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Unique solved — jiangly

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

Sort: Problem rating · easier first

Filters: none

Count: 7,251

1.

2208A

[Bingo Candies](#) · [Tutorial](#)

Quality: 20,192 global accepts · Rating: 800 · first AC: 2026-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math
[jiangly's solution](#)

2.

2209A

[Flip Flops](#) · [Tutorial](#)

Quality: 21,473 global accepts · Rating: 800 · first AC: 2026-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy
[jiangly's solution](#)

3.

2204B

[Right Maximum](#) · [Tutorial](#)

Quality: 19,525 global accepts · Rating: 800 · first AC: 2026-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy
[jiangly's solution](#)

4.

2204A

[Passing the Ball](#) · [Tutorial](#)

Quality: 21,726 global accepts · Rating: 800 · first AC: 2026-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation
[jiangly's solution](#)

5.

2207A

[1-1](#) · [Tutorial](#)

Quality: 13,672 global accepts · Rating: 800 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings
[jiangly's solution](#)

6.

2200A

[Eating Game](#) · [Tutorial](#)

Quality: 28,101 global accepts · Rating: 800 · first AC: 2026-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy
[jiangly's solution](#)

7.

2200B

[Deletion Sort](#) · [Tutorial](#)

Quality: 25,454 global accepts · Rating: 800 · first AC: 2026-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, greedy, sortings
[jiangly's solution](#)

8.

2205A

[Simons and Making It Beautiful](#) · [Tutorial](#)

Quality: 17,289 global accepts · Rating: 800 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms
[jiangly's solution](#)

9.

2205B

[Simons and Cakes for Success](#) · [Tutorial](#)

Quality: 16,162 global accepts · Rating: 800 · first AC: 2026-02-26 · last AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math
[jiangly's solution](#)

10.

2203A

[Towers of Boxes](#) · [Tutorial](#)

Quality: 17,968 global accepts · Rating: 800 · first AC: 2026-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[jiangly's solution](#)

11.

2195A

[Sieve of Erato67henes](#) · [Tutorial](#)

Quality: 35,440 global accepts · Rating: 800 · first AC: 2026-02-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[jiangly's solution](#)

12.

2194A

[Lawn Mower](#) · [Tutorial](#)

Quality: 23,827 global accepts · Rating: 800 · first AC: 2026-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[jiangly's solution](#)

13.

2191A

[Array Coloring](#) · [Tutorial](#)

Quality: 27,768 global accepts · Rating: 800 · first AC: 2026-01-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[jiangly's solution](#)

14.

2193A

[DBMB and the Array](#) · [Tutorial](#)

Quality: 42,644 global accepts · Rating: 800 · first AC: 2026-01-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math

[jiangly's solution](#)

15.

2193B

[Reverse a Permutation](#) · [Tutorial](#)

Quality: 30,110 global accepts · Rating: 800 · first AC: 2026-01-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[jiangly's solution](#)

16.

2189A

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

Quality: 24,363 global accepts · Rating: 800 · first AC: 2026-01-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[jiangly's solution](#)

17.

2185B

[Prefix Max](#) · [Tutorial](#)

Quality: 40,686 global accepts · Rating: 800 · first AC: 2026-01-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[jiangly's solution](#)

18.

2185A

[Perfect Root](#) · [Tutorial](#)

Quality: 43,064 global accepts · Rating: 800 · first AC: 2026-01-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[jiangly's solution](#)

19.

2182B

[New Year Cake](#) · [Tutorial](#)

Quality: 23,434 global accepts · Rating: 800 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force

[jiangly's solution](#)

20.

2182A

[New Year String](#) · [Tutorial](#)

Quality: 25,324 global accepts · Rating: 800 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[jiangly's solution](#)

21.

2178A

[Yes or Yes](#) · [Tutorial](#)

Quality: 25,729 global accepts · Rating: 800 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings
[jiangly's solution](#)

22.

2180B

[Ashmal](#) · [Tutorial](#)

Quality: 24,573 global accepts · Rating: 800 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings
[jiangly's solution](#)

23.

2180A

[Carnival Wheel](#) · [Tutorial](#)

Quality: 25,869 global accepts · Rating: 800 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, number theory
[jiangly's solution](#)

24.

2163A

[Souvlaki VS. Kalamaki](#) · [Tutorial](#)

Quality: 19,590 global accepts · Rating: 800 · first AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, math, sortings
[jiangly's solution](#)

25.

2161A

[Round Trip](#) · [Tutorial](#)

Quality: 15,718 global accepts · Rating: 800 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, implementation, math
[jiangly's solution](#)

26.

2156A

[Pizza Time](#) · [Tutorial](#)

Quality: 26,865 global accepts · Rating: 800 · first AC: 2025-10-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy
[jiangly's solution](#)

27.

2167A

[Square?](#) · [Tutorial](#)

Quality: 58,446 global accepts · Rating: 800 · first AC: 2025-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, sortings
[jiangly's solution](#)

28.

2167B

[Your Name](#) · [Tutorial](#)

Quality: 51,806 global accepts · Rating: 800 · first AC: 2025-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: sortings, strings
[jiangly's solution](#)

29.

2167C

[Isamatdin and His Magic Wand!](#) · [Tutorial](#)

Quality: 36,052 global accepts · Rating: 800 · first AC: 2025-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings
[jiangly's solution](#)

30.

2160A

[MEX Partition](#) · [Tutorial](#)

Quality: 22,452 global accepts · Rating: 800 · first AC: 2025-10-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math
[jiangly's solution](#)

31.

2162A

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

Quality: 41,585 global accepts · Rating: 800 · first AC: 2025-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy
[jiangly's solution](#)

32.

2154A

[Notelock](#) · [Tutorial](#)

Quality: 23,163 global accepts · Rating: 800 · first AC: 2025-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, two pointers
[jiangly's solution](#)

33.

2153A

[Circle of Apple Trees](#) · [Tutorial](#)

Quality: 26,364 global accepts · Rating: 800 · first AC: 2025-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings
[jiangly's solution](#)

34.

2153B

[Bitwise Reversion](#) · [Tutorial](#)

Quality: 22,586 global accepts · Rating: 800 · first AC: 2025-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy
[jiangly's solution](#)

35.

2145A

[Candies for Nephews](#) · [Tutorial](#)

Quality: 30,749 global accepts · Rating: 800 · first AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math
[jiangly's solution](#)

36.

2155A

[El fucho](#) · [Tutorial](#)

Quality: 25,160 global accepts · Rating: 800 · first AC: 2025-10-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math
[jiangly's solution](#)

37.

2152A

[Increase or Smash](#) · [Tutorial](#)

Quality: 22,301 global accepts · Rating: 800 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation
[jiangly's solution](#)

38.

2149A

[Be Positive](#) · [Tutorial](#)

Quality: 40,897 global accepts · Rating: 800 · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math
[jiangly's solution](#)

39.

2149B

[Unconventional Pairs](#) · [Tutorial](#)

Quality: 33,034 global accepts · Rating: 800 · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings
[jiangly's solution](#)

40.

2146A

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

Quality: 21,834 global accepts · Rating: 800 · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation
[jiangly's solution](#)

41.

2147A

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

Quality: 18,626 global accepts · Rating: 800 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[jiangly's solution](#)

42.

2148A

[Sublime Sequence](#) · [Tutorial](#)

Quality: 47,406 global accepts · Rating: 800 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, hashing, math

[jiangly's solution](#)

43.

2148B

[Lasers](#) · [Tutorial](#)

Quality: 33,040 global accepts · Rating: 800 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry

[jiangly's solution](#)

44.

2143A

[All Lengths Subtraction](#) · [Tutorial](#)

Quality: 20,698 global accepts · Rating: 800 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, two pointers

[jiangly's solution](#)

45.

2144A

[Cut the Array](#) · [Tutorial](#)

Quality: 21,674 global accepts · Rating: 800 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[jiangly's solution](#)

46.

2136A

[In the Dream](#) · [Tutorial](#)

Quality: 26,114 global accepts · Rating: 800 · first AC: 2025-08-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[jiangly's solution](#)

47.

2134A

[Painting With Two Colors](#) · [Tutorial](#)

Quality: 26,553 global accepts · Rating: 800 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, math

[jiangly's solution](#)

48.

2133B

[Villagers](#) · [Tutorial](#)

Quality: 25,540 global accepts · Rating: 800 · first AC: 2025-08-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[jiangly's solution](#)

49.

2133A

[Redstone?](#) · [Tutorial](#)

Quality: 30,967 global accepts · Rating: 800 · first AC: 2025-08-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, implementation, math

[jiangly's solution](#)

50.

2132A

[Homework](#) · [Tutorial](#)

Quality: 43,336 global accepts · Rating: 800 · first AC: 2025-08-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, strings

[jiangly's solution](#)

51.

2131A

[Lever](#) · [Tutorial](#)

Quality: 38,861 global accepts · Rating: 800 · first AC: 2025-08-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[jiangly's solution](#)

52.

2131B

[Alternating Series](#) · [Tutorial](#)

Quality: 30,949 global accepts · Rating: 800 · first AC: 2025-08-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[jiangly's solution](#)

53.

2127A

[Mix Mex Max](#) · [Tutorial](#)

Quality: 19,639 global accepts · Rating: 800 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[jiangly's solution](#)

54.

2130A

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

Quality: 28,530 global accepts · Rating: 800 · first AC: 2025-08-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[jiangly's solution](#)

55.

2128A

[Recycling Center](#) · [Tutorial](#)

Quality: 28,482 global accepts · Rating: 800 · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[jiangly's solution](#)

56.

2125A

[Difficult Contest](#) · [Tutorial](#)

Quality: 27,976 global accepts · Rating: 800 · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, sortings, strings

[jiangly's solution](#)

57.

2126B

[No Casino in the Mountains](#) · [Tutorial](#)

Quality: 37,688 global accepts · Rating: 800 · first AC: 2025-07-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[jiangly's solution](#)

58.

2126A

[Only One Digit](#) · [Tutorial](#)

Quality: 51,070 global accepts · Rating: 800 · first AC: 2025-07-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math

[jiangly's solution](#)

59.

2112A

[Race](#) · [Tutorial](#)

Quality: 29,259 global accepts · Rating: 800 · first AC: 2025-06-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[jiangly's solution](#)

60.

2113A

[Shashliks](#) · [Tutorial](#)

Quality: 20,509 global accepts · Rating: 800 · first AC: 2025-06-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[jiangly's solution](#)

61.

2121A

[Letter Home](#) · [Tutorial](#)

Quality: 39,276 global accepts · Rating: 800 · first AC: 2025-06-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math

[jiangly's solution](#)

62.

2121B

[Above the Clouds](#) · [Tutorial](#)

Quality: 32,492 global accepts · Rating: 800 · first AC: 2025-06-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, strings

[jiangly's solution](#)

63.

2118A

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

Quality: 29,116 global accepts · Rating: 800 · first AC: 2025-06-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[jiangly's solution](#)

64.

2117A

[False Alarm](#) · [Tutorial](#)

Quality: 38,040 global accepts · Rating: 800 · first AC: 2025-06-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[jiangly's solution](#)

65.

2117B

[Shrink](#) · [Tutorial](#)

Quality: 32,164 global accepts · Rating: 800 · first AC: 2025-06-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[jiangly's solution](#)

66.

2116A

[Gellyfish and Tricolor Pansy](#) · [Tutorial](#)

Quality: 26,971 global accepts · Rating: 800 · first AC: 2025-06-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy

[jiangly's solution](#)

67.

