phase Shift](#) · [Tutorial](#)

Quality: 10,933 global accepts · Rating: 1400 · first AC: 2022-10-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation, strings

[jason_sun's solution](#)

200.

1714E

[Add Modulo 10](#) · [Tutorial](#)

Quality: 23,529 global accepts · Rating: 1400 · first AC: 2022-08-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[jason_sun's solution](#)

201.

2147C

[Rabbits](#) · [Tutorial](#)

Quality: 9,748 global accepts · Rating: 1500 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[jason_sun's solution](#)

202.

2115A

[Gellyfish and Flaming Peony](#) · [Tutorial](#)

Quality: 14,960 global accepts · Rating: 1500 · first AC: 2025-05-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, math, number theory

[jason_sun's solution](#)

203.

2077A

[Breach of Faith](#) · [Tutorial](#)

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

[jason_sun's solution](#)

204.

2057C

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

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

[jason_sun's solution](#)

205.

2053C

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

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

[jason_sun's solution](#)

206.

1858B

[The Walkway](#) · [Tutorial](#)

Quality: 13,028 global accepts · Rating: 1500 · first AC: 2023-08-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, math, number theory

[jason_sun's solution](#)

207.

1857E

[Power of Points](#) · [Tutorial](#)

Quality: 14,844 global accepts · Rating: 1500 · first AC: 2023-08-07 · C++14 (GCC 6-32) (first AC) · Tags: math, sortings

[jason_sun's solution](#)

208.

1850G

[The Morning Star](#) · [Tutorial](#)

Quality: 15,477 global accepts · Rating: 1500 · first AC: 2023-07-21 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, geometry, implementation, math, sortings

[jason_sun's solution](#)

209.

1842C

[Tenzing and Balls](#) · [Tutorial](#)

Quality: 16,496 global accepts · Rating: 1500 · first AC: 2023-06-24 · C++14 (GCC 6-32) (first AC) · Tags: dp

[jason_sun's solution](#)

210.

1817A

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

Quality: 12,757 global accepts · Rating: 1500 · first AC: 2023-04-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy

[jason_sun's solution](#)

211.

1753A2

[Make Nonzero Sum \(hard version\)](#) · [Tutorial](#)

Quality: 11,608 global accepts · Rating: 1500 · first AC: 2022-10-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy

[jason_sun's solution](#)

212.

1738C

[Even Number Addicts](#) · [Tutorial](#)

Quality: 12,777 global accepts · Rating: 1500 · first AC: 2022-09-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, games, greedy, math

[jason_sun's solution](#)

213.

278B

[New Problem](#) · [Tutorial](#)

Quality: 3,639 global accepts · Rating: 1500 · first AC: 2022-08-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, strings

[jason_sun's solution](#)

214.

1711C

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

Rating: 1500 · first AC: 2022-07-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[jason_sun's solution](#)

215.

2207C

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

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

[jason_sun's solution](#)

216.

2129B

[Stay or Mirror](#) · [Tutorial](#)

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

[jason_sun's solution](#)

217.

2084D

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

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

[jason_sun's solution](#)

218.

2061D

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

Quality: 10,785 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures
[jason_sun's solution](#)

219.

2061C

[Kevin and Puzzle](#) · [Tutorial](#)

Quality: 9,960 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, combinatorics, dp
[jason_sun's solution](#)

220.

2048D

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

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

221.

2034D

[Darius' Wisdom](#) · [Tutorial](#)

Quality: 6,606 global accepts · Rating: 1600 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings
[jason_sun's solution](#)

222.

1482C

[Basic Diplomacy](#) · [Tutorial](#)

Quality: 10,027 global accepts · Rating: 1600 · first AC: 2024-10-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation
[jason_sun's solution](#)

223.

2018A

[Cards Partition](#) · [Tutorial](#)

Quality: 12,618 global accepts · Rating: 1600 · first AC: 2024-09-27 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, brute force, greedy, implementation, math
[jason_sun's solution](#)

224.

1968E

[Cells Arrangement](#) · [Tutorial](#)

Quality: 12,640 global accepts · Rating: 1600 · first AC: 2024-05-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[jason_sun's solution](#)

225.

1458A

[Row GCD](#) · [Tutorial](#)

Quality: 25,296 global accepts · Rating: 1600 · first AC: 2024-03-14 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[jason_sun's solution](#)

226.

1875D

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

Quality: 11,405 global accepts · Rating: 1600 · first AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: dp
[jason_sun's solution](#)

227.

1862E

[Kolya and Movie Theatre](#) · [Tutorial](#)

Quality: 12,784 global accepts · Rating: 1600 · first AC: 2023-08-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy
[jason_sun's solution](#)

228.

1857F

[Sum and Product](#) · [Tutorial](#)

Quality: 14,326 global accepts · Rating: 1600 · first AC: 2023-08-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, math
[jason_sun's solution](#)

229.

1856C

[To Become Max](#) · [Tutorial](#)

Quality: 18,332 global accepts · Rating: 1600 · first AC: 2023-08-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dp
[jason_sun's solution](#)

230.

1801A

[The Very Beautiful Blanket](#) · [Tutorial](#)

Quality: 9,748 global accepts · Rating: 1600 · first AC: 2023-03-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms
[jason_sun's solution](#)

231.

1787C

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

Quality: 8,273 global accepts · Rating: 1600 · first AC: 2023-01-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math
[jason_sun's solution](#)

232.

1775C

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

Quality: 14,209 global accepts · Rating: 1600 · first AC: 2023-01-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math
[jason_sun's solution](#)

233.

1779C

[Least Prefix Sum](#) · [Tutorial](#)

Quality: 14,389 global accepts · Rating: 1600 · first AC: 2023-01-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy
[jason_sun's solution](#)

234.

1753B

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

Quality: 14,996 global accepts · Rating: 1600 · first AC: 2022-10-23 · last AC: 2022-10-24 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[jason_sun's solution](#)

235.

621C

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

Quality: 6,240 global accepts · Rating: 1700 · first AC: 2026-02-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory, probabilities
[jason_sun's solution](#)

236.

2159A

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

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

237.

2147D

[Game on Array](#) · [Tutorial](#)

Quality: 7,489 global accepts · Rating: 1700 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy
[jason_sun's solution](#)

238.

2135B

[For the Champion](#) · [Tutorial](#)

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

[jason_sun's solution](#)

239.

2132E

[Arithmetics Competition](#) · [Tutorial](#)

Quality: 7,594 global accepts · Rating: 1700 · first AC: 2025-08-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings, ternary search

[jason_sun's solution](#)

240.

2113C

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

Quality: 7,975 global accepts · Rating: 1700 · first AC: 2025-06-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[jason_sun's solution](#)

241.

2089A

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

Quality: 7,196 global accepts · Rating: 1700 · first AC: 2025-03-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[jason_sun's solution](#)

242.

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

[jason_sun's solution](#)

243.

2031D

[Penchick and Desert Rabbit](#) · [Tutorial](#)

Quality: 9,677 global accepts · Rating: 1700 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, dsu, greedy, implementation, two pointers

[jason_sun's solution](#)

244.

2029C

[New Rating](#) · [Tutorial](#)

Quality: 7,585 global accepts · Rating: 1700 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy

[jason_sun's solution](#)

245.

2023B

[Skipping](#) · [Tutorial](#)

Quality: 7,081 global accepts · Rating: 1700 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, graphs, shortest paths

[jason_sun's solution](#)

246.

2018C

[Tree Pruning](#) · [Tutorial](#)

Quality: 9,645 global accepts · Rating: 1700 · first AC: 2024-09-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, greedy, sortings, trees

[jason_sun's solution](#)

247.

2006A

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

Quality: 9,370 global accepts · Rating: 1700 · first AC: 2024-08-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and

similar, games, graphs, greedy, trees

[jason_sun's solution](#)

248.

1984C2

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

Quality: 8,691 global accepts · Rating: 1700 · first AC: 2024-06-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, greedy, math

[jason_sun's solution](#)

249.

1975D

[Paint the Tree](#) · [Tutorial](#)

Quality: 7,498 global accepts · Rating: 1700 · first AC: 2024-05-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dp, greedy, shortest paths, trees

[jason_sun's solution](#)

250.

1973C

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

Quality: 9,851 global accepts · Rating: 1700 · first AC: 2024-05-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math, sortings

[jason_sun's solution](#)

251.

1969C

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

Quality: 11,496 global accepts · Rating: 1700 · first AC: 2024-04-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[jason_sun's solution](#)

252.

1916D

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

Quality: 9,774 global accepts · Rating: 1700 · first AC: 2023-12-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, geometry, math

[jason_sun's solution](#)

253.

1896D

[Ones and Twos](#) · [Tutorial](#)

Quality: 7,007 global accepts · Rating: 1700 · first AC: 2023-11-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, math, two pointers

[jason_sun's solution](#)

254.

1889B

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

Quality: 8,628 global accepts · Rating: 1700 · first AC: 2023-10-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[jason_sun's solution](#)

255.

1868B1

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

Quality: 8,327 global accepts · Rating: 1700 · first AC: 2023-09-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, implementation, math

[jason_sun's solution](#)

256.

1864D

[Matrix Cascade](#) · [Tutorial](#)

Quality: 7,640 global accepts · Rating: 1700 · first AC: 2023-08-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math

[jason_sun's solution](#)

257.

1850H

[The Third Letter](#) · [Tutorial](#)

Quality: 9,993 global accepts · Rating: 1700 · first AC: 2023-07-21 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation

[jason_sun's solution](#)

258.

1325D

[Ehab the Xorcist](#) · [Tutorial](#)

Quality: 13,589 global accepts · Rating: 1700 · first AC: 2023-06-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[jason_sun's solution](#)

259.

1835A

[k-th equality](#) · [Tutorial](#)

Quality: 8,734 global accepts · Rating: 1700 · first AC: 2023-06-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[jason_sun's solution](#)

260.

1770C

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

Quality: 9,666 global accepts · Rating: 1700 · first AC: 2022-12-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[jason_sun's solution](#)

261.

1731C

[Even Subarrays](#) · [Tutorial](#)

Quality: 12,136 global accepts · Rating: 1700 · first AC: 2022-12-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, hashing, math, number theory

[jason_sun's solution](#)

262.

1693B

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

Quality: 9,583 global accepts · Rating: 1700 · first AC: 2022-10-11 · last AC: 2022-10-11 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[jason_sun's solution](#)

263.

1735D

[Meta-set](#) · [Tutorial](#)

Quality: 6,773 global accepts · Rating: 1700 · first AC: 2022-10-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, data structures, hashing, math

[jason_sun's solution](#)

264.

1672D

[Cyclic Rotation](#) · [Tutorial](#)

Quality: 6,939 global accepts · Rating: 1700 · first AC: 2022-09-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers

[jason_sun's solution](#)

265.

1111C

[Creative Snap](#) · [Tutorial](#)

Quality: 7,012 global accepts · Rating: 1700 · first AC: 2022-08-22 · last AC: 2022-08-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, divide and conquer, math

[jason_sun's solution](#)

266.

2121F

[Yamakasi](#) · [Tutorial](#)

Quality: 8,126 global accepts · Rating: 1800 · first AC: 2025-07-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, two pointers

[jason_sun's solution](#)

267.

2035D

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

Quality: 5,829 global accepts · Rating: 1800 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation, math

[jason_sun's solution](#)

268.

2006B

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

Quality: 4,357 global accepts · Rating: 1800 · first AC: 2024-08-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, math, trees

[jason_sun's solution](#)

269.

1968F

[Equal XOR Segments](#) · [Tutorial](#)

Quality: 6,928 global accepts · Rating: 1800 · first AC: 2024-05-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[jason_sun's solution](#)

270.

1965B

[Missing Subsequence Sum](#) · [Tutorial](#)

Quality: 8,123 global accepts · Rating: 1800 · first AC: 2024-04-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[jason_sun's solution](#)

271.

1935D

[Exam in MAC](#) · [Tutorial](#)

Quality: 10,673 global accepts · Rating: 1800 · first AC: 2024-03-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, implementation, math

[jason_sun's solution](#)

272.

1935C

[Messenger in MAC](#) · [Tutorial](#)

Quality: 9,773 global accepts · Rating: 1800 · first AC: 2024-03-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, dp, greedy, sortings

[jason_sun's solution](#)

273.