2111A

[Energy Crystals](#) · [Tutorial](#)

Quality: 20,726 global accepts · Rating: 800 · first AC: 2025-06-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math

[jiangly's solution](#)

68.

2114A

[Square Year](#) · [Tutorial](#)

Quality: 43,195 global accepts · Rating: 800 · first AC: 2025-05-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, math

[jiangly's solution](#)

69.

2110A

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

Quality: 29,825 global accepts · Rating: 800 · first AC: 2025-05-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, sortings

[jiangly's solution](#)

70.

2109A

[It's Time To Duel](#) · [Tutorial](#)

Quality: 26,948 global accepts · Rating: 800 · first AC: 2025-05-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[jiangly's solution](#)

71.

2107A

[LRC and VIP](#) · [Tutorial](#)

Quality: 22,202 global accepts · Rating: 800 · first AC: 2025-05-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, number theory

[jiangly's solution](#)

72.

2108A

[Permutation Warm-Up](#) · [Tutorial](#)

Quality: 22,151 global accepts · Rating: 800 · first AC: 2025-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, greedy, math
[jiangly's solution](#)

73.

2104A

[Three Decks](#) · [Tutorial](#)

Quality: 26,306 global accepts · Rating: 800 · first AC: 2025-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math
[jiangly's solution](#)

74.

2098A

[Vadim's Collection](#) · [Tutorial](#)

Quality: 14,754 global accepts · Rating: 800 · first AC: 2025-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy
[jiangly's solution](#)

75.

2106A

[Dr. TC](#) · [Tutorial](#)

Quality: 36,359 global accepts · Rating: 800 · first AC: 2025-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math
[jiangly's solution](#)

76.

2103A

[Common Multiple](#) · [Tutorial](#)

Quality: 24,948 global accepts · Rating: 800 · first AC: 2025-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, math
[jiangly's solution](#)

77.

2094A

[Trippi Troppi](#) · [Tutorial](#)

Quality: 56,270 global accepts · Rating: 800 · first AC: 2025-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: strings
[jiangly's solution](#)

78.

2094B

[Bobritto Bandito](#) · [Tutorial](#)

Quality: 33,148 global accepts · Rating: 800 · first AC: 2025-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms
[jiangly's solution](#)

79.

2093A

[Ideal Generator](#) · [Tutorial](#)

Quality: 40,836 global accepts · Rating: 800 · first AC: 2025-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math
[jiangly's solution](#)

80.

2084A

[Max and Mod](#) · [Tutorial](#)

Quality: 17,430 global accepts · Rating: 800 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math
[jiangly's solution](#)

81.

2086A

[Cloudberry Jam](#) · [Tutorial](#)

Quality: 33,541 global accepts · Rating: 800 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math
[jiangly's solution](#)

82.

2092A

[Kamilka and the Sheep](#) · [Tutorial](#)

Quality: 28,314 global accepts · Rating: 800 · first AC: 2025-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory, sortings
[jiangly's solution](#)

83.

2091B

[Team Training](#) · [Tutorial](#)

Quality: 32,700 global accepts · Rating: 800 · first AC: 2025-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, sortings
[jiangly's solution](#)

84.

2091A

[Olympiad Date](#) · [Tutorial](#)

Quality: 39,022 global accepts · Rating: 800 · first AC: 2025-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings
[jiangly's solution](#)

85.

2075A

[To Zero](#) · [Tutorial](#)

Quality: 27,908 global accepts · Rating: 800 · first AC: 2025-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math
[jiangly's solution](#)

86.

2074B

[The Third Side](#) · [Tutorial](#)

Quality: 34,753 global accepts · Rating: 800 · first AC: 2025-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, greedy, math
[jiangly's solution](#)

87.

2074A

[Draw a Square](#) · [Tutorial](#)

Quality: 44,314 global accepts · Rating: 800 · first AC: 2025-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, implementation
[jiangly's solution](#)

88.

1092A

[Uniform String](#) · [Tutorial](#)

Quality: 17,274 global accepts · Rating: 800 · first AC: 2025-03-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation
[jiangly's solution](#)

89.

2071A

[The Play Never Ends](#) · [Tutorial](#)

Quality: 27,840 global accepts · Rating: 800 · first AC: 2025-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory
[jiangly's solution](#)

90.

2070A

[FizzBuzz Remixed](#) · [Tutorial](#)

Quality: 26,491 global accepts · Rating: 800 · first AC: 2025-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math
[jiangly's solution](#)

91.

2072A

[New World, New Me, New Array](#) · [Tutorial](#)

Quality: 40,656 global accepts · Rating: 800 · first AC: 2025-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math
[jiangly's solution](#)

92.

2069A

[Was there an Array?](#) · [Tutorial](#)

Quality: 26,547 global accepts · Rating: 800 · first AC: 2025-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graph matchings, greedy
[jiangly's solution](#)

93.

2067A

[Adjacent Digit Sums](#) · [Tutorial](#)

Quality: 25,691 global accepts · Rating: 800 · first AC: 2025-02-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math
[jiangly's solution](#)

94.

2064A

[Brogramming Contest](#) · [Tutorial](#)

Quality: 27,098 global accepts · Rating: 800 · first AC: 2025-02-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings
[jiangly's solution](#)

95.

2065A

[Skibidus and Amog'u](#) · [Tutorial](#)

Quality: 55,624 global accepts · Rating: 800 · first AC: 2025-02-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings
[jiangly's solution](#)

96.

2065B

[Skibidus and Ohio](#) · [Tutorial](#)

Quality: 42,071 global accepts · Rating: 800 · first AC: 2025-02-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: strings
[jiangly's solution](#)

97.

2063A

[Minimal Coprime](#) · [Tutorial](#)

Quality: 31,758 global accepts · Rating: 800 · first AC: 2025-02-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory
[jiangly's solution](#)

98.

2059A

[Milya and Two Arrays](#) · [Tutorial](#)

Quality: 29,191 global accepts · Rating: 800 · first AC: 2025-02-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings
[jiangly's solution](#)

99.

2062A

[String](#) · [Tutorial](#)

Quality: 28,276 global accepts · Rating: 800 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, strings
[jiangly's solution](#)

100.

2061A

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

Quality: 22,353 global accepts · Rating: 800 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math
[jiangly's solution](#)

101.

2060A

[Fibonacciness](#) · [Tutorial](#)

Quality: 41,096 global accepts · Rating: 800 · first AC: 2025-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force
[jiangly's solution](#)

102.

2056A

[Shape Perimeter](#) · [Tutorial](#)

Quality: 26,784 global accepts · Rating: 800 · first AC: 2025-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math
[jiangly's solution](#)

103.

2055A

[Two Frogs](#) · [Tutorial](#)

Quality: 33,639 global accepts · Rating: 800 · first AC: 2025-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games, greedy, math
[jiangly's solution](#)

104.

2057A

[MEX Table](#) · [Tutorial](#)

Quality: 27,509 global accepts · Rating: 800 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math
[jiangly's solution](#)

105.

2053A

[Tender Carpenter](#) · [Tutorial](#)

Quality: 21,260 global accepts · Rating: 800 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, geometry, greedy, math
[jiangly's solution](#)

106.

2051B

[Journey](#) · [Tutorial](#)

Quality: 39,750 global accepts · Rating: 800 · first AC: 2024-12-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math
[jiangly's solution](#)

107.

2051A

[Preparing for the Olympiad](#) · [Tutorial](#)

Quality: 35,176 global accepts · Rating: 800 · first AC: 2024-12-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy
[jiangly's solution](#)

108.

2043A

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

Quality: 26,986 global accepts · Rating: 800 · first AC: 2024-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math
[jiangly's solution](#)

109.

2049A

[MEX Destruction](#) · [Tutorial](#)

Quality: 24,130 global accepts · Rating: 800 · first AC: 2024-12-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation
[jiangly's solution](#)

110.

2048A

[Kevin and Combination Lock](#) · [Tutorial](#)

Quality: 22,852 global accepts · Rating: 800 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, math, number theory
[jiangly's solution](#)

111.

2044C

[Hard Problem](#) · [Tutorial](#)

Quality: 45,266 global accepts · Rating: 800 · first AC: 2024-12-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math
[jiangly's solution](#)

112.

2044B

[Normal Problem](#) · [Tutorial](#)

Quality: 51,969 global accepts · Rating: 800 · first AC: 2024-12-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, strings
[jiangly's solution](#)

113.

2044A

[Easy Problem](#) · [Tutorial](#)

Quality: 61,201 global accepts · Rating: 800 · first AC: 2024-12-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math
[jiangly's solution](#)

114.

2040A

[Game of Division](#) · [Tutorial](#)

Quality: 24,433 global accepts · Rating: 800 · first AC: 2024-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, math
[jiangly's solution](#)

115.

2050A

[Line Breaks](#) · [Tutorial](#)

Quality: 36,457 global accepts · Rating: 800 · first AC: 2024-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation
[jiangly's solution](#)

116.

2042A

[Greedy Monocarp](#) · [Tutorial](#)

Quality: 20,854 global accepts · Rating: 800 · first AC: 2024-12-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings
[jiangly's solution](#)

117.

2034A

[King Keykhosrow's Mystery](#) · [Tutorial](#)

Quality: 18,401 global accepts · Rating: 800 · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory
[jiangly's solution](#)

118.

2031A

[Penchick and Modern Monument](#) · [Tutorial](#)

Quality: 20,944 global accepts · Rating: 800 · first AC: 2024-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, math
[jiangly's solution](#)

119.

2039A

[Shohag Loves Mod](#) · [Tutorial](#)

Quality: 18,123 global accepts · Rating: 800 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, number theory
[jiangly's solution](#)

120.

2038J

[Waiting for...](#) · [Tutorial](#)

Quality: 8,776 global accepts · Rating: 800 · first AC: 2024-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation
[jiangly's solution](#)

121.

2038N

[Fixing the Expression](#) · [Tutorial](#)

Quality: 11,340 global accepts · Rating: 800 · first AC: 2024-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation
[jiangly's solution](#)

122.

2037A

[Twice](#) · [Tutorial](#)

Quality: 35,694 global accepts · Rating: 800 · first AC: 2024-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation
[jiangly's solution](#)

123.

2037B

[Intercepted Inputs](#) · [Tutorial](#)

Quality: 25,539 global accepts · Rating: 800 · first AC: 2024-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation
[jiangly's solution](#)

124.

2029A

[Set](#) · [Tutorial](#)

Quality: 14,162 global accepts · Rating: 800 · first AC: 2024-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math
[jiangly's solution](#)

125.

2036B

[Startup](#) · [Tutorial](#)

Quality: 29,739 global accepts · Rating: 800 · first AC: 2024-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings
[jiangly's solution](#)

126.

2036A

[Quintomania](#) · [Tutorial](#)

Quality: 40,689 global accepts · Rating: 800 · first AC: 2024-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation
[jiangly's solution](#)

127.

2032A

[Circuit](#) · [Tutorial](#)

Quality: 24,697 global accepts · Rating: 800 · first AC: 2024-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math, number theory
[jiangly's solution](#)

128.

2035A

[Sliding](#) · [Tutorial](#)

Quality: 17,846 global accepts · Rating: 800 · first AC: 2024-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math
[jiangly's solution](#)

129.

2027A

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

Quality: 22,024 global accepts · Rating: 800 · first AC: 2024-10-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, implementation, math
[jiangly's solution](#)

130.

2033A

[Sakurako and Kosuke](#) · [Tutorial](#)

Quality: 41,158 global accepts · Rating: 800 · first AC: 2024-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, math
[jiangly's solution](#)

131.