519D

[A and B and Interesting Substrings](#) · [Tutorial](#)

Quality: 6,899 global accepts · Rating: 1800 · first AC: 2023-10-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, two pointers

[jason_sun's solution](#)

274.

1870D

[Prefix Purchase](#) · [Tutorial](#)

Quality: 8,031 global accepts · Rating: 1800 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[jason_sun's solution](#)

275.

1862F

[Magic Will Save the World](#) · [Tutorial](#)

Quality: 7,619 global accepts · Rating: 1800 · first AC: 2023-08-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, dp

[jason_sun's solution](#)

276.

1859D

[Andrey and Escape from Copygrad](#) · [Tutorial](#)

Quality: 7,996 global accepts · Rating: 1800 · first AC: 2023-08-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, dsu, greedy, sortings

[jason_sun's solution](#)

277.

1856E1

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

Quality: 6,443 global accepts · Rating: 1800 · first AC: 2023-08-05 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[jason_sun's solution](#)

278.

1534D

[Lost Tree](#) · [Tutorial](#)

Quality: 6,811 global accepts · Rating: 1800 · first AC: 2023-07-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, trees

[jason_sun's solution](#)

279.

1396B

[Stoned Game](#) · [Tutorial](#)

Quality: 12,937 global accepts · Rating: 1800 · first AC: 2023-06-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, games, greedy

[jason_sun's solution](#)

280.

148D

[Bag of mice](#) · [Tutorial](#)

Quality: 8,908 global accepts · Rating: 1800 · first AC: 2023-06-10 · last AC: 2023-06-10 · C++14 (GCC 6-32) (first AC) · Tags: dp, games, math, probabilities

[jason_sun's solution](#)

281.

1801B

[Buying gifts](#) · [Tutorial](#)

Quality: 7,548 global accepts · Rating: 1800 · first AC: 2023-03-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings

[jason_sun's solution](#)

282.

1780D

[Bit Guessing Game](#) · [Tutorial](#)

Quality: 5,833 global accepts · Rating: 1800 · first AC: 2023-01-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[jason_sun's solution](#)

283.

1775D

[Friendly Spiders](#) · [Tutorial](#)

Quality: 8,474 global accepts · Rating: 1800 · first AC: 2023-01-10 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, math, number theory, shortest paths

[jason_sun's solution](#)

284.

1734D

[Slime Escape](#) · [Tutorial](#)

Quality: 7,051 global accepts · Rating: 1800 · first AC: 2022-09-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, two pointers

[jason_sun's solution](#)

285.

1556C

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

Quality: 6,216 global accepts · Rating: 1800 · first AC: 2022-09-12 · last AC: 2022-09-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[jason_sun's solution](#)

286.

513B2

[Permutations](#) · [Tutorial](#)

Quality: 2,930 global accepts · Rating: 1800 · first AC: 2022-08-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, divide and conquer, math

[jason_sun's solution](#)

287.

1491D

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

Quality: 8,286 global accepts · Rating: 1800 · first AC: 2022-08-19 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[jason_sun's solution](#)

288.

1918D

[Blocking Elements](#) · [Tutorial](#)

Quality: 6,195 global accepts · Rating: 1900 · first AC: 2026-02-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, implementation, two pointers

[jason_sun's solution](#)

289.

1095F

[Make It Connected](#) · [Tutorial](#)

Quality: 7,573 global accepts · Rating: 1900 · first AC: 2026-01-31 · C++20 (GCC 13-64) (first AC) · Tags: dsu, graphs, greedy

[jason_sun's solution](#)

290.

2165B

[Marble Council](#) · [Tutorial](#)

Quality: 4,540 global accepts · Rating: 1900 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, sortings

[jason_sun's solution](#)

291.

1970B1

[Exact Neighbours \(Easy\)](#) · [Tutorial](#)

Quality: 1,640 global accepts · Rating: 1900 · first AC: 2025-08-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[jason_sun's solution](#)

292.

2129C1

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

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

[jason_sun's solution](#)

293.

14E

[Camels](#) · [Tutorial](#)

Quality: 2,061 global accepts · Rating: 1900 · first AC: 2025-06-02 · C++20 (GCC 13-64) (first AC) · Tags: dp

[jason_sun's solution](#)

294.

2089B1

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

Quality: 3,235 global accepts · Rating: 1900 · first AC: 2025-03-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, flows, greedy, two pointers

[jason_sun's solution](#)

295.

2077B

[Finding OR Sum](#) · [Tutorial](#)

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

[jason_sun's solution](#)

296.

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

[jason_sun's solution](#)

297.

2038G

[Guess One Character](#) · [Tutorial](#)

Quality: 2,957 global accepts · Rating: 1900 · first AC: 2024-11-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, interactive

[jason_sun's solution](#)

298.

2029D

[Cool Graph](#) · [Tutorial](#)

Quality: 3,926 global accepts · Rating: 1900 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, greedy, trees

[jason_sun's solution](#)

299.

2018B

[Speedbreaker](#) · [Tutorial](#)

Quality: 5,189 global accepts · Rating: 1900 · first AC: 2024-09-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[jason_sun's solution](#)

300.

1991E

[Coloring Game](#) · [Tutorial](#)

Quality: 5,125 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, interactive

[jason_sun's solution](#)

301.

1991D

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

Quality: 7,886 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, math, number theory

[jason_sun's solution](#)

302.

1977C

[Nikita and LCM](#) · [Tutorial](#)

Quality: 8,040 global accepts · Rating: 1900 · first AC: 2024-05-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, math, number theory, sortings

[jason_sun's solution](#)

303.

1969D

[Shop Game](#) · [Tutorial](#)

Quality: 5,708 global accepts · Rating: 1900 · first AC: 2024-04-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, math, sortings

[jason_sun's solution](#)

304.

1413C

[Perform Easily](#) · [Tutorial](#)

Quality: 6,267 global accepts · Rating: 1900 · first AC: 2023-06-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp, implementation, sortings, two pointers

[jason_sun's solution](#)

305.

1842D

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

Quality: 4,738 global accepts · Rating: 1900 · first AC: 2023-06-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[jason_sun's solution](#)

306.

1036C

[Classy Numbers](#) · [Tutorial](#)

Quality: 13,380 global accepts · Rating: 1900 · first AC: 2023-06-06 · last AC: 2023-06-06 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[jason_sun's solution](#)

307.

1817B

[Fish Graph](#) · [Tutorial](#)

Quality: 5,101 global accepts · Rating: 1900 · first AC: 2023-04-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs

[jason_sun's solution](#)

308.

1819B

[The Butcher](#) · [Tutorial](#)

Quality: 4,220 global accepts · Rating: 1900 · first AC: 2023-04-15 · C++14 (GCC 6-32) (first AC) · Tags: geometry, greedy, implementation, sortings, two pointers

[jason_sun's solution](#)

309.

1801C

[Music Festival](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 1900 · first AC: 2023-03-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, sortings

[jason_sun's solution](#)

310.

1785B

[Letter Exchange](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-02-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[jason_sun's solution](#)

311.

1787D

[Game on Axis](#) · [Tutorial](#)

Quality: 3,814 global accepts · Rating: 1900 · first AC: 2023-01-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, implementation

[jason_sun's solution](#)

312.

1749D

[Counting Arrays](#) · [Tutorial](#)

Quality: 6,367 global accepts · Rating: 1900 · first AC: 2022-10-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory

[jason_sun's solution](#)

313.

1746D

[Paths on the Tree](#) · [Tutorial](#)

Quality: 5,115 global accepts · Rating: 1900 · first AC: 2022-10-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[jason_sun's solution](#)

314.

1508A

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

Quality: 6,671 global accepts · Rating: 1900 · first AC: 2022-10-11 · last AC: 2022-10-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings, two pointers

[jason_sun's solution](#)

315.

1738D

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

Quality: 3,746 global accepts · Rating: 1900 · first AC: 2022-09-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, trees

[jason_sun's solution](#)

316.

134B

[Pairs of Numbers](#) · [Tutorial](#)

Quality: 2,485 global accepts · Rating: 1900 · first AC: 2022-09-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, math, number theory

[jason_sun's solution](#)

317.

1453D

[Checkpoints](#) · [Tutorial](#)

Quality: 4,438 global accepts · Rating: 1900 · first AC: 2022-09-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, probabilities

[jason_sun's solution](#)

318.

452D

[Washer, Dryer, Folder](#) · [Tutorial](#)

Quality: 1,666 global accepts · Rating: 1900 · first AC: 2022-09-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[jason_sun's solution](#)

319.

1428D

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

Quality: 4,723 global accepts · Rating: 1900 · first AC: 2022-09-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[jason_sun's solution](#)

320.

1656D

[K-good](#) · [Tutorial](#)

Quality: 7,558 global accepts · Rating: 1900 · first AC: 2022-09-05 · last AC: 2022-09-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[jason_sun's solution](#)

321.

1697D

[Guess The String](#) · [Tutorial](#)

Quality: 4,996 global accepts · Rating: 1900 · first AC: 2022-09-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[jason_sun's solution](#)

322.

1492D

[Genius's Gambit](#) · [Tutorial](#)

Quality: 6,512 global accepts · Rating: 1900 · first AC: 2022-09-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[jason_sun's solution](#)

323.

1715D

[2+ doors](#) · [Tutorial](#)

Quality: 6,088 global accepts · Rating: 1900 · first AC: 2022-08-20 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, bitmasks, graphs, greedy

[jason_sun's solution](#)

324.

505C

[Mr. Kitayuta, the Treasure Hunter](#) · [Tutorial](#)

Quality: 7,305 global accepts · Rating: 1900 · first AC: 2022-08-16 · last AC: 2022-08-16 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, two pointers

[jason_sun's solution](#)

325.

696C

[PLEASE](#) · [Tutorial](#)

Quality: 2,217 global accepts · Rating: 2000 · first AC: 2026-01-31 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, implementation, math, matrices

[jason_sun's solution](#)

326.

2165C

[Binary Wine](#) · [Tutorial](#)

Quality: 3,529 global accepts · Rating: 2000 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math
[jason_sun's solution](#)

327.

2135C

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

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

328.

2129C2

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

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

329.

2061E

[Kevin and And](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 2000 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, math, sortings
[jason_sun's solution](#)

330.

2057D

[Gifts Order](#) · [Tutorial](#)

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

331.

2048E

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

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

332.

1458B

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

Quality: 4,102 global accepts · Rating: 2000 · first AC: 2024-03-14 · C++14 (GCC 6-32) (first AC) · Tags: dp
[jason_sun's solution](#)

333.

1889C1

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

Quality: 3,910 global accepts · Rating: 2000 · first AC: 2023-10-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, sortings
[jason_sun's solution](#)

334.

1862G

[The Great Equalizer](#) · [Tutorial](#)

Quality: 3,456 global accepts · Rating: 2000 · first AC: 2023-08-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, math, sortings
[jason_sun's solution](#)

335.

1857G

[Counting Graphs](#) · [Tutorial](#)

Quality: 5,488 global accepts · Rating: 2000 · first AC: 2023-08-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, dsu, graphs, greedy, sortings, trees

[jason_sun's solution](#)

336.

1696E

[Placing Jinas](#) · [Tutorial](#)

Quality: 4,908 global accepts · Rating: 2000 · first AC: 2022-10-02 · last AC: 2023-06-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[jason_sun's solution](#)

337.

1770D

[Koxia and Game](#) · [Tutorial](#)

Quality: 4,395 global accepts · Rating: 2000 · first AC: 2022-12-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, flows, games, graph matchings, graphs, implementation

[jason_sun's solution](#)

338.

1764D

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

Quality: 3,144 global accepts · Rating: 2000 · first AC: 2022-11-26 · last AC: 2022-12-01 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[jason_sun's solution](#)

339.

1344B

[Monopole Magnets](#) · [Tutorial](#)

Quality: 6,354 global accepts · Rating: 2000 · first AC: 2022-10-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs

[jason_sun's solution](#)

340.

1753C

[Wish I Knew How to Sort](#) · [Tutorial](#)

Quality: 5,281 global accepts · Rating: 2000 · first AC: 2022-10-24 · last AC: 2022-10-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[jason_sun's solution](#)

341.

2B

[The least round way](#) · [Tutorial](#)

Quality: 12,948 global accepts · Rating: 2000 · first AC: 2022-10-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[jason_sun's solution](#)

342.

1370D

[Odd-Even Subsequence](#) · [Tutorial](#)

Quality: 10,929 global accepts · Rating: 2000 · first AC: 2022-10-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, dsu, greedy, implementation

[jason_sun's solution](#)

343.

1359D

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

Quality: 10,733 global accepts · Rating: 2000 · first AC: 2022-10-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation, two pointers

[jason_sun's solution](#)

344.

1451E1

[Bitwise Queries \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,921 global accepts · Rating: 2000 · first AC: 2022-10-12 · last AC: 2022-10-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[jason_sun's solution](#)

345.

1638D

[Big Brush](#) · [Tutorial](#)

Quality: 4,736 global accepts · Rating: 2000 · first AC: 2022-10-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[jason_sun's solution](#)

346.

1513D

[GCD and MST](#) · [Tutorial](#)

Quality: 6,477 global accepts · Rating: 2000 · first AC: 2022-10-03 · last AC: 2022-10-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, number theory, sortings

[jason_sun's solution](#)

347.

1506F

[Triangular Paths](#) · [Tutorial](#)

Quality: 3,702 global accepts · Rating: 2000 · first AC: 2022-10-03 · last AC: 2022-10-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, math, shortest paths, sortings

[jason_sun's solution](#)

348.

1391D

[505](#) · [Tutorial](#)

Quality: 5,769 global accepts · Rating: 2000 · first AC: 2022-09-28 · last AC: 2022-09-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, implementation

[jason_sun's solution](#)

349.

1481D

[AB Graph](#) · [Tutorial](#)

Quality: 4,853 global accepts · Rating: 2000 · first AC: 2022-09-11 · last AC: 2022-09-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation

[jason_sun's solution](#)

350.

1366D

[Two Divisors](#) · [Tutorial](#)

Quality: 12,348 global accepts · Rating: 2000 · first AC: 2022-09-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[jason_sun's solution](#)

351.

1311D

[Three Integers](#) · [Tutorial](#)

Quality: 9,904 global accepts · Rating: 2000 · first AC: 2022-09-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[jason_sun's solution](#)

352.

1620D

[Exact Change](#) · [Tutorial](#)

Quality: 4,808 global accepts · Rating: 2000 · first AC: 2022-09-06 · last AC: 2022-09-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[jason_sun's solution](#)

353.

1438C

[Engineer Artem](#) · [Tutorial](#)

Quality: 11,629 global accepts · Rating: 2000 · first AC: 2022-09-06 · last AC: 2022-09-06 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, chinese remainder theorem, constructive algorithms, fft, flows

[jason_sun's solution](#)

354.

1256F

[Equalizing Two Strings](#) · [Tutorial](#)

Quality: 3,622 global accepts · Rating: 2000 · first AC: 2022-09-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings, strings

[jason_sun's solution](#)

355.

891B

[Gluttony](#) · [Tutorial](#)

Quality: 3,241 global accepts · Rating: 2000 · first AC: 2022-09-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[jason_sun's solution](#)

356.

1316D

[Nash Matrix](#) · [Tutorial](#)

Quality: 3,539 global accepts · Rating: 2000 · first AC: 2022-09-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation
[jason_sun's solution](#)

357.

1416B

[Make Them Equal](#) · [Tutorial](#)

Quality: 6,687 global accepts · Rating: 2000 · first AC: 2022-08-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math
[jason_sun's solution](#)

358.

1244E

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

Quality: 6,401 global accepts · Rating: 2000 · first AC: 2022-08-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings, ternary search, two pointers
[jason_sun's solution](#)

359.

1567D

[Expression Evaluation Error](#) · [Tutorial](#)

Quality: 4,853 global accepts · Rating: 2000 · first AC: 2022-08-26 · last AC: 2022-08-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[jason_sun's solution](#)

360.

1301D

[Time to Run](#) · [Tutorial](#)

Quality: 4,236 global accepts · Rating: 2000 · first AC: 2022-08-25 · last AC: 2022-08-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, implementation
[jason_sun's solution](#)

361.

1618F

[Reverse](#) · [Tutorial](#)

Quality: 4,735 global accepts · Rating: 2000 · first AC: 2022-08-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, implementation, math, strings
[jason_sun's solution](#)

362.

1427D

[Unshuffling a Deck](#) · [Tutorial](#)

Quality: 3,696 global accepts · Rating: 2000 · first AC: 2022-08-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation
[jason_sun's solution](#)

363.

1210C

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

Quality: 3,598 global accepts · Rating: 2000 · first AC: 2022-08-24 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory, trees
[jason_sun's solution](#)

364.

571B

[Minimization](#) · [Tutorial](#)

Quality: 2,824 global accepts · Rating: 2000 · first AC: 2022-08-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings
[jason_sun's solution](#)

365.

453B

[Little Pony and Harmony Chest](#) · [Tutorial](#)

Quality: 5,402 global accepts · Rating: 2000 · first AC: 2022-08-16 · last AC: 2022-08-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp

[jason_sun's solution](#)

366.

1712D

[Empty Graph](#) · [Tutorial](#)

Quality: 5,106 global accepts · Rating: 2000 · first AC: 2022-08-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, shortest paths

[jason_sun's solution](#)

367.

2207E1

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

Quality: 1,665 global accepts · Rating: 2100 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[jason_sun's solution](#)

368.

2159B

[Rectangles](#) · [Tutorial](#)

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

[jason_sun's solution](#)

369.

2135D1

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

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

[jason_sun's solution](#)

370.

1970B2

[Exact Neighbours \(Medium\)](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 2100 · first AC: 2025-08-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[jason_sun's solution](#)

371.

2115B

[Gellyfish and Camellia Japonica](#) · [Tutorial](#)

Quality: 3,983 global accepts · Rating: 2100 · first AC: 2025-05-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, greedy, trees

[jason_sun's solution](#)

372.

2038B

[Make It Equal](#) · [Tutorial](#)

Quality: 1,909 global accepts · Rating: 2100 · first AC: 2024-11-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math

[jason_sun's solution](#)

373.

2038K

[Grid Walk](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2100 · first AC: 2024-11-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math, number theory

[jason_sun's solution](#)

374.

2031E

[Penchick and Chloe's Trees](#) · [Tutorial](#)

Quality: 2,691 global accepts · Rating: 2100 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy, implementation, math, sortings, trees

[jason_sun's solution](#)

375.

2029E

[Common Generator](#) · [Tutorial](#)

Quality: 3,536 global accepts · Rating: 2100 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[jason_sun's solution](#)

376.

1975E

[Chain Queries](#) · [Tutorial](#)

Quality: 2,877 global accepts · Rating: 2100 · first AC: 2024-05-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, implementation, trees

[jason_sun's solution](#)

377.

1919D

[01 Tree](#) · [Tutorial](#)

Quality: 4,570 global accepts · Rating: 2100 · first AC: 2024-01-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, sortings, trees

[jason_sun's solution](#)

378.

1868B2

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

Quality: 2,752 global accepts · Rating: 2100 · first AC: 2023-09-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, implementation, math

[jason_sun's solution](#)

379.

1863E

[Speedrun](#) · [Tutorial](#)

Quality: 3,193 global accepts · Rating: 2100 · first AC: 2023-08-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, math, sortings, two pointers

[jason_sun's solution](#)

380.

1864E

[Guess Game](#) · [Tutorial](#)

Quality: 3,054 global accepts · Rating: 2100 · first AC: 2023-08-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, games, math, probabilities, sortings, strings, trees

[jason_sun's solution](#)

381.

1856D

[More Wrong](#) · [Tutorial](#)

Quality: 3,789 global accepts · Rating: 2100 · first AC: 2023-08-05 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, interactive

[jason_sun's solution](#)

382.

1775E

[The Human Equation](#) · [Tutorial](#)

Quality: 3,859 global accepts · Rating: 2100 · first AC: 2023-01-10 · last AC: 2023-07-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[jason_sun's solution](#)

383.

1832D1

[Red-Blue Operations \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,382 global accepts · Rating: 2100 · first AC: 2023-05-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation, math

[jason_sun's solution](#)

384.

1787E

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

Quality: 2,719 global accepts · Rating: 2100 · first AC: 2023-01-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[jason_sun's solution](#)

385.

1762D

[GCD Queries](#) · [Tutorial](#)

Quality: 4,334 global accepts · Rating: 2100 · first AC: 2022-12-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, number theory

[jason_sun's solution](#)

386.

1450C1

[Errich-Tac-Toe \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,915 global accepts · Rating: 2100 · first AC: 2022-09-21 · last AC: 2022-09-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[jason_sun's solution](#)

387.

1684E

[MEX vs DIFF](#) · [Tutorial](#)

Quality: 3,629 global accepts · Rating: 2100 · first AC: 2022-09-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, two pointers

[jason_sun's solution](#)

388.

1553E

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

Quality: 3,773 global accepts · Rating: 2100 · first AC: 2022-09-11 · last AC: 2022-09-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, dsu, graphs, math

[jason_sun's solution](#)

389.

1621D

[The Winter Hike](#) · [Tutorial](#)

Quality: 4,390 global accepts · Rating: 2100 · first AC: 2022-09-11 · last AC: 2022-09-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[jason_sun's solution](#)

390.

484B

[Maximum Value](#) · [Tutorial](#)

Quality: 7,736 global accepts · Rating: 2100 · first AC: 2022-09-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math, sortings, two pointers

[jason_sun's solution](#)

391.

1538E

[Funny Substrings](#) · [Tutorial](#)

Quality: 3,222 global accepts · Rating: 2100 · first AC: 2022-08-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing, implementation, matrices, strings

[jason_sun's solution](#)

392.

2207D

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

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

[jason_sun's solution](#)

393.

2113D

[Cheater](#) · [Tutorial](#)

Quality: 2,878 global accepts · Rating: 2200 · first AC: 2025-06-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[jason_sun's solution](#)

394.

2089C1

[Key of Like \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,458 global accepts · Rating: 2200 · first AC: 2025-03-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, math, probabilities
[jason_sun's solution](#)

395.

2034E

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

Quality: 2,019 global accepts · Rating: 2200 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, hashing, math
[jason_sun's solution](#)

396.

2018D

[Max Plus Min Plus Size](#) · [Tutorial](#)

Quality: 2,192 global accepts · Rating: 2200 · first AC: 2024-09-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, dsu, greedy, implementation, matrices, sortings
[jason_sun's solution](#)

397.

1991F

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

Quality: 2,778 global accepts · Rating: 2200 · first AC: 2024-07-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, math, sortings
[jason_sun's solution](#)

398.

427D

[Match & Catch](#) · [Tutorial](#)

Quality: 2,427 global accepts · Rating: 2200 · first AC: 2024-05-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, string suffix structures, strings
[jason_sun's solution](#)

399.

1967B2

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

Quality: 4,858 global accepts · Rating: 2200 · first AC: 2024-04-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory
[jason_sun's solution](#)

400.

1860D

[Balanced String](#) · [Tutorial](#)

Quality: 3,601 global accepts · Rating: 2200 · first AC: 2023-08-17 · C++14 (GCC 6-32) (first AC) · Tags: dp
[jason_sun's solution](#)

401.

1858D

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

Quality: 3,197 global accepts · Rating: 2200 · first AC: 2023-08-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, two pointers
[jason_sun's solution](#)

402.

768D

[Jon and Orbs](#) · [Tutorial](#)

Quality: 3,424 global accepts · Rating: 2200 · first AC: 2023-06-10 · last AC: 2023-06-10 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities
[jason_sun's solution](#)

403.

165E

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

Quality: 9,386 global accepts · Rating: 2200 · first AC: 2023-06-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp
[jason_sun's solution](#)

404.

559C

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

Quality: 8,098 global accepts · Rating: 2200 · first AC: 2022-08-16 · last AC: 2023-06-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory

[jason_sun's solution](#)

405.

1227F1

[Wrong Answer on test 233 \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,057 global accepts · Rating: 2200 · first AC: 2023-02-20 · C++14 (GCC 6-32) (first AC) · Tags: dp

[jason_sun's solution](#)

406.

520E

[Pluses everywhere](#) · [Tutorial](#)

Quality: 2,087 global accepts · Rating: 2200 · first AC: 2023-02-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory

[jason_sun's solution](#)

407.

1140E

[Palindrome-less Arrays](#) · [Tutorial](#)

Quality: 2,112 global accepts · Rating: 2200 · first AC: 2023-02-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, dp

[jason_sun's solution](#)

408.