2024A

[Profitable Interest Rate](#) · [Tutorial](#)

Quality: 23,013 global accepts · Rating: 800 · first AC: 2024-10-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math
[jiangly's solution](#)

132.

2030B

[Minimise Oneness](#) · [Tutorial](#)

Quality: 23,685 global accepts · Rating: 800 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, games, math
[jiangly's solution](#)

133.

2030A

[A Gift From Orangutan](#) · [Tutorial](#)

Quality: 27,583 global accepts · Rating: 800 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings
[jiangly's solution](#)

134.

2025A

[Two Screens](#) · [Tutorial](#)

Quality: 28,570 global accepts · Rating: 800 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, strings, two pointers
[jiangly's solution](#)

135.

2022A

[Bus to Pénjamo](#) · [Tutorial](#)

Quality: 17,228 global accepts · Rating: 800 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[jiangly's solution](#)

136.

2019A

[Max Plus Size](#) · [Tutorial](#)

Quality: 27,133 global accepts · Rating: 800 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy

[jiangly's solution](#)

137.

2021A

[Meaning Mean](#) · [Tutorial](#)

Quality: 21,500 global accepts · Rating: 800 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math, sortings

[jiangly's solution](#)

138.

2020A

[Find Minimum Operations](#) · [Tutorial](#)

Quality: 25,941 global accepts · Rating: 800 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, math, number theory

[jiangly's solution](#)

139.

2014B

[Robin Hood and the Major Oak](#) · [Tutorial](#)

Quality: 33,188 global accepts · Rating: 800 · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: math

[jiangly's solution](#)

140.

2014A

[Robin Helps](#) · [Tutorial](#)

Quality: 45,703 global accepts · Rating: 800 · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[jiangly's solution](#)

141.

2013A

[Zhan's Blender](#) · [Tutorial](#)

Quality: 31,229 global accepts · Rating: 800 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[jiangly's solution](#)

142.

2009B

[osu!mania](#) · [Tutorial](#)

Quality: 53,220 global accepts · Rating: 800 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation

[jiangly's solution](#)

143.

2009A

[Minimize!](#) · [Tutorial](#)

Quality: 72,953 global accepts · Rating: 800 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[jiangly's solution](#)

144.

2008C

[Longest Good Array](#) · [Tutorial](#)

Quality: 36,471 global accepts · Rating: 800 · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, math

[jiangly's solution](#)

145.

2008B

[Square or Not](#) · [Tutorial](#)

Quality: 32,955 global accepts · Rating: 800 · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, strings

[jiangly's solution](#)

146.

2008A

[Sakurako's Exam](#) · [Tutorial](#)

Quality: 41,786 global accepts · Rating: 800 · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[jiangly's solution](#)

147.

2007A

[Dora's Set](#) · [Tutorial](#)

Quality: 25,250 global accepts · Rating: 800 · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[jiangly's solution](#)

148.

2010B

[Three Brothers](#) · [Tutorial](#)

Quality: 24,716 global accepts · Rating: 800 · first AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math

[jiangly's solution](#)

149.

2010A

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

Quality: 21,265 global accepts · Rating: 800 · first AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math

[jiangly's solution](#)

150.

1987A

[Upload More RAM](#) · [Tutorial](#)

Quality: 28,990 global accepts · Rating: 800 · first AC: 2024-08-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[jiangly's solution](#)

151.

2003B

[Turtle and Piggy Are Playing a Game 2](#) · [Tutorial](#)

Quality: 27,527 global accepts · Rating: 800 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings

[jiangly's solution](#)

152.

2003A

[Turtle and Good Strings](#) · [Tutorial](#)

Quality: 32,663 global accepts · Rating: 800 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

[jiangly's solution](#)

153.

2001B

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

Quality: 26,105 global accepts · Rating: 800 · first AC: 2024-08-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[jiangly's solution](#)

154.

2001A

[Make All Equal](#) · [Tutorial](#)

Quality: 32,874 global accepts · Rating: 800 · first AC: 2024-08-24 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[jiangly's solution](#)

155.

2004A

[Closest Point](#) · [Tutorial](#)

Quality: 33,708 global accepts · Rating: 800 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[jiangly's solution](#)

156.

2000B

[Seating in a Bus](#) · [Tutorial](#)

Quality: 40,613 global accepts · Rating: 800 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: two pointers

[jiangly's solution](#)

157.

2000A

[Primary Task](#) · [Tutorial](#)

Quality: 44,097 global accepts · Rating: 800 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math, strings
[jiangly's solution](#)

158.

1998A

[Find K Distinct Points with Fixed Center](#) · [Tutorial](#)

Quality: 26,134 global accepts · Rating: 800 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math
[jiangly's solution](#)

159.

2002A

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

Quality: 21,314 global accepts · Rating: 800 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math
[jiangly's solution](#)

160.

1999C

[Showering](#) · [Tutorial](#)

Quality: 41,637 global accepts · Rating: 800 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[jiangly's solution](#)

161.

1999A

[A+B Again?](#) · [Tutorial](#)

Quality: 83,913 global accepts · Rating: 800 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[jiangly's solution](#)

162.

1993A

[Question Marks](#) · [Tutorial](#)

Quality: 33,167 global accepts · Rating: 800 · first AC: 2024-08-05 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[jiangly's solution](#)

163.

1997A

[Strong Password](#) · [Tutorial](#)

Quality: 33,431 global accepts · Rating: 800 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, strings
[jiangly's solution](#)

164.

1991A

[Maximize the Last Element](#) · [Tutorial](#)

Quality: 24,423 global accepts · Rating: 800 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[jiangly's solution](#)

165.

1996B

[Scale](#) · [Tutorial](#)

Quality: 36,910 global accepts · Rating: 800 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[jiangly's solution](#)

166.

1996A

[Legs](#) · [Tutorial](#)

Quality: 57,371 global accepts · Rating: 800 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, ternary search
[jiangly's solution](#)

167.

1995A

[Diagonals](#) · [Tutorial](#)

Quality: 26,422 global accepts · Rating: 800 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation,

math

[jiangly's solution](#)

168.

1994A

[Diverse Game](#) · [Tutorial](#)

Quality: 22,284 global accepts · Rating: 800 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[jiangly's solution](#)

169.

1992B

[Angry Monk](#) · [Tutorial](#)

Quality: 37,943 global accepts · Rating: 800 · first AC: 2024-07-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[jiangly's solution](#)

170.

1992A

[Only Pluses](#) · [Tutorial](#)

Quality: 49,230 global accepts · Rating: 800 · first AC: 2024-07-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, sortings

[jiangly's solution](#)

171.

1983A

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

Quality: 28,115 global accepts · Rating: 800 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[jiangly's solution](#)

172.

1989A

[Catch the Coin](#) · [Tutorial](#)

Quality: 29,351 global accepts · Rating: 800 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[jiangly's solution](#)

173.

1982A

[Soccer](#) · [Tutorial](#)

Quality: 27,505 global accepts · Rating: 800 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, sortings

[jiangly's solution](#)

174.

1986A

[X Axis](#) · [Tutorial](#)

Quality: 47,982 global accepts · Rating: 800 · first AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, math, sortings

[jiangly's solution](#)

175.

1978A

[Alice and Books](#) · [Tutorial](#)

Quality: 28,621 global accepts · Rating: 800 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[jiangly's solution](#)

176.

1978B

[New Bakery](#) · [Tutorial](#)

Quality: 25,329 global accepts · Rating: 800 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, ternary search

[jiangly's solution](#)

177.

1985B

[Maximum Multiple Sum](#) · [Tutorial](#)

Quality: 56,764 global accepts · Rating: 800 · first AC: 2024-06-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[jiangly's solution](#)

178.

1985A

[Creating Words](#) · [Tutorial](#)

Quality: 72,361 global accepts · Rating: 800 · first AC: 2024-06-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[jiangly's solution](#)

179.

1984A

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

Quality: 22,866 global accepts · Rating: 800 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[jiangly's solution](#)

180.

1979A

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

Quality: 31,791 global accepts · Rating: 800 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation

[jiangly's solution](#)

181.

1980B

[Choosing Cubes](#) · [Tutorial](#)

Quality: 38,500 global accepts · Rating: 800 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: sortings

[jiangly's solution](#)

182.

1980A

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

Quality: 47,594 global accepts · Rating: 800 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: math

[jiangly's solution](#)

183.

1981A

[Turtle and Piggy Are Playing a Game](#) · [Tutorial](#)

Quality: 24,250 global accepts · Rating: 800 · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math

[jiangly's solution](#)

184.

1976A

[Verify Password](#) · [Tutorial](#)

Quality: 32,643 global accepts · Rating: 800 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings, strings

[jiangly's solution](#)

185.

1977A

[Little Nikita](#) · [Tutorial](#)

Quality: 39,196 global accepts · Rating: 800 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: math

[jiangly's solution](#)

186.

1974B

[Symmetric Encoding](#) · [Tutorial](#)

Quality: 34,482 global accepts · Rating: 800 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings, strings

[jiangly's solution](#)

187.

1974A

[Phone Desktop](#) · [Tutorial](#)

Quality: 37,908 global accepts · Rating: 800 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[jiangly's solution](#)

188.

1971A

[My First Sorting Problem](#) · [Tutorial](#)

Quality: 59,469 global accepts · Rating: 800 · first AC: 2024-05-12 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings

[jiangly's solution](#)

189.

1971B

[Different String](#) · [Tutorial](#)

Quality: 44,700 global accepts · Rating: 800 · first AC: 2024-05-12 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings

[jiangly's solution](#)

190.

1968B

[Prefiguence](#) · [Tutorial](#)

Quality: 31,435 global accepts · Rating: 800 · first AC: 2024-05-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy, two pointers

[jiangly's solution](#)

191.

1968A

[Maximize?](#) · [Tutorial](#)

Quality: 39,453 global accepts · Rating: 800 · first AC: 2024-05-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[jiangly's solution](#)

192.

1969A

[Two Friends](#) · [Tutorial](#)

Quality: 22,176 global accepts · Rating: 800 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math

[jiangly's solution](#)

193.

1957A

[Stickogon](#) · [Tutorial](#)

Quality: 25,674 global accepts · Rating: 800 · first AC: 2024-04-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[jiangly's solution](#)

194.

1956B

[Nene and the Card Game](#) · [Tutorial](#)

Quality: 22,929 global accepts · Rating: 800 · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[jiangly's solution](#)

195.

1956A

[Nene's Game](#) · [Tutorial](#)

Quality: 24,192 global accepts · Rating: 800 · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, games, greedy

[jiangly's solution](#)

196.

1955A

[Yogurt Sale](#) · [Tutorial](#)

Quality: 52,724 global accepts · Rating: 800 · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: math

[jiangly's solution](#)

197.

1942A

[Farmer John's Challenge](#) · [Tutorial](#)

Quality: 18,506 global accepts · Rating: 800 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[jiangly's solution](#)

198.

1950C

[Clock Conversion](#) · [Tutorial](#)

Quality: 46,900 global accepts · Rating: 800 · first AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[jiangly's solution](#)

199.

1950B

[Upscaling](#) · [Tutorial](#)

Quality: 44,206 global accepts · Rating: 800 · first AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[jiangly's solution](#)

200.

1950A

[Stair, Peak, or Neither?](#) · [Tutorial](#)

Quality: 69,436 global accepts · Rating: 800 · first AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[jiangly's solution](#)

201.

1946A

[Median of an Array](#) · [Tutorial](#)

Quality: 28,569 global accepts · Rating: 800 · first AC: 2024-03-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

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202.