1551F

[Equidistant Vertices](#) · [Tutorial](#)

Quality: 2,179 global accepts · Rating: 2200 · first AC: 2023-02-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees

[jason_sun's solution](#)

409.

1785C

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

Rating: 2200 · first AC: 2023-02-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation

[jason_sun's solution](#)

410.

316C1

[Tidying Up](#) · [Tutorial](#)

Quality: 592 global accepts · Rating: 2200 · first AC: 2022-12-19 · C++14 (GCC 6-32) (first AC) · Tags: flows

[jason_sun's solution](#)

411.

863F

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

Quality: 1,526 global accepts · Rating: 2200 · first AC: 2022-12-19 · C++14 (GCC 6-32) (first AC) · Tags: flows

[jason_sun's solution](#)

412.

1736D

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

Quality: 2,780 global accepts · Rating: 2200 · first AC: 2022-10-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, greedy, implementation, strings

[jason_sun's solution](#)

413.

549C

[The Game Of Parity](#) · [Tutorial](#)

Quality: 1,827 global accepts · Rating: 2200 · first AC: 2022-10-02 · C++14 (GCC 6-32) (first AC) · Tags: games

[jason_sun's solution](#)

414.

1216E2

[Numerical Sequence \(hard version\) · Tutorial](#)

Quality: 1,652 global accepts · Rating: 2200 · first AC: 2022-09-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math
[jason_sun's solution](#)

415.

1333F

[Kate and imperfection · Tutorial](#)

Quality: 4,573 global accepts · Rating: 2200 · first AC: 2022-09-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math, number theory, sortings, two pointers
[jason_sun's solution](#)

416.

1515E

[Phoenix and Computers · Tutorial](#)

Quality: 4,477 global accepts · Rating: 2200 · first AC: 2022-08-22 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math
[jason_sun's solution](#)

417.

1249F

[Maximum Weight Subset · Tutorial](#)

Quality: 2,746 global accepts · Rating: 2200 · first AC: 2022-08-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees
[jason_sun's solution](#)

418.

1485D

[Multiples and Power Differences · Tutorial](#)

Quality: 5,641 global accepts · Rating: 2200 · first AC: 2022-07-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, math, number theory
[jason_sun's solution](#)

419.

2159C

[Twin Polynomials · Tutorial](#)

Quality: 1,695 global accepts · Rating: 2300 · first AC: 2025-10-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, graph matchings, math
[jason_sun's solution](#)

420.

2147E

[Maximum OR Popcount · Tutorial](#)

Quality: 2,119 global accepts · Rating: 2300 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy
[jason_sun's solution](#)

421.

2129C3

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

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

422.

1188B

[Count Pairs · Tutorial](#)

Quality: 5,169 global accepts · Rating: 2300 · first AC: 2025-05-07 · C++20 (GCC 13-64) (first AC) · Tags: math, matrices, number theory, two pointers
[jason_sun's solution](#)

423.

2089B2

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

Quality: 1,280 global accepts · Rating: 2300 · first AC: 2025-03-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, flows, greedy, two pointers
[jason_sun's solution](#)

424.

2077C

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

Quality: 2,379 global accepts · Rating: 2300 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, fft, math, matrices

[jason_sun's solution](#)

425.

1942E

[Farm Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2025-02-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, games

[jason_sun's solution](#)

426.

2057E1

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

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

[jason_sun's solution](#)

427.

2035E

[Monster](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2300 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation, math, ternary search

[jason_sun's solution](#)

428.

2006C

[Eri and Expanded Sets](#) · [Tutorial](#)

Quality: 2,074 global accepts · Rating: 2300 · first AC: 2024-08-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, math, number theory, two pointers

[jason_sun's solution](#)

429.

1977D

[XORificator](#) · [Tutorial](#)

Quality: 2,348 global accepts · Rating: 2300 · first AC: 2024-05-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, greedy, hashing

[jason_sun's solution](#)

430.

802G3

[Fake News \(hard\)](#) · [Tutorial](#)

Quality: 1,838 global accepts · Rating: 2300 · first AC: 2024-05-15 · last AC: 2024-05-15 · C++14 (GCC 6-32) (first AC) · Tags: string suffix structures

[jason_sun's solution](#)

431.

1967C

[Fenwick Tree](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2300 · first AC: 2024-04-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, math, trees

[jason_sun's solution](#)

432.

1965C

[Folding Strip](#) · [Tutorial](#)

Quality: 2,353 global accepts · Rating: 2300 · first AC: 2024-04-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, strings

[jason_sun's solution](#)

433.

1468M

[Similar Sets](#) · [Tutorial](#)

Quality: 1,131 global accepts · Rating: 2300 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, implementation

[jason_sun's solution](#)

434.

1139D

[Steps to One](#) · [Tutorial](#)

Quality: 2,702 global accepts · Rating: 2300 · first AC: 2024-03-27 · last AC: 2024-03-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory, probabilities

[jason_sun's solution](#)

435.

1916E

[Happy Life in University](#) · [Tutorial](#)

Quality: 2,638 global accepts · Rating: 2300 · first AC: 2023-12-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[jason_sun's solution](#)

436.

1874C

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

Quality: 2,195 global accepts · Rating: 2300 · first AC: 2023-09-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, greedy, math, probabilities

[jason_sun's solution](#)

437.

1870E

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

Quality: 2,964 global accepts · Rating: 2300 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, shortest paths

[jason_sun's solution](#)

438.

1864F

[Exotic Queries](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-08-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, sortings

[jason_sun's solution](#)

439.

1450C2

[Errich-Tac-Toe \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,178 global accepts · Rating: 2300 · first AC: 2023-07-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[jason_sun's solution](#)

440.

558E

[A Simple Task](#) · [Tutorial](#)

Quality: 7,403 global accepts · Rating: 2300 · first AC: 2023-07-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings, strings

[jason_sun's solution](#)

441.

785D

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

Quality: 3,684 global accepts · Rating: 2300 · first AC: 2023-05-10 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory

[jason_sun's solution](#)

442.

1228E

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

Quality: 3,453 global accepts · Rating: 2300 · first AC: 2023-02-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[jason_sun's solution](#)

443.

1425D

[Danger of Mad Snakes](#) · [Tutorial](#)

Quality: 899 global accepts · Rating: 2300 · first AC: 2023-02-14 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[jason_sun's solution](#)

444.

1167F

[Scalar Queries](#) · [Tutorial](#)

Quality: 1,891 global accepts · Rating: 2300 · first AC: 2023-02-12 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, math, sortings

[jason_sun's solution](#)

445.

938E

[Max History](#) · [Tutorial](#)

Quality: 1,557 global accepts · Rating: 2300 · first AC: 2023-02-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[jason_sun's solution](#)

446.

1550D

[Excellent Arrays](#) · [Tutorial](#)

Quality: 2,058 global accepts · Rating: 2300 · first AC: 2023-02-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation, math, sortings, two pointers

[jason_sun's solution](#)

447.

1276C

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

Quality: 1,788 global accepts · Rating: 2300 · first AC: 2023-02-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, data structures, greedy, math

[jason_sun's solution](#)

448.

1513E

[Cost Equilibrium](#) · [Tutorial](#)

Quality: 1,732 global accepts · Rating: 2300 · first AC: 2023-02-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings

[jason_sun's solution](#)

449.

1712E1

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

Quality: 2,461 global accepts · Rating: 2300 · first AC: 2023-02-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, two pointers

[jason_sun's solution](#)

450.

1738E

[Balance Addicts](#) · [Tutorial](#)

Quality: 1,798 global accepts · Rating: 2300 · first AC: 2023-02-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, two pointers

[jason_sun's solution](#)

451.

1768E

[Partial Sorting](#) · [Tutorial](#)

Quality: 2,265 global accepts · Rating: 2300 · first AC: 2023-02-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[jason_sun's solution](#)

452.

570E

[Pig and Palindromes](#) · [Tutorial](#)

Quality: 2,106 global accepts · Rating: 2300 · first AC: 2023-02-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[jason_sun's solution](#)

453.

1783E

[Game of the Year](#) · [Tutorial](#)

Quality: 2,441 global accepts · Rating: 2300 · first AC: 2023-01-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, math, number theory

[jason_sun's solution](#)

454.

362E

[Petya and Pipes](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2300 · first AC: 2022-12-19 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs, shortest paths
[jason_sun's solution](#)

455.

316C2

[Tidying Up](#) · [Tutorial](#)

Quality: 668 global accepts · Rating: 2300 · first AC: 2022-12-19 · C++14 (GCC 6-32) (first AC) · Tags: flows, graph matchings
[jason_sun's solution](#)

456.

510E

[Fox And Dinner](#) · [Tutorial](#)

Quality: 2,423 global accepts · Rating: 2300 · first AC: 2022-12-14 · C++14 (GCC 6-32) (first AC) · Tags: flows
[jason_sun's solution](#)

457.

1042E

[Vasya and Magic Matrix](#) · [Tutorial](#)

Quality: 2,081 global accepts · Rating: 2300 · first AC: 2022-10-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities
[jason_sun's solution](#)

458.

24E

[Berland collider](#) · [Tutorial](#)

Quality: 1,025 global accepts · Rating: 2300 · first AC: 2022-10-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search
[jason_sun's solution](#)

459.

846E

[Chemistry in Berland](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2300 · first AC: 2022-09-26 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, greedy, trees
[jason_sun's solution](#)

460.

36D

[New Game with a Chess Piece](#) · [Tutorial](#)

Quality: 769 global accepts · Rating: 2300 · first AC: 2022-09-26 · C++14 (GCC 6-32) (first AC) · Tags: games
[jason_sun's solution](#)

461.

858F

[Wizard's Tour](#) · [Tutorial](#)

Quality: 2,022 global accepts · Rating: 2300 · first AC: 2022-09-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs
[jason_sun's solution](#)

462.

727F

[Polycarp's problems](#) · [Tutorial](#)

Quality: 957 global accepts · Rating: 2300 · first AC: 2022-09-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy
[jason_sun's solution](#)

463.

1070J

[Streets and Avenues in Berhattan](#) · [Tutorial](#)

Quality: 786 global accepts · Rating: 2300 · first AC: 2022-09-20 · last AC: 2022-09-20 · C++14 (GCC 6-32) (first AC) · Tags: dp
[jason_sun's solution](#)

464.

1675G

[Sorting Pancakes](#) · [Tutorial](#)

Quality: 2,123 global accepts · Rating: 2300 · first AC: 2022-09-12 · C++14 (GCC 6-32) (first AC) · Tags: dp
[jason_sun's solution](#)

465.

2207E2

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

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

[jason_sun's solution](#)

466.

835E

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

Quality: 1,349 global accepts · Rating: 2400 · first AC: 2025-05-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[jason_sun's solution](#)

467.

1667C

[Half Queen Cover](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2400 · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[jason_sun's solution](#)

468.

2084E

[Blossom](#) · [Tutorial](#)

Quality: 1,792 global accepts · Rating: 2400 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, dp, implementation, math, two pointers

[jason_sun's solution](#)

469.

1710E

[Two Arrays](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2400 · first AC: 2024-12-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, games, graph matchings

[jason_sun's solution](#)

470.

2038D

[Divide OR Conquer](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2400 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, dp, implementation

[jason_sun's solution](#)

471.

808F

[Card Game](#) · [Tutorial](#)

Quality: 1,587 global accepts · Rating: 2400 · first AC: 2024-10-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, flows, graphs

[jason_sun's solution](#)

472.

1706D2

[Chopping Carrots \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,941 global accepts · Rating: 2400 · first AC: 2024-10-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math, number theory, two pointers

[jason_sun's solution](#)

473.

1114F

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

Quality: 2,438 global accepts · Rating: 2400 · first AC: 2024-10-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, math, number theory

[jason_sun's solution](#)

474.

1205C

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

Quality: 1,263 global accepts · Rating: 2400 · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: implementation, interactive

[jason_sun's solution](#)

475.

2023C

[C+K+S](#) · [Tutorial](#)

Quality: 1,376 global accepts · Rating: 2400 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, hashing, implementation, strings

[jason_sun's solution](#)

476.

1984E

[Shuffle](#) · [Tutorial](#)

Quality: 1,814 global accepts · Rating: 2400 · first AC: 2024-06-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, trees

[jason_sun's solution](#)

477.

452E

[Three strings](#) · [Tutorial](#)

Quality: 1,199 global accepts · Rating: 2400 · first AC: 2024-05-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, string suffix structures, strings

[jason_sun's solution](#)

478.