1945A

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Quality: 30,316 global accepts · Rating: 800 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

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203.

1948A

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Quality: 30,992 global accepts · Rating: 800 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

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204.

1941A

[Rudolf and the Ticket](#) · [Tutorial](#)

Quality: 47,693 global accepts · Rating: 800 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

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205.

1935A

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Quality: 30,322 global accepts · Rating: 800 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings

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206.

1934A

[Too Min Too Max](#) · [Tutorial](#)

Quality: 27,261 global accepts · Rating: 800 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

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207.

1933A

[Turtle Puzzle: Rearrange and Negate](#) · [Tutorial](#)

Quality: 42,105 global accepts · Rating: 800 · first AC: 2024-02-27 · last AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

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208.

1933B

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209.

1923A

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210.

1608A

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Quality: 20,261 global accepts · Rating: 800 · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
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211.

1883A

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212.

1926B

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213.

1926A

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214.

1925A

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215.

1932A

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216.

1930A

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217.

1931B

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[jiangly's solution](#)

218.

1931A

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[jiangly's solution](#)

219.

1929B

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Quality: 26,730 global accepts · Rating: 800 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math
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220.

1929A

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221.

1928A

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222.

1927A

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223.

1918A

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224.

1922A

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225.

1921B

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226.

1921A

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227.

1920A

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228.

1916A

[2023](#) · [Tutorial](#)

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229.

1915C

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230.

1915B

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231.

1915A

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232.

1917A

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233.

1909A

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[jiangly's solution](#)

234.

1914B

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235.

1914A

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236.

1912L

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237.

1913A

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238.

1905A

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Quality: 24,430 global accepts · Rating: 800 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

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239.

1907A

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240.

1901A

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241.

1903A

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242.

1902A

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243.

1900A

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244.

1899A

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245.

1898A

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246.

1895B

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247.

1895A

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248.

1891A

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249.

1884A

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1592A

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251.

1594A

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252.

1881A

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253.

1886A

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math

[jiangly's solution](#)

254.

1877A

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255.

1878B

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256.

1878A

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[jiangly's solution](#)

257.

1882A

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[jiangly's solution](#)

258.

1879A

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259.

1873D

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260.

1873C

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261.

1873B

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262.

1873A

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263.

1870A

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264.

1582A

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265.

1602A

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1604A

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267.

1867A

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268.

1605A

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1589A

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270.

1872A

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271.

1591A

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272.

1629B

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273.

1629A

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274.

1631A

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275.

1642A

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276.

1649A

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277.

1647A

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278.

1668A

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279.

1688B

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[jiangly's solution](#)

280.

1688A

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281.

1708A

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282.

1866A

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283.

1861A

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284.

1863A

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285.

1864A

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286.

1862B

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[jiangly's solution](#)

287.

1862A

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288.

900A

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289.

897A

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290.

1858A

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291.

888A

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[jiangly's solution](#)

292.

1859A

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[jiangly's solution](#)

293.

1836A

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294.

1853A

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295.

1855A

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296.

1856A

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297.

1857A

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[jiangly's solution](#)

298.

1849A

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299.

1851B

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300.

1851A

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[jiangly's solution](#)

301.

1850C

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302.

1850B

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303.

1850A

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304.

1847A

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305.

1844A

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306.

1846B

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307.

1846A

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308.

1845A

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Quality: 47,329 global accepts · Rating: 800 · first AC: 2023-07-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math, number theory

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309.

1842A

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Quality: 20,796 global accepts · Rating: 800 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: games, math

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310.

1843C

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311.

1843B

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[jiangly's solution](#)

312.

1843A

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313.

1834A

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Quality: 45,641 global accepts · Rating: 800 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[jiangly's solution](#)

314.

1841A

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315.

1828A

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Quality: 25,341 global accepts · Rating: 800 · first AC: 2023-06-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

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316.

1831A

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Quality: 46,281 global accepts · Rating: 800 · first AC: 2023-06-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

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317.

1839A

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[jiangly's solution](#)

318.

1838A

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Quality: 22,689 global accepts · Rating: 800 · first AC: 2023-06-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

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319.

1840A

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Quality: 38,049 global accepts · Rating: 800 · first AC: 2023-06-07 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings, two pointers

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320.

266B

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321.

266A

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322.

1837A

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[jiangly's solution](#)

323.

1833C

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[jiangly's solution](#)

324.

1833A

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325.

1832A

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326.

1825A

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[jiangly's solution](#)

327.

1829C

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[jiangly's solution](#)

328.

1829B

[Blank Space](#) · [Tutorial](#)

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[jiangly's solution](#)

329.

1829A

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Quality: 70,689 global accepts · Rating: 800 · first AC: 2023-05-07 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[jiangly's solution](#)

330.

236A

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331.

1818A

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332.

281A

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Quality: 270,934 global accepts · Rating: 800 · first AC: 2023-04-28 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings
[jiangly's solution](#)

333.

339A

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334.

1823A

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335.

112A

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336.

282A

[Bit++](#) · [Tutorial](#)

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337.

158A

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338.

71A

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339.

47A

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340.

46A

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341.

41A

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342.

1822C

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343.

1822B

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344.

1822A

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38A

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346.

1821A

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347.

34A

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348.

1820A

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349.

32B

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350.

32A

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351.

1816A

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352.

22A

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353.

1797A

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354.

16A

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355.

1814A

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356.

14A

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Quality: 12,394 global accepts · Rating: 800 · first AC: 2023-04-06 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[jiangly's solution](#)

357.

1811A

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[jiangly's solution](#)

358.

12A

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Quality: 15,423 global accepts · Rating: 800 · first AC: 2023-04-03 · C++20 (GCC 11-64) (first AC) · Tags: implementation

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359.

1805B

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Quality: 19,973 global accepts · Rating: 800 · first AC: 2023-04-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

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360.

1805A

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361.

1810B

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362.

1810A

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363.

1806A

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364.

1106A

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365.

1798A

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366.

1809A

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[jiangly's solution](#)

367.

1807B

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368.

1807C

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369.

1807A

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370.

712A

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371.

707A

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372.

703A

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373.

1802A

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374.

1804A

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375.

1794A

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[jiangly's solution](#)

376.

1800A

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377.

1796A

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378.

1799A

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379.

1789B

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380.

1789A

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381.

1776A

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382.

1795A

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383.

1793A

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384.

1788A

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385.

1774A

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386.

1772B

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[jiangly's solution](#)

387.

1772A

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388.

1763A

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[jiangly's solution](#)

389.

1765B

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[jiangly's solution](#)

390.

1786A2

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391.

1786A1

[Non-alternating Deck \(easy version\)](#) · [Tutorial](#)

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392.

1791C

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393.

1791B

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Quality: 52,658 global accepts · Rating: 800 · first AC: 2023-02-03 · C++20 (GCC 11-64) (first AC) · Tags: geometry, implementation
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394.

1791A

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395.

1778A

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396.

1787A

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397.

1790B

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398.

1790A

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399.

1780A

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Quality: 22,703 global accepts · Rating: 800 · first AC: 2023-01-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[jiangly's solution](#)

400.

1792A

[GamingForces](#) · [Tutorial](#)

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401.

1777A

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402.

1782A

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Rating: 800 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, math

[jiangly's solution](#)

403.

1775A1

[Gardener and the Capybaras \(easy version\)](#) · [Tutorial](#)

Quality: 20,415 global accepts · Rating: 800 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, implementation

[jiangly's solution](#)

404.

1783A

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Quality: 48,698 global accepts · Rating: 800 · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, sortings

[jiangly's solution](#)

405.

1768A

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406.

1779A

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407.

1731A

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Quality: 23,668 global accepts · Rating: 800 · first AC: 2022-12-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

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408.

1767B

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409.

1767A

[Cut the Triangle](#) · [Tutorial](#)

Quality: 21,557 global accepts · Rating: 800 · first AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[jiangly's solution](#)

410.

1762A

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

Quality: 20,588 global accepts · Rating: 800 · first AC: 2022-12-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[jiangly's solution](#)

411.

1766A

[Extremely Round](#) · [Tutorial](#)

Quality: 45,978 global accepts · Rating: 800 · first AC: 2022-12-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[jiangly's solution](#)

412.

1773F

[Football](#) · [Tutorial](#)

Quality: 4,781 global accepts · Rating: 800 · first AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[jiangly's solution](#)

413.

1764A

[Doremy's Paint](#) · [Tutorial](#)

Quality: 17,453 global accepts · Rating: 800 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[jiangly's solution](#)

414.

1758A

[SSeeeeiinngg DDoouubbllee](#) · [Tutorial](#)

Quality: 27,047 global accepts · Rating: 800 · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings

[jiangly's solution](#)

415.

1760C

[Advantage](#) · [Tutorial](#)

Quality: 43,816 global accepts · Rating: 800 · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, sortings

[jiangly's solution](#)

416.

1760B

[Atilla's Favorite Problem](#) · [Tutorial](#)

Quality: 53,337 global accepts · Rating: 800 · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, strings

[jiangly's solution](#)

417.

1760A

[Medium Number](#) · [Tutorial](#)

Quality: 79,920 global accepts · Rating: 800 · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings

[jiangly's solution](#)

418.

1761A

[Two Permutations](#) · [Tutorial](#)

Quality: 36,581 global accepts · Rating: 800 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms

[jiangly's solution](#)

419.

1759B

[Lost Permutation](#) · [Tutorial](#)

Quality: 23,635 global accepts · Rating: 800 · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: math

[jiangly's solution](#)

420.

1759A

[Yes-Yes?](#) · [Tutorial](#)

Quality: 32,662 global accepts · Rating: 800 · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[jiangly's solution](#)

421.

1748A

[The Ultimate Square](#) · [Tutorial](#)

Quality: 25,311 global accepts · Rating: 800 · first AC: 2022-11-15 · C++20 (GCC 11-64) (first AC) · Tags: math

[jiangly's solution](#)

422.

1750B

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

Quality: 16,815 global accepts · Rating: 800 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation

[jiangly's solution](#)

423.

1750A

[Indirect Sort](#) · [Tutorial](#)

Quality: 17,830 global accepts · Rating: 800 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math

[jiangly's solution](#)

424.

1747A

[Two Groups](#) · [Tutorial](#)

Quality: 26,484 global accepts · Rating: 800 · first AC: 2022-11-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[jiangly's solution](#)

425.

1754B

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

Quality: 19,713 global accepts · Rating: 800 · first AC: 2022-10-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[jiangly's solution](#)

426.

1754A

[Technical Support](#) · [Tutorial](#)

Quality: 24,867 global accepts · Rating: 800 · first AC: 2022-10-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[jiangly's solution](#)

427.

1740B

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

Quality: 14,352 global accepts · Rating: 800 · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, sortings

[jiangly's solution](#)

428.

1740A

[Factorise N+M](#) · [Tutorial](#)

Quality: 23,146 global accepts · Rating: 800 · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, number theory

[jiangly's solution](#)

429.

1749A

[Cowardly Rooks](#) · [Tutorial](#)

Quality: 23,302 global accepts · Rating: 800 · first AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[jiangly's solution](#)

430.

1744B

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

Quality: 24,897 global accepts · Rating: 800 · first AC: 2022-10-18 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[jiangly's solution](#)

431.

1744A

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

Quality: 28,776 global accepts · Rating: 800 · first AC: 2022-10-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[jiangly's solution](#)

432.

1743B

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

Quality: 23,193 global accepts · Rating: 800 · first AC: 2022-10-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[jiangly's solution](#)

433.

1743A

[Password](#) · [Tutorial](#)

Quality: 29,540 global accepts · Rating: 800 · first AC: 2022-10-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, implementation, math

[jiangly's solution](#)

434.

1746B

[Rebellion](#) · [Tutorial](#)

Quality: 18,637 global accepts · Rating: 800 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, two pointers

[jiangly's solution](#)

435.

1746A

[Maxmina](#) · [Tutorial](#)

Quality: 21,064 global accepts · Rating: 800 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[jiangly's solution](#)

436.

1742B

[Increasing](#) · [Tutorial](#)

Quality: 61,084 global accepts · Rating: 800 · first AC: 2022-10-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[jiangly's solution](#)

437.

1742A

[Sum](#) · [Tutorial](#)

Quality: 104,279 global accepts · Rating: 800 · first AC: 2022-10-13 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[jiangly's solution](#)

438.

1741B

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

Quality: 26,761 global accepts · Rating: 800 · first AC: 2022-10-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[jiangly's solution](#)

439.

1741A

[Compare T-Shirt Sizes](#) · [Tutorial](#)

Quality: 33,801 global accepts · Rating: 800 · first AC: 2022-10-11 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings
[jiangly's solution](#)

440.

1736A

[Make A Equal to B](#) · [Tutorial](#)

Quality: 24,152 global accepts · Rating: 800 · first AC: 2022-10-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings
[jiangly's solution](#)

441.

1735A

[Working Week](#) · [Tutorial](#)

Quality: 21,056 global accepts · Rating: 800 · first AC: 2022-10-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math
[jiangly's solution](#)

442.

1738A

[Glory Addicts](#) · [Tutorial](#)

Quality: 14,192 global accepts · Rating: 800 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings
[jiangly's solution](#)

443.

1739A

[Immobile Knight](#) · [Tutorial](#)

Quality: 23,771 global accepts · Rating: 800 · first AC: 2022-09-29 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[jiangly's solution](#)

444.

1719B

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

Quality: 19,168 global accepts · Rating: 800 · first AC: 2022-09-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[jiangly's solution](#)

445.

1719A

[Chip Game](#) · [Tutorial](#)

Quality: 26,821 global accepts · Rating: 800 · first AC: 2022-09-29 · C++20 (GCC 11-64) (first AC) · Tags: games, math
[jiangly's solution](#)

446.

1730A

[Planets](#) · [Tutorial](#)

Quality: 24,815 global accepts · Rating: 800 · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings
[jiangly's solution](#)

447.

1734B

[Bright, Nice, Brilliant](#) · [Tutorial](#)

Quality: 16,404 global accepts · Rating: 800 · first AC: 2022-09-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
[jiangly's solution](#)

448.

1734A

[Select Three Sticks](#) · [Tutorial](#)

Quality: 22,407 global accepts · Rating: 800 · first AC: 2022-09-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings
[jiangly's solution](#)

449.

1733A

[Consecutive Sum](#) · [Tutorial](#)

Quality: 21,855 global accepts · Rating: 800 · first AC: 2022-09-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
[jiangly's solution](#)

450.

1729B

[Decode String](#) · [Tutorial](#)

Quality: 32,475 global accepts · Rating: 800 · first AC: 2022-09-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings
[jiangly's solution](#)

451.

1729A

[Two Elevators](#) · [Tutorial](#)

Quality: 45,896 global accepts · Rating: 800 · first AC: 2022-09-12 · C++20 (GCC 11-64) (first AC) · Tags: math
[jiangly's solution](#)

452.

1728B

[Best Permutation](#) · [Tutorial](#)

Quality: 20,672 global accepts · Rating: 800 · first AC: 2022-09-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[jiangly's solution](#)

453.

1728A

[Colored Balls: Revisited](#) · [Tutorial](#)

Quality: 25,451 global accepts · Rating: 800 · first AC: 2022-09-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, sortings
[jiangly's solution](#)

454.

1725A

[Accumulation of Dominoes](#) · [Tutorial](#)

Quality: 10,135 global accepts · Rating: 800 · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: math
[jiangly's solution](#)

455.

1717A

[Madoka and Strange Thoughts](#) · [Tutorial](#)

Quality: 20,956 global accepts · Rating: 800 · first AC: 2022-09-02 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
[jiangly's solution](#)

456.

1722C

[Word Game](#) · [Tutorial](#)

Quality: 36,174 global accepts · Rating: 800 · first AC: 2022-08-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation
[jiangly's solution](#)

457.

1722B

[Colourblindness](#) · [Tutorial](#)

Quality: 56,447 global accepts · Rating: 800 · first AC: 2022-08-30 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[jiangly's solution](#)

458.

1722A

[Spell Check](#) · [Tutorial](#)

Quality: 65,617 global accepts · Rating: 800 · first AC: 2022-08-30 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[jiangly's solution](#)

459.

1721A

[Image](#) · [Tutorial](#)

Quality: 28,309 global accepts · Rating: 800 · first AC: 2022-08-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[jiangly's solution](#)

460.

1716B

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

Quality: 21,953 global accepts · Rating: 800 · first AC: 2022-08-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[jiangly's solution](#)

461.

1716A

[2-3 Moves](#) · [Tutorial](#)

Quality: 35,843 global accepts · Rating: 800 · first AC: 2022-08-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[jiangly's solution](#)

462.

1715A

[Crossmarket](#) · [Tutorial](#)

Quality: 24,376 global accepts · Rating: 800 · first AC: 2022-08-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math
[jiangly's solution](#)

463.

1720B

[Interesting Sum](#) · [Tutorial](#)

Quality: 22,414 global accepts · Rating: 800 · first AC: 2022-08-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, math, sortings
[jiangly's solution](#)

464.

1712B

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

Quality: 22,398 global accepts · Rating: 800 · first AC: 2022-08-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, number theory
[jiangly's solution](#)

465.

1712A

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

Quality: 25,056 global accepts · Rating: 800 · first AC: 2022-08-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[jiangly's solution](#)

466.

1713A

[Traveling Salesman Problem](#) · [Tutorial](#)

Quality: 22,812 global accepts · Rating: 800 · first AC: 2022-08-06 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, implementation
[jiangly's solution](#)

467.

1714C

[Minimum Varied Number](#) · [Tutorial](#)

Quality: 33,426 global accepts · Rating: 800 · first AC: 2022-08-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[jiangly's solution](#)

468.

1714B

[Remove Prefix](#) · [Tutorial](#)

Quality: 33,772 global accepts · Rating: 800 · first AC: 2022-08-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation
[jiangly's solution](#)

469.

1704A

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

Quality: 16,650 global accepts · Rating: 800 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[jiangly's solution](#)

470.

1711A

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

Quality: 26,501 global accepts · Rating: 800 · first AC: 2022-07-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[jiangly's solution](#)

471.

1709A

[Three Doors](#) · [Tutorial](#)

Quality: 31,593 global accepts · Rating: 800 · first AC: 2022-07-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, math

[jiangly's solution](#)

472.

1706A

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

Quality: 24,255 global accepts · Rating: 800 · first AC: 2022-07-18 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, constructive algorithms, greedy, string suffix structures, strings

[jiangly's solution](#)

473.

1705A

[Mark the Photographer](#) · [Tutorial](#)

Quality: 26,579 global accepts · Rating: 800 · first AC: 2022-07-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[jiangly's solution](#)

474.

1703C

[Cypher](#) · [Tutorial](#)

Quality: 40,839 global accepts · Rating: 800 · first AC: 2022-07-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings

[jiangly's solution](#)

475.

1703B

[ICPC Balloons](#) · [Tutorial](#)

Quality: 66,165 global accepts · Rating: 800 · first AC: 2022-07-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[jiangly's solution](#)

476.

1703A

[YES or YES?](#) · [Tutorial](#)

Quality: 97,206 global accepts · Rating: 800 · first AC: 2022-07-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings

[jiangly's solution](#)

477.

1702B

[Polycarp Writes a String from Memory](#) · [Tutorial](#)

Quality: 29,305 global accepts · Rating: 800 · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[jiangly's solution](#)

478.

1702A

[Round Down the Price](#) · [Tutorial](#)

Quality: 38,176 global accepts · Rating: 800 · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[jiangly's solution](#)

479.

1701B

[Permutation](#) · [Tutorial](#)

Quality: 20,810 global accepts · Rating: 800 · first AC: 2022-07-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[jiangly's solution](#)

480.

1701A

[Grass Field](#) · [Tutorial](#)

Quality: 27,542 global accepts · Rating: 800 · first AC: 2022-07-08 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[jiangly's solution](#)

481.

1699A

[The Third Three Number Problem](#) · [Tutorial](#)

Quality: 24,779 global accepts · Rating: 800 · first AC: 2022-07-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[jiangly's solution](#)

482.

1698B

[Rising Sand](#) · [Tutorial](#)

Quality: 21,464 global accepts · Rating: 800 · first AC: 2022-07-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation
[jiangly's solution](#)

483.

1698A

[XOR Mixup](#) · [Tutorial](#)

Quality: 32,873 global accepts · Rating: 800 · first AC: 2022-07-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force
[jiangly's solution](#)

484.

1511A

[Review Site](#) · [Tutorial](#)

Quality: 28,826 global accepts · Rating: 800 · first AC: 2022-06-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[jiangly's solution](#)

485.

1519B

[The Cake Is a Lie](#) · [Tutorial](#)

Quality: 33,397 global accepts · Rating: 800 · first AC: 2022-06-27 · C++20 (GCC 11-64) (first AC) · Tags: dp, math
[jiangly's solution](#)

486.

1519A

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

Quality: 30,558 global accepts · Rating: 800 · first AC: 2022-06-27 · C++20 (GCC 11-64) (first AC) · Tags: math
[jiangly's solution](#)

487.

1694A

[Creep](#) · [Tutorial](#)

Quality: 23,519 global accepts · Rating: 800 · first AC: 2022-06-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[jiangly's solution](#)

488.

1696A

[NIT orz!](#) · [Tutorial](#)

Quality: 20,260 global accepts · Rating: 800 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy
[jiangly's solution](#)

489.

1700A

[Optimal Path](#) · [Tutorial](#)

Quality: 23,666 global accepts · Rating: 800 · first AC: 2022-06-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math
[jiangly's solution](#)

490.

1695A

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

Quality: 16,798 global accepts · Rating: 800 · first AC: 2022-06-18 · C++20 (GCC 11-64) (first AC) · Tags: games
[jiangly's solution](#)

491.

1692C

[Where's the Bishop?](#) · [Tutorial](#)

Quality: 38,911 global accepts · Rating: 800 · first AC: 2022-06-14 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[jiangly's solution](#)

492.

1692B

[All Distinct](#) · [Tutorial](#)

Quality: 39,432 global accepts · Rating: 800 · first AC: 2022-06-14 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
[jiangly's solution](#)

493.

1692A

[Marathon](#) · [Tutorial](#)

Quality: 85,729 global accepts · Rating: 800 · first AC: 2022-06-14 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[jiangly's solution](#)

494.

1697A

[Parkway Walk](#) · [Tutorial](#)

Quality: 26,739 global accepts · Rating: 800 · first AC: 2022-06-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[jiangly's solution](#)

495.

1574A

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

Quality: 23,066 global accepts · Rating: 800 · first AC: 2022-06-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
[jiangly's solution](#)

496.

1689A

[Lex String](#) · [Tutorial](#)

Quality: 17,728 global accepts · Rating: 800 · first AC: 2022-06-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, sortings, two pointers
[jiangly's solution](#)

497.