1969E

[Unique Array](#) · [Tutorial](#)

Quality: 1,855 global accepts · Rating: 2400 · first AC: 2024-04-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy

[jason_sun's solution](#)

479.

1817C

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

Quality: 1,227 global accepts · Rating: 2400 · first AC: 2023-04-30 · last AC: 2024-04-21 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[jason_sun's solution](#)

480.

932E

[Team Work](#) · [Tutorial](#)

Quality: 3,434 global accepts · Rating: 2400 · first AC: 2023-03-25 · last AC: 2024-03-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[jason_sun's solution](#)

481.

979E

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Quality: 908 global accepts · Rating: 2400 · first AC: 2024-03-07 · C++17 (GCC 9-64) (first AC) · Tags: dp

[jason_sun's solution](#)

482.

1935E

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Quality: 1,651 global accepts · Rating: 2400 · first AC: 2024-03-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, data structures, greedy, math

[jason_sun's solution](#)

483.

1009G

[Allowed Letters](#) · [Tutorial](#)

Quality: 1,066 global accepts · Rating: 2400 · first AC: 2024-02-15 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, flows, graph matchings, graphs, greedy

[jason_sun's solution](#)

484.

1418E

[Expected Damage](#) · [Tutorial](#)

Quality: 2,202 global accepts · Rating: 2400 · first AC: 2022-12-07 · last AC: 2023-11-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, probabilities

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485.

1874B

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Quality: 1,392 global accepts · Rating: 2400 · first AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, shortest paths

[jason_sun's solution](#)

486.

1868C

[Travel Plan](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math, trees

[jason_sun's solution](#)

487.

258E

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

Quality: 1,319 global accepts · Rating: 2400 · first AC: 2023-08-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees

[jason_sun's solution](#)

488.

125E

[MST Company](#) · [Tutorial](#)

Quality: 1,425 global accepts · Rating: 2400 · first AC: 2023-08-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, graphs

[jason_sun's solution](#)

489.

1860E

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Quality: 1,815 global accepts · Rating: 2400 · first AC: 2023-08-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths

[jason_sun's solution](#)

490.

449D

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

Quality: 6,139 global accepts · Rating: 2400 · first AC: 2023-06-09 · last AC: 2023-06-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp

[jason_sun's solution](#)

491.

1832D2

[Red-Blue Operations \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,345 global accepts · Rating: 2400 · first AC: 2023-05-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[jason_sun's solution](#)

492.

1194F

[Crossword Expert](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2400 · first AC: 2023-03-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, number theory, probabilities, two pointers

[jason_sun's solution](#)

493.

295D

[Greg and Caves](#) · [Tutorial](#)

Quality: 740 global accepts · Rating: 2400 · first AC: 2023-02-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[jason_sun's solution](#)

494.

1608D

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Quality: 1,558 global accepts · Rating: 2400 · first AC: 2023-02-21 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, fft, graphs, math,

number theory

[jason_sun's solution](#)

495.

51E

[Pentagon](#) · [Tutorial](#)

Quality: 455 global accepts · Rating: 2400 · first AC: 2023-02-21 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, graphs, matrices

[jason_sun's solution](#)

496.

1227F2

[Wrong Answer on test 233 \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,920 global accepts · Rating: 2400 · first AC: 2023-02-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[jason_sun's solution](#)

497.

1542E1

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

Quality: 1,437 global accepts · Rating: 2400 · first AC: 2023-02-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, fft, math

[jason_sun's solution](#)

498.

856C

[Eleventh Birthday](#) · [Tutorial](#)

Quality: 731 global accepts · Rating: 2400 · first AC: 2023-02-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[jason_sun's solution](#)

499.

886E

[Maximum Element](#) · [Tutorial](#)

Quality: 1,216 global accepts · Rating: 2400 · first AC: 2023-02-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[jason_sun's solution](#)

500.

1163E

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

Quality: 1,011 global accepts · Rating: 2400 · first AC: 2023-02-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, data structures, graphs, math

[jason_sun's solution](#)

501.

1770E

[Koxia and Tree](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2400 · first AC: 2022-12-30 · last AC: 2023-02-01 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math, probabilities, trees

[jason_sun's solution](#)

502.

1036F

[Relatively Prime Powers](#) · [Tutorial](#)

Quality: 1,858 global accepts · Rating: 2400 · first AC: 2022-12-28 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[jason_sun's solution](#)

503.

847J

[Students Initiation](#) · [Tutorial](#)

Quality: 778 global accepts · Rating: 2400 · first AC: 2022-12-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, flows, graphs

[jason_sun's solution](#)

504.

1401E

[Divide Square](#) · [Tutorial](#)

Quality: 2,640 global accepts · Rating: 2400 · first AC: 2022-12-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, geometry, implementation, sortings

[jason_sun's solution](#)

505.

633E

[Startup Funding](#) · [Tutorial](#)

Quality: 621 global accepts · Rating: 2400 · first AC: 2022-12-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, probabilities, two pointers

[jason_sun's solution](#)

506.

441E

[Valera and Number](#) · [Tutorial](#)

Quality: 816 global accepts · Rating: 2400 · first AC: 2022-12-02 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, math, probabilities

[jason_sun's solution](#)

507.

1764E

[Doremy's Number Line](#) · [Tutorial](#)

Quality: 1,425 global accepts · Rating: 2400 · first AC: 2022-11-26 · last AC: 2022-12-01 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings

[jason_sun's solution](#)

508.

1761E

[Make It Connected](#) · [Tutorial](#)

Quality: 2,148 global accepts · Rating: 2400 · first AC: 2022-11-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, constructive algorithms, dsu, graphs, greedy, matrices, trees, two pointers

[jason_sun's solution](#)

509.

1499E

[Chaotic Merge](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 2400 · first AC: 2022-11-10 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, strings

[jason_sun's solution](#)

510.

1753D

[The Beach](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2400 · first AC: 2022-10-23 · last AC: 2022-10-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[jason_sun's solution](#)

511.

200A

[Cinema](#) · [Tutorial](#)

Quality: 732 global accepts · Rating: 2400 · first AC: 2022-10-20 · last AC: 2022-10-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures

[jason_sun's solution](#)

512.

733E

[Sleep in Class](#) · [Tutorial](#)

Quality: 1,065 global accepts · Rating: 2400 · first AC: 2022-10-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, math, two pointers

[jason_sun's solution](#)

513.

1634E

[Fair Share](#) · [Tutorial](#)

Quality: 2,182 global accepts · Rating: 2400 · first AC: 2022-10-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graph matchings, graphs

[jason_sun's solution](#)

514.

1045B

[Space Isaac](#) · [Tutorial](#)

Quality: 596 global accepts · Rating: 2400 · first AC: 2022-10-15 · C++14 (GCC 6-32) (first AC) · Tags: hashing, number theory

[jason_sun's solution](#)

515.

920D

[Tanks](#) · [Tutorial](#)

Quality: 809 global accepts · Rating: 2400 · first AC: 2022-09-28 · last AC: 2022-09-28 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation

[jason_sun's solution](#)

516.

1473E

[Minimum Path](#) · [Tutorial](#)

Quality: 4,740 global accepts · Rating: 2400 · first AC: 2022-09-15 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths

[jason_sun's solution](#)

517.

1004E

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

Quality: 1,239 global accepts · Rating: 2400 · first AC: 2022-08-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, shortest paths, trees

[jason_sun's solution](#)

518.

626F

[Group Projects](#) · [Tutorial](#)

Quality: 3,592 global accepts · Rating: 2400 · first AC: 2022-08-16 · C++14 (GCC 6-32) (first AC) · Tags: dp

[jason_sun's solution](#)

519.

2159D1

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

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

[jason_sun's solution](#)

520.

2135D2

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

Quality: 991 global accepts · Rating: 2500 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[jason_sun's solution](#)

521.

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

[jason_sun's solution](#)

522.

1427E

[Xum](#) · [Tutorial](#)

Quality: 1,632 global accepts · Rating: 2500 · first AC: 2025-03-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math, matrices, number theory

[jason_sun's solution](#)

523.

2057E2

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

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

[jason_sun's solution](#)

524.

2048F

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

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

[jason_sun's solution](#)

525.

2034F1

[Khayyam's Royal Decree \(Easy Version\)](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2500 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, sortings

[jason_sun's solution](#)

526.

2038I

[Polyathlon](#) · [Tutorial](#)

Quality: 747 global accepts · Rating: 2500 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings

[jason_sun's solution](#)

527.

2038F

[Alternative Platforms](#) · [Tutorial](#)

Quality: 483 global accepts · Rating: 2500 · first AC: 2024-11-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, fft, math, sortings

[jason_sun's solution](#)

528.

2029F

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

Quality: 851 global accepts · Rating: 2500 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[jason_sun's solution](#)

529.

687D

[Dividing Kingdom II](#) · [Tutorial](#)

Quality: 1,051 global accepts · Rating: 2500 · first AC: 2024-10-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dsu, graphs, sortings

[jason_sun's solution](#)

530.

1909F2

[Small Permutation Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,229 global accepts · Rating: 2500 · first AC: 2024-10-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[jason_sun's solution](#)

531.

2035F

[Tree Operations](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2500 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, dp, trees

[jason_sun's solution](#)

532.

757E

[Bash Plays with Functions](#) · [Tutorial](#)

Quality: 1,546 global accepts · Rating: 2500 · first AC: 2024-03-28 · last AC: 2024-03-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, number theory

[jason_sun's solution](#)

533.

1481E

[Sorting Books](#) · [Tutorial](#)

Quality: 2,417 global accepts · Rating: 2500 · first AC: 2023-09-03 · last AC: 2023-09-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[jason_sun's solution](#)

534.

178F3

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

Quality: 484 global accepts · Rating: 2500 · first AC: 2023-08-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[jason_sun's solution](#)

535.

1858E1

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

Quality: 1,554 global accepts · Rating: 2500 · first AC: 2023-08-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[jason_sun's solution](#)

536.

1859E

[Maximum Monogonosity · Tutorial](#)

Quality: 2,116 global accepts · Rating: 2500 · first AC: 2023-08-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math

[jason_sun's solution](#)

537.

1835B

[Lottery · Tutorial](#)

Quality: 1,089 global accepts · Rating: 2500 · first AC: 2023-06-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, math, two pointers

[jason_sun's solution](#)

538.

55D

[Beautiful numbers · Tutorial](#)

Quality: 4,620 global accepts · Rating: 2500 · first AC: 2023-06-06 · last AC: 2023-06-06 · C++14 (GCC 6-32) (first AC) · Tags: dp, number theory

[jason_sun's solution](#)

539.

997C

[Sky Full of Stars · Tutorial](#)

Quality: 2,176 global accepts · Rating: 2500 · first AC: 2023-03-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[jason_sun's solution](#)

540.

1174E

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

Quality: 1,778 global accepts · Rating: 2500 · first AC: 2023-02-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory

[jason_sun's solution](#)

541.

1327F

[AND Segments · Tutorial](#)

Quality: 2,028 global accepts · Rating: 2500 · first AC: 2023-02-22 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, data structures, dp, two pointers

[jason_sun's solution](#)

542.

1423H

[Virus · Tutorial](#)

Quality: 625 global accepts · Rating: 2500 · first AC: 2023-02-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dsu, graphs

[jason_sun's solution](#)

543.

813F

[Bipartite Checking · Tutorial](#)

Quality: 1,711 global accepts · Rating: 2500 · first AC: 2023-02-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs

[jason_sun's solution](#)

544.

156D

[Clues · Tutorial](#)

Quality: 2,035 global accepts · Rating: 2500 · first AC: 2023-02-22 · last AC: 2023-02-22 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics,

graphs

[jason_sun's solution](#)

545.

1045A

[Last chance](#) · [Tutorial](#)

Quality: 574 global accepts · Rating: 2500 · first AC: 2023-02-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, flows, graph matchings, graphs, trees

[jason_sun's solution](#)

546.

1100F

[Ivan and Burgers](#) · [Tutorial](#)

Quality: 3,692 global accepts · Rating: 2500 · first AC: 2023-02-03 · last AC: 2023-02-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, greedy, math

[jason_sun's solution](#)

547.

1312F

[Attack on Red Kingdom](#) · [Tutorial](#)

Quality: 1,030 global accepts · Rating: 2500 · first AC: 2023-02-02 · C++14 (GCC 6-32) (first AC) · Tags: games, two pointers

[jason_sun's solution](#)

548.