1622A

[Construct a Rectangle](#) · [Tutorial](#)

Quality: 32,030 global accepts · Rating: 800 · first AC: 2022-06-09 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math
[jiangly's solution](#)

498.

1598A

[Computer Game](#) · [Tutorial](#)

Quality: 25,641 global accepts · Rating: 800 · first AC: 2022-06-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, implementation
[jiangly's solution](#)

499.

1690C

[Restoring the Duration of Tasks](#) · [Tutorial](#)

Quality: 28,092 global accepts · Rating: 800 · first AC: 2022-06-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation
[jiangly's solution](#)

500.

1690B

[Array Decrements](#) · [Tutorial](#)

Quality: 26,932 global accepts · Rating: 800 · first AC: 2022-06-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[jiangly's solution](#)

501.

1690A

[Print a Pedestal \(Codeforces logo?\)](#) · [Tutorial](#)

Quality: 35,628 global accepts · Rating: 800 · first AC: 2022-06-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[jiangly's solution](#)

502.

1691A

[Beat The Odds](#) · [Tutorial](#)

Quality: 32,207 global accepts · Rating: 800 · first AC: 2022-05-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math
[jiangly's solution](#)

503.

1669C

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

Quality: 41,474 global accepts · Rating: 800 · first AC: 2022-05-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math
[jiangly's solution](#)

504.

1669B

[Triple](#) · [Tutorial](#)

Quality: 55,538 global accepts · Rating: 800 · first AC: 2022-05-30 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings
[jiangly's solution](#)

505.

1669A

[Division?](#) · [Tutorial](#)

Quality: 88,518 global accepts · Rating: 800 · first AC: 2022-05-30 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[jiangly's solution](#)

506.

1671A

[String Building](#) · [Tutorial](#)

Quality: 21,386 global accepts · Rating: 800 · first AC: 2022-05-30 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[jiangly's solution](#)

507.

1673A

[Subtle Substring Subtraction](#) · [Tutorial](#)

Quality: 19,141 global accepts · Rating: 800 · first AC: 2022-05-30 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, strings
[jiangly's solution](#)

508.

1678B1

[Tokitsukaze and Good 01-String \(easy version\)](#) · [Tutorial](#)

Quality: 16,610 global accepts · Rating: 800 · first AC: 2022-05-30 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[jiangly's solution](#)

509.

1678A

[Tokitsukaze and All Zero Sequence](#) · [Tutorial](#)

Quality: 19,173 global accepts · Rating: 800 · first AC: 2022-05-30 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[jiangly's solution](#)

510.

1686B

[Odd Subarrays](#) · [Tutorial](#)

Quality: 19,342 global accepts · Rating: 800 · first AC: 2022-05-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy
[jiangly's solution](#)

511.

1686A

[Everything Everywhere All But One](#) · [Tutorial](#)

Quality: 21,243 global accepts · Rating: 800 · first AC: 2022-05-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[jiangly's solution](#)

512.

1681B

[Card Trick](#) · [Tutorial](#)

Quality: 21,036 global accepts · Rating: 800 · first AC: 2022-05-23 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
[jiangly's solution](#)

513.

1681A

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1680A

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1619A

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1550A

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598.

513A

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492A

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1538B

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607.

1535A

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611.

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612.

1520B

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613.

1515A

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614.

1517A

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615.

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616.

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617.

1472B

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618.

1472A

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Quality: 45,521 global accepts · Rating: 800 · first AC: 2021-01-04 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
[jiangly's solution](#)

619.

1466B

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

Quality: 23,595 global accepts · Rating: 800 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy
[jiangly's solution](#)

620.

1466A

[Bovine Dilemma](#) · [Tutorial](#)

Quality: 23,208 global accepts · Rating: 800 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, math
[jiangly's solution](#)

621.

1468E

[Four Segments](#) · [Tutorial](#)

Quality: 9,818 global accepts · Rating: 800 · first AC: 2020-12-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[jiangly's solution](#)

622.

680A

[Bear and Five Cards](#) · [Tutorial](#)

Quality: 13,293 global accepts · Rating: 800 · first AC: 2020-12-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[jiangly's solution](#)

623.

1450A

[Avoid Trygub](#) · [Tutorial](#)

Quality: 18,486 global accepts · Rating: 800 · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, sortings

[jiangly's solution](#)

624.

1453A

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Quality: 24,256 global accepts · Rating: 800 · first AC: 2020-12-04 · C++17 (GCC 9-64) (first AC) · Tags: implementation

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625.

1455A

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

Quality: 27,408 global accepts · Rating: 800 · first AC: 2020-11-30 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[jiangly's solution](#)

626.

1454B

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Quality: 30,041 global accepts · Rating: 800 · first AC: 2020-11-24 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[jiangly's solution](#)

627.

1454A

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

Quality: 44,055 global accepts · Rating: 800 · first AC: 2020-11-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, probabilities

[jiangly's solution](#)

628.

1452C

[Two Brackets](#) · [Tutorial](#)

Quality: 21,118 global accepts · Rating: 800 · first AC: 2020-11-24 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[jiangly's solution](#)

629.

1452A

[Robot Program](#) · [Tutorial](#)

Quality: 22,938 global accepts · Rating: 800 · first AC: 2020-11-24 · C++17 (GCC 9-64) (first AC) · Tags: math

[jiangly's solution](#)

630.

1451A

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

Quality: 25,281 global accepts · Rating: 800 · first AC: 2020-11-21 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[jiangly's solution](#)

631.

1438A

[Specific Tastes of Andre](#) · [Tutorial](#)

Quality: 19,750 global accepts · Rating: 800 · first AC: 2020-11-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[jiangly's solution](#)

632.

1437A

[Marketing Scheme](#) · [Tutorial](#)

Quality: 18,464 global accepts · Rating: 800 · first AC: 2020-10-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms,

greedy, math

[jiangly's solution](#)

633.

1436A

[Reorder](#) · [Tutorial](#)

Quality: 23,547 global accepts · Rating: 800 · first AC: 2020-10-24 · C++17 (GCC 9-64) (first AC) · Tags: math

[jiangly's solution](#)

634.

1430B

[Barrels](#) · [Tutorial](#)

Quality: 20,278 global accepts · Rating: 800 · first AC: 2020-10-11 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings

[jiangly's solution](#)

635.

1422A

[Fence](#) · [Tutorial](#)

Quality: 21,866 global accepts · Rating: 800 · first AC: 2020-10-04 · C++17 (GCC 9-64) (first AC) · Tags: geometry, math

[jiangly's solution](#)

636.

1408A

[Circle Coloring](#) · [Tutorial](#)

Quality: 12,786 global accepts · Rating: 800 · first AC: 2020-09-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[jiangly's solution](#)

637.

1426A

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Quality: 54,954 global accepts · Rating: 800 · first AC: 2020-09-28 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[jiangly's solution](#)

638.

1417A

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Quality: 18,722 global accepts · Rating: 800 · first AC: 2020-09-28 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[jiangly's solution](#)

639.

1405A

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

Quality: 21,906 global accepts · Rating: 800 · first AC: 2020-09-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[jiangly's solution](#)

640.

1409A

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

Quality: 80,411 global accepts · Rating: 800 · first AC: 2020-09-04 · last AC: 2020-09-05 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[jiangly's solution](#)

641.

1397A

[Juggling Letters](#) · [Tutorial](#)

Quality: 29,832 global accepts · Rating: 800 · first AC: 2020-08-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[jiangly's solution](#)

642.

1400A

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

Quality: 27,967 global accepts · Rating: 800 · first AC: 2020-08-25 · last AC: 2020-08-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, strings

[jiangly's solution](#)

643.

1398B

[Substring Removal Game](#) · [Tutorial](#)

Quality: 25,901 global accepts · Rating: 800 · first AC: 2020-08-14 · last AC: 2020-08-18 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, sortings

[jiangly's solution](#)

644.

1398A

[Bad Triangle](#) · [Tutorial](#)

Quality: 28,788 global accepts · Rating: 800 · first AC: 2020-08-14 · last AC: 2020-08-18 · C++17 (GCC 9-64) (first AC) · Tags: geometry, math

[jiangly's solution](#)

645.

1392B

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

Quality: 18,891 global accepts · Rating: 800 · first AC: 2020-08-17 · last AC: 2020-08-18 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[jiangly's solution](#)

646.

1392A

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

Quality: 21,743 global accepts · Rating: 800 · first AC: 2020-08-17 · last AC: 2020-08-18 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[jiangly's solution](#)

647.

1391B

[Fix You](#) · [Tutorial](#)

Quality: 29,783 global accepts · Rating: 800 · first AC: 2020-08-09 · last AC: 2020-08-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation

[jiangly's solution](#)

648.

1391A

[Subarrays](#) · [Tutorial](#)

Quality: 25,062 global accepts · Rating: 800 · first AC: 2020-08-09 · last AC: 2020-08-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[jiangly's solution](#)

649.

1393A

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

Quality: 20,832 global accepts · Rating: 800 · first AC: 2020-08-07 · last AC: 2020-08-08 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[jiangly's solution](#)

650.

1399B

[Gifts Fixing](#) · [Tutorial](#)

Quality: 46,807 global accepts · Rating: 800 · first AC: 2020-08-05 · last AC: 2020-08-07 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[jiangly's solution](#)

651.

1399A

[Remove Smallest](#) · [Tutorial](#)

Quality: 80,578 global accepts · Rating: 800 · first AC: 2020-08-05 · last AC: 2020-08-07 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[jiangly's solution](#)

652.

1388A

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

Quality: 25,954 global accepts · Rating: 800 · first AC: 2020-07-30 · last AC: 2020-08-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, number theory

[jiangly's solution](#)

653.

1372A

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

Quality: 33,480 global accepts · Rating: 800 · first AC: 2020-07-16 · last AC: 2020-07-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive

algorithms, implementation

[jiangly's solution](#)

654.

1385B

[Restore the Permutation by Merger](#) · [Tutorial](#)

Quality: 39,581 global accepts · Rating: 800 · first AC: 2020-07-17 · last AC: 2020-07-31 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[jiangly's solution](#)

655.

1385A

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[jiangly's solution](#)

656.

1389A

[LCM Problem](#) · [Tutorial](#)

Quality: 49,871 global accepts · Rating: 800 · first AC: 2020-07-29 · last AC: 2020-07-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[jiangly's solution](#)

657.

1374A

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

Quality: 64,176 global accepts · Rating: 800 · first AC: 2020-06-28 · last AC: 2020-07-03 · C++17 (GCC 9-64) (first AC) · Tags: math

[jiangly's solution](#)

658.

1371A

[Magical Sticks](#) · [Tutorial](#)

Quality: 51,255 global accepts · Rating: 800 · first AC: 2020-07-01 · last AC: 2020-07-03 · C++17 (GCC 9-64) (first AC) · Tags: math

[jiangly's solution](#)

659.

1369A

[FashionableLee](#) · [Tutorial](#)

Quality: 39,124 global accepts · Rating: 800 · first AC: 2020-06-23 · last AC: 2020-06-26 · C++17 (GCC 9-64) (first AC) · Tags: geometry, math

[jiangly's solution](#)

660.

1370A

[Maximum GCD](#) · [Tutorial](#)

Quality: 64,451 global accepts · Rating: 800 · first AC: 2020-06-22 · last AC: 2020-06-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math, number theory

[jiangly's solution](#)

661.

1368A

[C+=](#) · [Tutorial](#)

Quality: 46,251 global accepts · Rating: 800 · first AC: 2020-06-18 · last AC: 2020-06-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation, math

[jiangly's solution](#)

662.