1498F

[Christmas Game](#) · [Tutorial](#)

Quality: 1,058 global accepts · Rating: 2500 · first AC: 2023-02-02 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, dp, games, math, trees

[jason_sun's solution](#)

549.

1658E

[Gojou and Matrix Game](#) · [Tutorial](#)

Quality: 1,176 global accepts · Rating: 2500 · first AC: 2023-02-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, games, hashing, implementation, math, number theory, sortings

[jason_sun's solution](#)

550.

1787F

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

Quality: 800 global accepts · Rating: 2500 · first AC: 2023-01-30 · last AC: 2023-02-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math

[jason_sun's solution](#)

551.

840C

[On the Bench](#) · [Tutorial](#)

Quality: 2,071 global accepts · Rating: 2500 · first AC: 2022-12-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[jason_sun's solution](#)

552.

1764F

[Doremy's Experimental Tree](#) · [Tutorial](#)

Quality: 1,195 global accepts · Rating: 2500 · first AC: 2022-11-27 · last AC: 2022-12-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, sortings, trees

[jason_sun's solution](#)

553.

835F

[Roads in the Kingdom](#) · [Tutorial](#)

Quality: 1,240 global accepts · Rating: 2500 · first AC: 2022-10-14 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[jason_sun's solution](#)

554.

1485E

[Move and Swap](#) · [Tutorial](#)

Quality: 1,528 global accepts · Rating: 2500 · first AC: 2022-10-14 · last AC: 2022-10-14 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[jason_sun's solution](#)

555.

1582G

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

Quality: 699 global accepts · Rating: 2600 · first AC: 2026-01-31 · C++20 (GCC 13-64) (first AC) · Tags: data structures, number theory

[jason_sun's solution](#)

556.

1312G

[Autocompletion](#) · [Tutorial](#)

Quality: 1,081 global accepts · Rating: 2600 · first AC: 2026-01-31 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp

[jason_sun's solution](#)

557.

2129D

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

Quality: 947 global accepts · Rating: 2600 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, implementation, math

[jason_sun's solution](#)

558.

2084G1

[Wish Upon a Satellite \(Easy Version\)](#) · [Tutorial](#)

Quality: 755 global accepts · Rating: 2600 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: dp, games

[jason_sun's solution](#)

559.

955D

[Scissors](#) · [Tutorial](#)

Quality: 578 global accepts · Rating: 2600 · first AC: 2025-02-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, strings

[jason_sun's solution](#)

560.

2053F

[Earnest Matrix Complement](#) · [Tutorial](#)

Quality: 947 global accepts · Rating: 2600 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, math

[jason_sun's solution](#)

561.

1264D1

[Beautiful Bracket Sequence \(easy version\)](#) · [Tutorial](#)

Quality: 1,526 global accepts · Rating: 2600 · first AC: 2024-12-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, probabilities

[jason_sun's solution](#)

562.

547D

[Mike and Fish](#) · [Tutorial](#)

Quality: 3,122 global accepts · Rating: 2600 · first AC: 2024-11-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[jason_sun's solution](#)

563.

249E

[Endless Matrix](#) · [Tutorial](#)

Quality: 359 global accepts · Rating: 2600 · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: math

[jason_sun's solution](#)

564.

814E

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

Quality: 725 global accepts · Rating: 2600 · first AC: 2024-10-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, graphs, shortest paths

[jason_sun's solution](#)

565.

1416D

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

Quality: 2,714 global accepts · Rating: 2600 · first AC: 2024-10-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, graphs, implementation, trees

[jason_sun's solution](#)

566.

1793E

[Veletin and Marketing](#) · [Tutorial](#)

Quality: 1,334 global accepts · Rating: 2600 · first AC: 2024-09-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers

[jason_sun's solution](#)

567.

2006D

[Iris and Adjacent Products](#) · [Tutorial](#)

Quality: 981 global accepts · Rating: 2600 · first AC: 2024-08-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, math

[jason_sun's solution](#)

568.

1977E

[Tensor](#) · [Tutorial](#)

Quality: 935 global accepts · Rating: 2600 · first AC: 2024-05-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, interactive

[jason_sun's solution](#)

569.

1975F

[Set](#) · [Tutorial](#)

Quality: 1,038 global accepts · Rating: 2600 · first AC: 2024-05-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dfs and similar, divide and conquer, dp, math

[jason_sun's solution](#)

570.

917D

[Stranger Trees](#) · [Tutorial](#)

Quality: 1,469 global accepts · Rating: 2600 · first AC: 2024-04-21 · last AC: 2024-04-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, matrices, trees

[jason_sun's solution](#)

571.

1278F

[Cards](#) · [Tutorial](#)

Quality: 2,499 global accepts · Rating: 2600 · first AC: 2024-03-12 · last AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities

[jason_sun's solution](#)

572.

338E

[Optimize!](#) · [Tutorial](#)

Quality: 1,186 global accepts · Rating: 2600 · first AC: 2024-02-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[jason_sun's solution](#)

573.

150D

[Mission Impassable](#) · [Tutorial](#)

Quality: 738 global accepts · Rating: 2600 · first AC: 2023-10-04 · last AC: 2023-10-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[jason_sun's solution](#)

574.

1858E2

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

Quality: 1,264 global accepts · Rating: 2600 · first AC: 2023-08-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, interactive, trees
[jason_sun's solution](#)

575.

1406E

[Deleting Numbers](#) · [Tutorial](#)

Quality: 1,879 global accepts · Rating: 2600 · first AC: 2023-07-22 · C++14 (GCC 6-32) (first AC) · Tags: interactive, math, number theory
[jason_sun's solution](#)

576.

1208F

[Bits And Pieces](#) · [Tutorial](#)

Quality: 3,300 global accepts · Rating: 2600 · first AC: 2023-06-09 · last AC: 2023-06-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy
[jason_sun's solution](#)

577.

321E

[Ciel and Gondolas](#) · [Tutorial](#)

Quality: 6,273 global accepts · Rating: 2600 · first AC: 2023-06-08 · last AC: 2023-06-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp
[jason_sun's solution](#)

578.

8E

[Beads](#) · [Tutorial](#)

Quality: 758 global accepts · Rating: 2600 · first AC: 2023-06-07 · last AC: 2023-06-07 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs
[jason_sun's solution](#)

579.

1140F

[Extending Set of Points](#) · [Tutorial](#)

Quality: 1,557 global accepts · Rating: 2600 · first AC: 2023-02-22 · last AC: 2023-05-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dsu
[jason_sun's solution](#)

580.

653F

[Paper task](#) · [Tutorial](#)

Quality: 1,173 global accepts · Rating: 2600 · first AC: 2023-03-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, string suffix structures, strings
[jason_sun's solution](#)

581.

622F

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

Quality: 4,943 global accepts · Rating: 2600 · first AC: 2023-03-09 · C++14 (GCC 6-32) (first AC) · Tags: math
[jason_sun's solution](#)

582.

1217F

[Forced Online Queries Problem](#) · [Tutorial](#)

Quality: 722 global accepts · Rating: 2600 · first AC: 2023-02-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, trees
[jason_sun's solution](#)

583.

724G

[Xor-matic Number of the Graph](#) · [Tutorial](#)

Quality: 1,515 global accepts · Rating: 2600 · first AC: 2023-02-03 · last AC: 2023-02-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, graphs, math, number theory, trees
[jason_sun's solution](#)

584.

1704F

[Colouring Game](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2600 · first AC: 2023-02-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, games
[jason_sun's solution](#)

585.

1762F

[Good Pairs](#) · [Tutorial](#)

Quality: 888 global accepts · Rating: 2600 · first AC: 2022-12-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp
[jason_sun's solution](#)

586.

1363F

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

Quality: 1,736 global accepts · Rating: 2600 · first AC: 2022-10-02 · last AC: 2022-10-02 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings
[jason_sun's solution](#)

587.

1451F

[Nullify The Matrix](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2700 · first AC: 2026-01-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games
[jason_sun's solution](#)

588.

475E

[Strongly Connected City 2](#) · [Tutorial](#)

Quality: 622 global accepts · Rating: 2700 · first AC: 2025-05-30 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar
[jason_sun's solution](#)

589.

1856E2

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

Quality: 1,756 global accepts · Rating: 2700 · first AC: 2023-08-06 · last AC: 2025-05-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dp, fft, greedy, implementation, math, trees
[jason_sun's solution](#)

590.

1270G

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

Quality: 2,960 global accepts · Rating: 2700 · first AC: 2025-03-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math
[jason_sun's solution](#)

591.

2077E

[Another Folding Strip](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 2700 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, data structures, divide and conquer, dp, greedy, math
[jason_sun's solution](#)

592.

1781F

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

Quality: 1,316 global accepts · Rating: 2700 · first AC: 2024-12-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, trees
[jason_sun's solution](#)

593.

1924D

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

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2024-12-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math
[jason_sun's solution](#)

594.

1641D

[Two Arrays](#) · [Tutorial](#)

Quality: 1,504 global accepts · Rating: 2700 · first AC: 2024-10-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, greedy, hashing, math, two pointers
[jason_sun's solution](#)

595.

995F

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

Quality: 1,628 global accepts · Rating: 2700 · first AC: 2024-04-19 · last AC: 2024-04-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, trees

[jason_sun's solution](#)

596.

985G

[Team Players](#) · [Tutorial](#)

Quality: 720 global accepts · Rating: 2700 · first AC: 2024-04-07 · last AC: 2024-04-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics

[jason_sun's solution](#)

597.

62E

[World Evil](#) · [Tutorial](#)

Quality: 282 global accepts · Rating: 2700 · first AC: 2024-03-22 · last AC: 2024-03-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, flows

[jason_sun's solution](#)

598.

838D

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

Quality: 1,139 global accepts · Rating: 2700 · first AC: 2024-03-20 · last AC: 2024-03-20 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[jason_sun's solution](#)

599.

1458C

[Latin Square](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2700 · first AC: 2024-03-15 · C++14 (GCC 6-32) (first AC) · Tags: math, matrices

[jason_sun's solution](#)

600.

961G

[Partitions](#) · [Tutorial](#)

Quality: 1,614 global accepts · Rating: 2700 · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[jason_sun's solution](#)

601.

578D

[LCS Again](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2700 · first AC: 2024-03-07 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[jason_sun's solution](#)

602.

1118F2

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

Quality: 633 global accepts · Rating: 2700 · first AC: 2023-10-18 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dp, trees

[jason_sun's solution](#)

603.

1207G

[Indie Album](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2700 · first AC: 2023-10-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, hashing, string suffix structures, strings, trees

[jason_sun's solution](#)

604.

1453F

[Even Harder](#) · [Tutorial](#)

Quality: 970 global accepts · Rating: 2700 · first AC: 2023-10-01 · C++14 (GCC 6-32) (first AC) · Tags: dp

[jason_sun's solution](#)

605.

1515G

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

Quality: 1,356 global accepts · Rating: 2700 · first AC: 2023-09-01 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, math, number theory

[jason_sun's solution](#)

606.

113D

[Museum](#) · [Tutorial](#)

Quality: 818 global accepts · Rating: 2700 · first AC: 2022-10-12 · last AC: 2023-06-10 · C++14 (GCC 6-32) (first AC) · Tags: math, matrices, probabilities

[jason_sun's solution](#)

607.

383E

[Vowels](#) · [Tutorial](#)

Quality: 4,316 global accepts · Rating: 2700 · first AC: 2023-06-10 · last AC: 2023-06-10 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, dp

[jason_sun's solution](#)

608.

235C

[Cyclical Quest](#) · [Tutorial](#)

Quality: 2,473 global accepts · Rating: 2700 · first AC: 2023-04-03 · last AC: 2023-04-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, string suffix structures, strings

[jason_sun's solution](#)

609.

715C

[Digit Tree](#) · [Tutorial](#)

Quality: 2,587 global accepts · Rating: 2700 · first AC: 2023-03-07 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, dsu, trees

[jason_sun's solution](#)

610.

1621F

[Strange Instructions](#) · [Tutorial](#)

Quality: 637 global accepts · Rating: 2700 · first AC: 2023-02-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation

[jason_sun's solution](#)

611.

513F1

[Scaygerboss](#) · [Tutorial](#)

Quality: 359 global accepts · Rating: 2700 · first AC: 2023-02-15 · last AC: 2023-02-15 · C++14 (GCC 6-32) (first AC) · Tags: flows

[jason_sun's solution](#)

612.