1367B

[Even Array](#) · [Tutorial](#)

Quality: 63,935 global accepts · Rating: 800 · first AC: 2020-06-16 · last AC: 2020-06-17 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[jiangly's solution](#)

663.

1367A

[Short Substrings](#) · [Tutorial](#)

Quality: 67,702 global accepts · Rating: 800 · first AC: 2020-06-16 · last AC: 2020-06-17 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[jiangly's solution](#)

664.

1345A

[Puzzle Pieces](#) · [Tutorial](#)

Quality: 24,827 global accepts · Rating: 800 · first AC: 2020-06-16 · C++17 (GCC 7-32) (first AC) · Tags: math

[jiangly's solution](#)

665.

1360B

[Honest Coach](#) · [Tutorial](#)

Quality: 53,715 global accepts · Rating: 800 · first AC: 2020-05-24 · last AC: 2020-05-27 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[jiangly's solution](#)

666.

1360A

[Minimal Square](#) · [Tutorial](#)

Quality: 57,087 global accepts · Rating: 800 · first AC: 2020-05-24 · last AC: 2020-05-27 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[jiangly's solution](#)

667.

1358A

[Park Lighting](#) · [Tutorial](#)

Quality: 43,188 global accepts · Rating: 800 · first AC: 2020-05-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[jiangly's solution](#)

668.

1353B

[Two Arrays And Swaps](#) · [Tutorial](#)

Quality: 58,119 global accepts · Rating: 800 · first AC: 2020-05-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[jiangly's solution](#)

669.

1353A

[Most Unstable Array](#) · [Tutorial](#)

Quality: 44,585 global accepts · Rating: 800 · first AC: 2020-05-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[jiangly's solution](#)

670.

1352A

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

Quality: 104,088 global accepts · Rating: 800 · first AC: 2020-05-09 · last AC: 2020-05-13 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[jiangly's solution](#)

671.

1351A

[A+B \(Trial Problem\)](#) · [Tutorial](#)

Quality: 26,939 global accepts · Rating: 800 · first AC: 2020-05-07 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[jiangly's solution](#)

672.

1348A

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

Quality: 42,846 global accepts · Rating: 800 · first AC: 2020-05-01 · last AC: 2020-05-04 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[jiangly's solution](#)

673.

1343B

[Balanced Array](#) · [Tutorial](#)

Quality: 65,125 global accepts · Rating: 800 · first AC: 2020-04-21 · last AC: 2020-04-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[jiangly's solution](#)

674.

1337A

[Ichihome and Triangle](#) · [Tutorial](#)

Quality: 42,906 global accepts · Rating: 800 · first AC: 2020-04-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[jiangly's solution](#)

675.

1335A

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

Quality: 104,775 global accepts · Rating: 800 · first AC: 2020-04-13 · last AC: 2020-04-14 · C++17 (GCC 7-32) (first AC) · Tags: math
[jiangly's solution](#)

676.

1328A

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

Quality: 131,887 global accepts · Rating: 800 · first AC: 2020-03-27 · C++17 (GCC 7-32) (first AC) · Tags: math
[jiangly's solution](#)

677.

1325B

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Quality: 38,823 global accepts · Rating: 800 · first AC: 2020-03-14 · last AC: 2020-03-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[jiangly's solution](#)

678.

1325A

[EhAb AnD gCd](#) · [Tutorial](#)

Quality: 46,201 global accepts · Rating: 800 · first AC: 2020-03-14 · last AC: 2020-03-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, number theory
[jiangly's solution](#)

679.

1312A

[Two Regular Polygons](#) · [Tutorial](#)

Quality: 27,543 global accepts · Rating: 800 · first AC: 2020-03-09 · last AC: 2020-03-13 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math, number theory
[jiangly's solution](#)

680.

1305A

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

Quality: 14,644 global accepts · Rating: 800 · first AC: 2020-03-03 · last AC: 2020-03-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, sortings
[jiangly's solution](#)

681.

1316A

[Grade Allocation](#) · [Tutorial](#)

Quality: 19,646 global accepts · Rating: 800 · first AC: 2020-03-04 · last AC: 2020-03-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[jiangly's solution](#)

682.

1315A

[Dead Pixel](#) · [Tutorial](#)

Quality: 12,928 global accepts · Rating: 800 · first AC: 2020-02-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[jiangly's solution](#)

683.

1311A

[Add Odd or Subtract Even](#) · [Tutorial](#)

Quality: 46,269 global accepts · Rating: 800 · first AC: 2020-02-25 · last AC: 2020-02-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
[jiangly's solution](#)

684.

1307A

[Cow and Haybales](#) · [Tutorial](#)

Quality: 15,627 global accepts · Rating: 800 · first AC: 2020-02-17 · last AC: 2020-02-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[jiangly's solution](#)

685.

1300A

[Non-zero](#) · [Tutorial](#)

Quality: 21,666 global accepts · Rating: 800 · first AC: 2020-02-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[jiangly's solution](#)

686.

1304A

[Two Rabbits](#) · [Tutorial](#)

Quality: 26,791 global accepts · Rating: 800 · first AC: 2020-02-15 · last AC: 2020-02-16 · C++17 (GCC 7-32) (first AC) · Tags: math

[jiangly's solution](#)

687.

1303A

[Erasing Zeroes](#) · [Tutorial](#)

Quality: 36,701 global accepts · Rating: 800 · first AC: 2020-02-12 · last AC: 2020-02-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[jiangly's solution](#)

688.

1301A

[Three Strings](#) · [Tutorial](#)

Quality: 20,111 global accepts · Rating: 800 · first AC: 2020-02-13 · last AC: 2020-02-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[jiangly's solution](#)

689.

1294A

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Quality: 53,426 global accepts · Rating: 800 · first AC: 2020-02-06 · C++17 (GCC 7-32) (first AC) · Tags: math

[jiangly's solution](#)

690.

1296A

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Quality: 48,337 global accepts · Rating: 800 · first AC: 2020-02-04 · last AC: 2020-02-05 · C++17 (GCC 7-32) (first AC) · Tags: math

[jiangly's solution](#)

691.

1285A

[Mezo Playing Zoma](#) · [Tutorial](#)

Quality: 29,888 global accepts · Rating: 800 · first AC: 2020-01-10 · last AC: 2020-01-11 · C++17 (GCC 7-32) (first AC) · Tags: math

[jiangly's solution](#)

692.

1281A

[Suffix Three](#) · [Tutorial](#)

Quality: 18,925 global accepts · Rating: 800 · first AC: 2020-01-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[jiangly's solution](#)

693.

1287A

[Angry Students](#) · [Tutorial](#)

Quality: 22,435 global accepts · Rating: 800 · first AC: 2020-01-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[jiangly's solution](#)

694.

1284A

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

Quality: 18,594 global accepts · Rating: 800 · first AC: 2020-01-04 · last AC: 2020-01-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[jiangly's solution](#)

695.

1269A

[Equation](#) · [Tutorial](#)

Quality: 24,101 global accepts · Rating: 800 · first AC: 2020-01-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[jiangly's solution](#)

696.

1271A

[Suits](#) · [Tutorial](#)

Quality: 15,675 global accepts · Rating: 800 · first AC: 2019-12-15 · last AC: 2019-12-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[jiangly's solution](#)

697.

1270A

[Card Game](#) · [Tutorial](#)

Quality: 17,814 global accepts · Rating: 800 · first AC: 2019-12-29 · last AC: 2019-12-31 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math

[jiangly's solution](#)

698.

1283A

[Minutes Before the New Year](#) · [Tutorial](#)

Quality: 61,294 global accepts · Rating: 800 · first AC: 2019-12-29 · last AC: 2019-12-30 · C++17 (GCC 7-32) (first AC) · Tags: math

[jiangly's solution](#)

699.

1255A

[Changing Volume](#) · [Tutorial](#)

Quality: 17,987 global accepts · Rating: 800 · first AC: 2019-11-20 · last AC: 2019-11-20 · C++17 (GCC 7-32) (first AC) · Tags: math

[jiangly's solution](#)

700.

1243A

[Maximum Square](#) · [Tutorial](#)

Quality: 16,378 global accepts · Rating: 800 · first AC: 2019-11-14 · last AC: 2019-11-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[jiangly's solution](#)

701.

1257A

[Two Rival Students](#) · [Tutorial](#)

Quality: 21,663 global accepts · Rating: 800 · first AC: 2019-11-13 · last AC: 2019-11-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[jiangly's solution](#)

702.

1249A

[Yet Another Dividing into Teams](#) · [Tutorial](#)

Quality: 23,710 global accepts · Rating: 800 · first AC: 2019-10-23 · C++17 (GCC 7-32) (first AC) · Tags: math

[jiangly's solution](#)

703.

1236A

[Stones](#) · [Tutorial](#)

Quality: 17,250 global accepts · Rating: 800 · first AC: 2019-10-17 · last AC: 2019-10-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[jiangly's solution](#)

704.

1244A

[Pens and Pencils](#) · [Tutorial](#)

Quality: 20,067 global accepts · Rating: 800 · first AC: 2019-10-13 · last AC: 2019-10-14 · C++17 (GCC 7-32) (first AC) · Tags: math

[jiangly's solution](#)

705.

1223A

[CME](#) · [Tutorial](#)

Quality: 22,286 global accepts · Rating: 800 · first AC: 2019-10-08 · C++17 (GCC 7-32) (first AC) · Tags: math

[jiangly's solution](#)

706.

1241A

[CME](#) · [Tutorial](#)

Rating: 800 · first AC: 2019-10-07 · C++17 (GCC 7-32) (first AC) · Tags: math

[jiangly's solution](#)

707.

1234A

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

Quality: 29,552 global accepts · Rating: 800 · first AC: 2019-10-03 · C++17 (GCC 7-32) (first AC) · Tags: math

[jiangly's solution](#)

708.

1228A

[Distinct Digits](#) · [Tutorial](#)

Quality: 23,292 global accepts · Rating: 800 · first AC: 2019-09-29 · last AC: 2019-09-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[jiangly's solution](#)

709.

1230A

[Dawid and Bags of Candies](#) · [Tutorial](#)

Quality: 22,921 global accepts · Rating: 800 · first AC: 2019-09-29 · last AC: 2019-09-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[jiangly's solution](#)

710.

1216A

[Prefixes](#) · [Tutorial](#)

Quality: 19,550 global accepts · Rating: 800 · first AC: 2019-09-21 · C++17 (GCC 7-32) (first AC) · Tags: strings

[jiangly's solution](#)

711.

1220A

[Cards](#) · [Tutorial](#)

Quality: 32,796 global accepts · Rating: 800 · first AC: 2019-09-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings, strings

[jiangly's solution](#)

712.

1209A

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

Quality: 12,841 global accepts · Rating: 800 · first AC: 2019-09-14 · last AC: 2019-09-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[jiangly's solution](#)

713.

1191A

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

Quality: 18,981 global accepts · Rating: 800 · first AC: 2019-07-13 · last AC: 2019-08-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[jiangly's solution](#)

714.

1194A

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

Quality: 17,374 global accepts · Rating: 800 · first AC: 2019-08-24 · C++17 (GCC 7-32) (first AC) · Tags: math

[jiangly's solution](#)

715.

1207A

[There Are Two Types Of Burgers](#) · [Tutorial](#)

Quality: 23,388 global accepts · Rating: 800 · first AC: 2019-08-22 · last AC: 2019-08-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[jiangly's solution](#)

716.

1206A

[Choose Two Numbers](#) · [Tutorial](#)

Quality: 26,049 global accepts · Rating: 800 · first AC: 2019-08-19 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings

[jiangly's solution](#)

717.