1054F

[Electric Scheme](#) · [Tutorial](#)

Quality: 387 global accepts · Rating: 2700 · first AC: 2023-02-14 · C++14 (GCC 6-32) (first AC) · Tags: flows, graph matchings

[jason_sun's solution](#)

613.

251D

[Two Sets](#) · [Tutorial](#)

Quality: 584 global accepts · Rating: 2700 · first AC: 2023-02-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math

[jason_sun's solution](#)

614.

2147F

[Exchange Queries](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 2800 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, greedy

[jason_sun's solution](#)

615.

2107F2

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

Quality: 507 global accepts · Rating: 2800 · first AC: 2025-09-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data

structures, dp, greedy

[jason_sun's solution](#)

616.

2113E

[From Kazan with Love](#) · [Tutorial](#)

Quality: 406 global accepts · Rating: 2800 · first AC: 2025-06-22 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, implementation, trees

[jason_sun's solution](#)

617.

1943D2

[Counting Is Fun \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,126 global accepts · Rating: 2800 · first AC: 2025-04-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[jason_sun's solution](#)

618.

850F

[Rainbow Balls](#) · [Tutorial](#)

Quality: 762 global accepts · Rating: 2800 · first AC: 2025-03-12 · C++20 (GCC 13-64) (first AC) · Tags: math

[jason_sun's solution](#)

619.

2053I1

[Affectionate Arrays \(Easy Version\)](#) · [Tutorial](#)

Quality: 557 global accepts · Rating: 2800 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy

[jason_sun's solution](#)

620.

2048G

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

Quality: 742 global accepts · Rating: 2800 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math

[jason_sun's solution](#)

621.

1842G

[Tenzing and Random Operations](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2800 · first AC: 2024-12-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[jason_sun's solution](#)

622.

2034F2

[Khayyam's Royal Decree \(Hard Version\)](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: 2800 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, sortings

[jason_sun's solution](#)

623.

2038M

[Royal Flush](#) · [Tutorial](#)

Quality: 331 global accepts · Rating: 2800 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[jason_sun's solution](#)

624.

2031F

[Penchick and Even Medians](#) · [Tutorial](#)

Quality: 453 global accepts · Rating: 2800 · first AC: 2024-11-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, interactive, probabilities

[jason_sun's solution](#)

625.

1620F

[Bipartite Array](#) · [Tutorial](#)

Quality: 751 global accepts · Rating: 2800 · first AC: 2024-10-04 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[jason_sun's solution](#)

626.

1012D

[AB-Strings](#) · [Tutorial](#)

Quality: 426 global accepts · Rating: 2800 · first AC: 2024-09-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings

[jason_sun's solution](#)

627.

204E

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

Quality: 1,434 global accepts · Rating: 2800 · first AC: 2024-05-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, string suffix structures, two pointers

[jason_sun's solution](#)

628.

280D

[k-Maximum Subsequence Sum](#) · [Tutorial](#)

Quality: 1,653 global accepts · Rating: 2800 · first AC: 2024-03-16 · last AC: 2024-03-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, flows, graphs, implementation

[jason_sun's solution](#)

629.

1935F

[Andrey's Tree](#) · [Tutorial](#)

Quality: 609 global accepts · Rating: 2800 · first AC: 2024-03-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, dfs and similar, dsu, greedy, implementation, trees

[jason_sun's solution](#)

630.

702F

[T-Shirts](#) · [Tutorial](#)

Quality: 1,922 global accepts · Rating: 2800 · first AC: 2024-02-22 · last AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[jason_sun's solution](#)

631.

547E

[Mike and Friends](#) · [Tutorial](#)

Quality: 2,606 global accepts · Rating: 2800 · first AC: 2024-01-04 · last AC: 2024-01-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, string suffix structures, strings, trees

[jason_sun's solution](#)

632.

815D

[Karen and Cards](#) · [Tutorial](#)

Quality: 751 global accepts · Rating: 2800 · first AC: 2023-11-07 · last AC: 2023-11-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, data structures, geometry

[jason_sun's solution](#)

633.

1874D

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

Quality: 932 global accepts · Rating: 2800 · first AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, dp, math, probabilities

[jason_sun's solution](#)

634.

521D

[Shop](#) · [Tutorial](#)

Quality: 1,830 global accepts · Rating: 2800 · first AC: 2023-09-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[jason_sun's solution](#)

635.

1389G

[Directing Edges](#) · [Tutorial](#)

Quality: 495 global accepts · Rating: 2800 · first AC: 2023-09-01 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[jason_sun's solution](#)

636.

757F

[Team Rocket Rises Again](#) · [Tutorial](#)

Quality: 1,439 global accepts · Rating: 2800 · first AC: 2023-06-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, shortest paths
[jason_sun's solution](#)

637.

1379F2

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

Quality: 580 global accepts · Rating: 2800 · first AC: 2023-02-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer
[jason_sun's solution](#)

638.

1684G

[Euclid Guess](#) · [Tutorial](#)

Quality: 785 global accepts · Rating: 2800 · first AC: 2023-02-15 · last AC: 2023-02-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, flows, graph matchings, math, number theory
[jason_sun's solution](#)

639.

1404E

[Bricks](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2800 · first AC: 2023-02-14 · C++14 (GCC 6-32) (first AC) · Tags: flows, graph matchings, graphs
[jason_sun's solution](#)

640.

1365G

[Secure Password](#) · [Tutorial](#)

Quality: 1,415 global accepts · Rating: 2800 · first AC: 2023-01-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, interactive, math
[jason_sun's solution](#)

641.

1491G

[Switch and Flip](#) · [Tutorial](#)

Quality: 1,008 global accepts · Rating: 2800 · first AC: 2023-01-29 · last AC: 2023-01-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, math
[jason_sun's solution](#)

642.

2207F

[Hanabi](#) · [Tutorial](#)

Quality: 270 global accepts · Rating: 2900 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, dsu, flows, graph matchings, graphs, greedy
[jason_sun's solution](#)

643.

802M3

[April Fools' Problem \(hard\)](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: 2900 · first AC: 2025-09-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, flows
[jason_sun's solution](#)

644.

1062F

[Upgrading Cities](#) · [Tutorial](#)

Quality: 983 global accepts · Rating: 2900 · first AC: 2025-05-29 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs
[jason_sun's solution](#)

645.

1264D2

[Beautiful Bracket Sequence \(hard version\)](#) · [Tutorial](#)

Quality: 1,315 global accepts · Rating: 2900 · first AC: 2024-12-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, probabilities
[jason_sun's solution](#)

646.

1494F

[Delete The Edges](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 2900 · first AC: 2024-11-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, implementation

[jason_sun's solution](#)

647.

2038E

[Barrels](#) · [Tutorial](#)

Quality: 156 global accepts · Rating: 2900 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math

[jason_sun's solution](#)

648.

1285F

[Classical?](#) · [Tutorial](#)

Quality: 1,356 global accepts · Rating: 2900 · first AC: 2024-07-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, number theory

[jason_sun's solution](#)

649.

1870F

[Lazy Numbers](#) · [Tutorial](#)

Quality: 560 global accepts · Rating: 2900 · first AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math

[jason_sun's solution](#)

650.

1965D

[Missing Subarray Sum](#) · [Tutorial](#)

Quality: 536 global accepts · Rating: 2900 · first AC: 2024-04-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[jason_sun's solution](#)

651.

933D

[A Creative Cutout](#) · [Tutorial](#)

Quality: 389 global accepts · Rating: 2900 · first AC: 2024-04-24 · last AC: 2024-04-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, math

[jason_sun's solution](#)

652.

1630E

[Expected Components](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2900 · first AC: 2024-04-09 · last AC: 2024-04-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory, probabilities

[jason_sun's solution](#)

653.

1616F

[Tricolor Triangles](#) · [Tutorial](#)

Quality: 720 global accepts · Rating: 2900 · first AC: 2024-04-07 · last AC: 2024-04-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, math, matrices

[jason_sun's solution](#)

654.

848D

[Shake It!](#) · [Tutorial](#)

Quality: 456 global accepts · Rating: 2900 · first AC: 2024-03-23 · last AC: 2024-03-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, flows, graphs

[jason_sun's solution](#)

655.

724E

[Goods transportation](#) · [Tutorial](#)

Quality: 1,669 global accepts · Rating: 2900 · first AC: 2024-03-22 · last AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, greedy

[jason_sun's solution](#)

656.

960G

[Bandit Blues](#) · [Tutorial](#)

Quality: 1,201 global accepts · Rating: 2900 · first AC: 2024-03-19 · last AC: 2024-03-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, fft, math

[jason_sun's solution](#)

657.

717A

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

Quality: 433 global accepts · Rating: 2900 · first AC: 2024-03-18 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[jason_sun's solution](#)

658.

1644F

[Basis](#) · [Tutorial](#)

Quality: 430 global accepts · Rating: 2900 · first AC: 2024-03-14 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, fft, math, number theory

[jason_sun's solution](#)

659.

1455G

[Forbidden Value](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 2900 · first AC: 2024-02-26 · last AC: 2024-02-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[jason_sun's solution](#)

660.

930E

[Coins Exhibition](#) · [Tutorial](#)

Quality: 519 global accepts · Rating: 2900 · first AC: 2023-11-15 · last AC: 2023-11-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, math

[jason_sun's solution](#)

661.

997D

[Cycles in product](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 2900 · first AC: 2023-11-14 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, trees

[jason_sun's solution](#)

662.

1444D

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

Quality: 644 global accepts · Rating: 2900 · first AC: 2023-10-30 · last AC: 2023-10-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, geometry

[jason_sun's solution](#)

663.

917C

[Pollywog](#) · [Tutorial](#)

Quality: 450 global accepts · Rating: 2900 · first AC: 2023-10-26 · last AC: 2023-10-26 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, matrices

[jason_sun's solution](#)

664.

1601E

[Phys Ed Online](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: 2900 · first AC: 2023-10-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[jason_sun's solution](#)

665.

896D

[Nephren Runs a Cinema](#) · [Tutorial](#)

Quality: 616 global accepts · Rating: 2900 · first AC: 2023-05-13 · last AC: 2023-05-15 · C++14 (GCC 6-32) (first AC) · Tags: chinese remainder theorem, combinatorics, math, number theory

[jason_sun's solution](#)

666.

1764G1

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

Quality: 700 global accepts · Rating: 2900 · first AC: 2022-12-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive
[jason_sun's solution](#)

667.

1392H

[ZS Shuffles Cards · Tutorial](#)

Quality: 987 global accepts · Rating: 3000 · first AC: 2025-10-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, probabilities
[jason_sun's solution](#)

668.

1361E

[James and the Chase · Tutorial](#)

Quality: 987 global accepts · Rating: 3000 · first AC: 2025-10-12 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, probabilities, trees
[jason_sun's solution](#)

669.

843E

[Maximum Flow · Tutorial](#)

Quality: 473 global accepts · Rating: 3000 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: flows, graphs
[jason_sun's solution](#)

670.

1178G

[The Awesomest Vertex · Tutorial](#)

Quality: 600 global accepts · Rating: 3000 · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar
[jason_sun's solution](#)

671.

2038H

[Galactic Council · Tutorial](#)

Quality: 185 global accepts · Rating: 3000 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: flows
[jason_sun's solution](#)

672.

2029G

[Balanced Problem · Tutorial](#)

Quality: 259 global accepts · Rating: 3000 · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp
[jason_sun's solution](#)

673.

1076G

[Array Game · Tutorial](#)

Quality: 722 global accepts · Rating: 3000 · first AC: 2024-09-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, games
[jason_sun's solution](#)

674.

1609G

[A Stroll Around the Matrix · Tutorial](#)

Quality: 484 global accepts · Rating: 3000 · first AC: 2024-07-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, math
[jason_sun's solution](#)

675.

1474F

[1 2 3 4 ... · Tutorial](#)

Quality: 323 global accepts · Rating: 3000 · first AC: 2024-04-24 · last AC: 2024-04-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, matrices
[jason_sun's solution](#)

676.

1097G

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

Quality: 1,055 global accepts · Rating: 3000 · first AC: 2024-03-19 · last AC: 2024-03-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, trees

[jason_sun's solution](#)

677.

914F

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

Quality: 2,142 global accepts · Rating: 3000 · first AC: 2024-01-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, data structures, string suffix structures, strings

[jason_sun's solution](#)

678.

1028G

[Guess the number](#) · [Tutorial](#)

Quality: 647 global accepts · Rating: 3000 · first AC: 2023-10-20 · last AC: 2023-10-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, interactive

[jason_sun's solution](#)

679.

1442E

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

Quality: 789 global accepts · Rating: 3000 · first AC: 2023-10-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, dp, greedy, trees

[jason_sun's solution](#)

680.

1868D

[Flower-like Pseudotree](#) · [Tutorial](#)

Quality: 375 global accepts · Rating: 3000 · first AC: 2023-09-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation, trees

[jason_sun's solution](#)

681.

1764G2

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

Quality: 640 global accepts · Rating: 3000 · first AC: 2022-12-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive

[jason_sun's solution](#)

682.

2046D

[For the Emperor!](#) · [Tutorial](#)

Quality: 551 global accepts · Rating: 3100 · first AC: 2025-05-20 · C++20 (GCC 13-64) (first AC) · Tags: flows, graphs

[jason_sun's solution](#)

683.

1578J

[Just Kingdom](#) · [Tutorial](#)

Quality: 345 global accepts · Rating: 3100 · first AC: 2025-03-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar

[jason_sun's solution](#)

684.

2089C2

[Key of Like \(Hard Version\)](#) · [Tutorial](#)

Quality: 260 global accepts · Rating: 3100 · first AC: 2025-03-23 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, probabilities

[jason_sun's solution](#)

685.

2077D

[Maximum Polygon](#) · [Tutorial](#)

Quality: 339 global accepts · Rating: 3100 · first AC: 2025-03-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, implementation, math

[jason_sun's solution](#)

686.

1770F

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

Quality: 945 global accepts · Rating: 3100 · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[jason_sun's solution](#)

687.

1610I

[Mashtali vs AtCoder](#) · [Tutorial](#)

Quality: 338 global accepts · Rating: 3100 · first AC: 2025-02-15 · C++20 (GCC 13-64) (first AC) · Tags: games, trees

[jason_sun's solution](#)

688.

1740G

[Dangerous Laser Power](#) · [Tutorial](#)

Quality: 349 global accepts · Rating: 3100 · first AC: 2025-02-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, sortings

[jason_sun's solution](#)

689.

704D

[Captain America](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 3100 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: flows, greedy

[jason_sun's solution](#)

690.

1481F

[AB Tree](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 3100 · first AC: 2024-12-21 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, trees

[jason_sun's solution](#)

691.

1239E

[Turtle](#) · [Tutorial](#)

Quality: 1,165 global accepts · Rating: 3100 · first AC: 2024-10-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[jason_sun's solution](#)

692.

1647F

[Madoka and Laziness](#) · [Tutorial](#)

Quality: 543 global accepts · Rating: 3100 · first AC: 2024-10-04 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[jason_sun's solution](#)

693.

666E

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

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2024-05-19 · last AC: 2024-05-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, string suffix structures

[jason_sun's solution](#)

694.

1965E

[Connected Cubes](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 3100 · first AC: 2024-04-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games

[jason_sun's solution](#)

695.

1458D

[Flip and Reverse](#) · [Tutorial](#)

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2024-03-15 · last AC: 2024-03-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, greedy

[jason_sun's solution](#)

696.

1784E

[Infinite Game](#) · [Tutorial](#)

Quality: 463 global accepts · Rating: 3100 · first AC: 2024-03-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, games, probabilities

[jason_sun's solution](#)

697.

1149E

[Election Promises](#) · [Tutorial](#)

Quality: 665 global accepts · Rating: 3200 · first AC: 2026-01-06 · C++20 (GCC 13-64) (first AC) · Tags: games, graphs

[jason_sun's solution](#)

698.

1864H

[Asterism Stream](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 3200 · first AC: 2025-06-03 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, matrices

[jason_sun's solution](#)

699.

1383F

[Special Edges](#) · [Tutorial](#)

Quality: 437 global accepts · Rating: 3200 · first AC: 2024-03-23 · last AC: 2025-05-29 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs

[jason_sun's solution](#)

700.

1025G

[Company Acquisitions](#) · [Tutorial](#)

Quality: 865 global accepts · Rating: 3200 · first AC: 2025-03-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[jason_sun's solution](#)

701.

1608F

[MEX counting](#) · [Tutorial](#)

Quality: 840 global accepts · Rating: 3200 · first AC: 2024-12-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, implementation

[jason_sun's solution](#)

702.

1638F

[Two Posters](#) · [Tutorial](#)

Quality: 261 global accepts · Rating: 3200 · first AC: 2024-10-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, two pointers

[jason_sun's solution](#)

703.

643G

[Choosing Ads](#) · [Tutorial](#)

Quality: 1,161 global accepts · Rating: 3200 · first AC: 2024-07-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[jason_sun's solution](#)

704.

1037H

[Security](#) · [Tutorial](#)

Quality: 1,209 global accepts · Rating: 3200 · first AC: 2024-05-16 · last AC: 2024-05-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, string suffix structures

[jason_sun's solution](#)

705.

590E

[Birthday](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 3200 · first AC: 2024-03-27 · last AC: 2024-03-27 · C++17 (GCC 7-32) (first AC) · Tags: graph matchings, strings

[jason_sun's solution](#)

706.

1007D

[Ants](#) · [Tutorial](#)

Quality: 322 global accepts · Rating: 3200 · first AC: 2024-02-18 · last AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, data structures, trees

[jason_sun's solution](#)

707.

538H

[Summer Dichotomy](#) · [Tutorial](#)

Quality: 735 global accepts · Rating: 3200 · first AC: 2024-02-16 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, data structures, dfs and similar, greedy

[jason_sun's solution](#)

708.

933E

[A Preponderant Reunion](#) · [Tutorial](#)

Quality: 288 global accepts · Rating: 3200 · first AC: 2023-11-02 · last AC: 2023-11-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp

[jason_sun's solution](#)

709.

1209G2

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

Quality: 528 global accepts · Rating: 3200 · first AC: 2023-10-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[jason_sun's solution](#)

710.

1859F

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

Quality: 524 global accepts · Rating: 3200 · first AC: 2023-08-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, graphs, shortest paths, trees

[jason_sun's solution](#)

711.

1322E

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

Quality: 346 global accepts · Rating: 3300 · first AC: 2025-05-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[jason_sun's solution](#)

712.

1408H

[Rainbow Triples](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 3300 · first AC: 2024-03-24 · last AC: 2025-05-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, flows, greedy

[jason_sun's solution](#)

713.

1284G

[Seollal](#) · [Tutorial](#)

Quality: 228 global accepts · Rating: 3300 · first AC: 2024-12-25 · C++20 (GCC 13-64) (first AC) · Tags: graphs

[jason_sun's solution](#)

714.

1416F

[Showing Off](#) · [Tutorial](#)

Quality: 603 global accepts · Rating: 3300 · first AC: 2024-12-25 · C++20 (GCC 13-64) (first AC) · Tags: flows, graph matchings, greedy, implementation

[jason_sun's solution](#)

715.

1610G

[AmShZ Wins a Bet](#) · [Tutorial](#)

Quality: 654 global accepts · Rating: 3300 · first AC: 2024-12-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, hashing

[jason_sun's solution](#)

716.

2023E

[Tree of Life](#) · [Tutorial](#)

Quality: 176 global accepts · Rating: 3300 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, trees

[jason_sun's solution](#)

717.

1368H1

[Breadboard Capacity \(easy version\) · Tutorial](#)

Quality: 456 global accepts · Rating: 3300 · first AC: 2024-03-23 · last AC: 2024-03-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, greedy
[jason_sun's solution](#)

718.

1528F

[AmShZ Farm · Tutorial](#)

Quality: 342 global accepts · Rating: 3300 · first AC: 2024-03-20 · last AC: 2024-03-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, fft, math
[jason_sun's solution](#)

719.

855G

[Harry Vs Voldemort · Tutorial](#)

Quality: 283 global accepts · Rating: 3300 · first AC: 2023-10-03 · last AC: 2023-10-03 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees
[jason_sun's solution](#)

720.

1693E

[Outermost Maximums · Tutorial](#)

Quality: 558 global accepts · Rating: 3400 · first AC: 2025-03-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy
[jason_sun's solution](#)

721.

1787I

[Treasure Hunt · Tutorial](#)

Quality: 360 global accepts · Rating: 3400 · first AC: 2024-09-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, two pointers
[jason_sun's solution](#)

722.

1268E

[Happy Cactus · Tutorial](#)

Quality: 295 global accepts · Rating: 3400 · first AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: dp
[jason_sun's solution](#)

723.

757G

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

Quality: 648 global accepts · Rating: 3400 · first AC: 2024-04-17 · last AC: 2024-04-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, graphs, trees
[jason_sun's solution](#)

724.

1630F

[Making It Bipartite · Tutorial](#)

Quality: 919 global accepts · Rating: 3400 · first AC: 2024-03-27 · last AC: 2024-03-27 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings, graphs, number theory
[jason_sun's solution](#)

725.

1097E

[Egor and an RPG game · Tutorial](#)

Quality: 534 global accepts · Rating: 3400 · first AC: 2024-03-27 · last AC: 2024-03-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[jason_sun's solution](#)

726.

715E

[Complete the Permutations · Tutorial](#)

Quality: 454 global accepts · Rating: 3400 · first AC: 2024-03-20 · last AC: 2024-03-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, fft, graphs, math
[jason_sun's solution](#)

727.

1801G

[A task for substrings](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 3400 · first AC: 2024-01-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, string suffix structures, strings

[jason_sun's solution](#)

728.

1338E

[JYPnation](#) · [Tutorial](#)

Quality: 408 global accepts · Rating: 3500 · first AC: 2025-05-30 · C++20 (GCC 13-64) (first AC) · Tags: graphs

[jason_sun's solution](#)

729.

1290F

[Making Shapes](#) · [Tutorial](#)

Quality: 591 global accepts · Rating: 3500 · first AC: 2025-05-27 · C++20 (GCC 13-64) (first AC) · Tags: dp

[jason_sun's solution](#)

730.

1523H

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

Quality: 445 global accepts · Rating: 3500 · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[jason_sun's solution](#)

731.

2035H

[Peak Productivity Forces](#) · [Tutorial](#)

Quality: 98 global accepts · Rating: 3500 · first AC: 2024-11-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[jason_sun's solution](#)

732.

1083D

[The Fair Nut's getting crazy](#) · [Tutorial](#)

Quality: 356 global accepts · Rating: 3500 · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation

[jason_sun's solution](#)

733.

1648F

[Two Avenues](#) · [Tutorial](#)

Quality: 186 global accepts · Rating: 3500 · first AC: 2024-09-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs

[jason_sun's solution](#)

734.

1423G

[Growing flowers](#) · [Tutorial](#)

Quality: 261 global accepts · Rating: 3500 · first AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[jason_sun's solution](#)

735.

2223C

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

Quality: 375 global accepts · Rating: — · first AC: 2026-05-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, chinese remainder theorem, dfs and similar, math, number theory, trees

[jason_sun's solution](#)

736.

2223B

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

Quality: 1,573 global accepts · Rating: — · first AC: 2026-05-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, math, sortings, two pointers

[jason_sun's solution](#)

737.

2223A

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

[jason_sun's solution](#)

749.

105229D

[Tjopñlw](#)

Rating: — · first AC: 2025-06-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[jason_sun's solution](#)

750.

105229F

[••Tjopñlw](#)

Rating: — · first AC: 2025-06-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[jason_sun's solution](#)

751.

105229G

[CEatEw^](#)

Rating: — · first AC: 2025-06-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[jason_sun's solution](#)

752.

105229L

[biEciWk](#)

Rating: — · first AC: 2025-06-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[jason_sun's solution](#)

753.

105229K

[eōQbrial](#)

Rating: — · first AC: 2025-06-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[jason_sun's solution](#)

754.

105229M

[NtQb4Y\)](#)

Rating: — · first AC: 2025-06-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[jason_sun's solution](#)

755.

105229E

[eāTjopñlw](#)

Rating: — · first AC: 2025-06-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[jason_sun's solution](#)

756.

105229J

[g•Tjopñlw^•R](#)

Rating: — · first AC: 2025-06-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[jason_sun's solution](#)

757.

105229A

[eāTjopñlw-Üetp'h h<~ßçj](#)

Rating: — · first AC: 2025-06-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[jason_sun's solution](#)