1200A

[Hotelier](#) · [Tutorial](#)

Quality: 21,809 global accepts · Rating: 800 · first AC: 2019-08-11 · last AC: 2019-08-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[jiangly's solution](#)

718.

1178A

[Prime Minister](#) · [Tutorial](#)

Quality: 11,290 global accepts · Rating: 800 · first AC: 2019-08-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[jiangly's solution](#)

719.

1196A

[Three Piles of Candies](#) · [Tutorial](#)

Quality: 29,126 global accepts · Rating: 800 · first AC: 2019-08-01 · last AC: 2019-08-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math

[jiangly's solution](#)

720.

1180A

[Alex and a Rhombus](#) · [Tutorial](#)

Quality: 27,425 global accepts · Rating: 800 · first AC: 2019-07-29 · GNU C++11 (first AC) · Tags: dp, implementation, math

[jiangly's solution](#)

721.

1185A

[Ropewalkers](#) · [Tutorial](#)

Quality: 15,382 global accepts · Rating: 800 · first AC: 2019-06-21 · last AC: 2019-07-13 · Clang++17 Diagnostics (first AC) · Tags: math

[jiangly's solution](#)

722.

1183A

[Nearest Interesting Number](#) · [Tutorial](#)

Quality: 27,023 global accepts · Rating: 800 · first AC: 2019-06-27 · last AC: 2019-07-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[jiangly's solution](#)

723.

1186A

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

Quality: 42,452 global accepts · Rating: 800 · first AC: 2019-06-28 · last AC: 2019-07-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[jiangly's solution](#)

724.

1189A

[Keanu Reeves](#) · [Tutorial](#)

Quality: 16,105 global accepts · Rating: 800 · first AC: 2019-07-06 · last AC: 2019-07-13 · C++17 (GCC 7-32) (first AC) · Tags: strings

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725.

1176A

[Divide it!](#) · [Tutorial](#)

Quality: 24,979 global accepts · Rating: 800 · first AC: 2019-06-11 · last AC: 2019-06-11 · Clang++17 Diagnostics (first AC) · Tags: brute force, greedy, implementation

[jiangly's solution](#)

726.

1148A

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

Quality: 15,546 global accepts · Rating: 800 · first AC: 2019-06-03 · last AC: 2019-06-04 · Clang++17 Diagnostics (first AC) · Tags: greedy
[jiangly's solution](#)

727.

1159A

[A pile of stones](#) · [Tutorial](#)

Quality: 13,409 global accepts · Rating: 800 · first AC: 2019-05-16 · GNU C++11 (first AC) · Tags: implementation, math
[jiangly's solution](#)

728.

1167A

[Telephone Number](#) · [Tutorial](#)

Quality: 20,276 global accepts · Rating: 800 · first AC: 2019-05-15 · last AC: 2019-05-16 · GNU C++11 (first AC) · Tags: brute force, greedy, strings
[jiangly's solution](#)

729.

9A

[Die Roll](#) · [Tutorial](#)

Quality: 69,664 global accepts · Rating: 800 · first AC: 2019-05-13 · GNU C++11 (first AC) · Tags: math, probabilities
[jiangly's solution](#)

730.

822A

[I'm bored with life](#) · [Tutorial](#)

Quality: 36,796 global accepts · Rating: 800 · first AC: 2019-05-11 · GNU C++11 (first AC) · Tags: implementation, math, number theory
[jiangly's solution](#)

731.

734B

[Anton and Digits](#) · [Tutorial](#)

Quality: 31,929 global accepts · Rating: 800 · first AC: 2019-05-11 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, math
[jiangly's solution](#)

732.

732A

[Buy a Shovel](#) · [Tutorial](#)

Quality: 88,823 global accepts · Rating: 800 · first AC: 2019-05-11 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation, math
[jiangly's solution](#)

733.

750A

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

Quality: 92,545 global accepts · Rating: 800 · first AC: 2019-05-11 · GNU C++11 (first AC) · Tags: binary search, brute force, implementation, math
[jiangly's solution](#)

734.

546A

[Soldier and Bananas](#) · [Tutorial](#)

Quality: 235,164 global accepts · Rating: 800 · first AC: 2019-05-10 · GNU C++11 (first AC) · Tags: brute force, implementation, math
[jiangly's solution](#)

735.

50A

[Domino piling](#) · [Tutorial](#)

Quality: 318,640 global accepts · Rating: 800 · first AC: 2019-05-10 · GNU C++11 (first AC) · Tags: greedy, math
[jiangly's solution](#)

736.

1031A

[Golden Plate](#) · [Tutorial](#)

Quality: 13,396 global accepts · Rating: 800 · first AC: 2019-05-10 · GNU C++11 (first AC) · Tags: implementation, math
[jiangly's solution](#)

737.

1080A

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

Quality: 19,175 global accepts · Rating: 800 · first AC: 2019-05-10 · GNU C++11 (first AC) · Tags: math

[jiangly's solution](#)

738.

1093A

[Dice Rolling](#) · [Tutorial](#)

Quality: 18,356 global accepts · Rating: 800 · first AC: 2019-05-10 · GNU C++11 (first AC) · Tags: math

[jiangly's solution](#)

739.

1064A

[Make a triangle!](#) · [Tutorial](#)

Quality: 25,156 global accepts · Rating: 800 · first AC: 2019-05-10 · GNU C++11 (first AC) · Tags: brute force, geometry, math

[jiangly's solution](#)

740.

231A

[Team](#) · [Tutorial](#)

Quality: 430,174 global accepts · Rating: 800 · first AC: 2019-05-10 · GNU C++11 (first AC) · Tags: brute force, greedy

[jiangly's solution](#)

741.

978B

[File Name](#) · [Tutorial](#)

Quality: 40,908 global accepts · Rating: 800 · first AC: 2019-05-10 · GNU C++11 (first AC) · Tags: greedy, strings

[jiangly's solution](#)

742.

609A

[USB Flash Drives](#) · [Tutorial](#)

Quality: 19,422 global accepts · Rating: 800 · first AC: 2019-05-10 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings

[jiangly's solution](#)

743.

1041A

[Heist](#) · [Tutorial](#)

Quality: 26,844 global accepts · Rating: 800 · first AC: 2019-05-10 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings

[jiangly's solution](#)

744.

723A

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Quality: 100,700 global accepts · Rating: 800 · first AC: 2019-05-10 · GNU C++11 (first AC) · Tags: implementation, math, sortings

[jiangly's solution](#)

745.

984A

[Game](#) · [Tutorial](#)

Quality: 20,744 global accepts · Rating: 800 · first AC: 2019-05-10 · GNU C++11 (first AC) · Tags: sortings

[jiangly's solution](#)

746.

1092B

[Teams Forming](#) · [Tutorial](#)

Quality: 29,215 global accepts · Rating: 800 · first AC: 2019-05-10 · GNU C++11 (first AC) · Tags: sortings

[jiangly's solution](#)

747.

1150A

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Quality: 12,518 global accepts · Rating: 800 · first AC: 2019-04-29 · last AC: 2019-04-30 · GNU C++11 (first AC) · Tags: greedy, implementation

[jiangly's solution](#)

748.

702A

[Maximum Increase](#) · [Tutorial](#)

Quality: 55,008 global accepts · Rating: 800 · first AC: 2019-04-24 · GNU C++11 (first AC) · Tags: dp, greedy, implementation
[jiangly's solution](#)

749.

894A

[QAQ](#) · [Tutorial](#)

Quality: 39,374 global accepts · Rating: 800 · first AC: 2019-04-24 · GNU C++11 (first AC) · Tags: brute force, dp
[jiangly's solution](#)

750.

1095A

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751.

835A

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[jiangly's solution](#)

752.

1006A

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Quality: 22,873 global accepts · Rating: 800 · first AC: 2019-04-24 · GNU C++11 (first AC) · Tags: implementation
[jiangly's solution](#)

753.

1077A

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Quality: 32,252 global accepts · Rating: 800 · first AC: 2019-04-24 · GNU C++11 (first AC) · Tags: math
[jiangly's solution](#)

754.

721A

[One-dimensional Japanese Crossword](#) · [Tutorial](#)

Quality: 19,353 global accepts · Rating: 800 · first AC: 2019-04-24 · GNU C++11 (first AC) · Tags: implementation
[jiangly's solution](#)

755.

431A

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[jiangly's solution](#)

756.

749A

[Bachgold Problem](#) · [Tutorial](#)

Quality: 57,078 global accepts · Rating: 800 · first AC: 2019-04-24 · GNU C++11 (first AC) · Tags: greedy, implementation, math, number theory
[jiangly's solution](#)

757.

711A

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758.

509A

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759.

758A

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[jiangly's solution](#)

760.

581A

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Quality: 84,948 global accepts · Rating: 800 · first AC: 2019-04-24 · GNU C++11 (first AC) · Tags: implementation, math
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761.

200B

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Quality: 148,387 global accepts · Rating: 800 · first AC: 2019-04-24 · GNU C++11 (first AC) · Tags: implementation, math
[jiangly's solution](#)

762.

677A

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Quality: 180,558 global accepts · Rating: 800 · first AC: 2019-04-24 · GNU C++11 (first AC) · Tags: implementation
[jiangly's solution](#)

763.

734A

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Quality: 195,485 global accepts · Rating: 800 · first AC: 2019-04-24 · GNU C++11 (first AC) · Tags: implementation, strings
[jiangly's solution](#)

764.

344A

[Magnets](#) · [Tutorial](#)

Quality: 153,312 global accepts · Rating: 800 · first AC: 2019-04-24 · last AC: 2019-04-24 · GNU C++11 (first AC) · Tags: implementation
[jiangly's solution](#)

765.

136A

[Presents](#) · [Tutorial](#)

Quality: 146,499 global accepts · Rating: 800 · first AC: 2019-04-23 · GNU C++11 (first AC) · Tags: implementation
[jiangly's solution](#)

766.

617A

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Quality: 249,083 global accepts · Rating: 800 · first AC: 2019-04-23 · GNU C++11 (first AC) · Tags: math
[jiangly's solution](#)

767.

263A

[Beautiful Matrix](#) · [Tutorial](#)

Quality: 317,926 global accepts · Rating: 800 · first AC: 2019-04-23 · GNU C++11 (first AC) · Tags: implementation
[jiangly's solution](#)

768.

959A

[Mahmoud and Ehab and the even-odd game](#) · [Tutorial](#)

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[jiangly's solution](#)

769.

996A

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[jiangly's solution](#)

770.

935A

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[jiangly's solution](#)

771.

1097A

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Quality: 43,802 global accepts · Rating: 800 · first AC: 2019-04-23 · GNU C++11 (first AC) · Tags: brute force, implementation
[jiangly's solution](#)

772.

785A

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[jiangly's solution](#)

773.

705A

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[jiangly's solution](#)

774.

791A

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Quality: 257,179 global accepts · Rating: 800 · first AC: 2019-04-23 · GNU C++11 (first AC) · Tags: implementation
[jiangly's solution](#)

775.

1146A

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Quality: 23,647 global accepts · Rating: 800 · first AC: 2019-04-23 · GNU C++11 (first AC) · Tags: implementation, strings
[jiangly's solution](#)

776.

867A

[Between the Offices](#) · [Tutorial](#)

Quality: 20,629 global accepts · Rating: 800 · first AC: 2019-04-23 · GNU C++11 (first AC) · Tags: implementation
[jiangly's solution](#)

777.

1030A

[In Search of an Easy Problem](#) · [Tutorial](#)

Quality: 171,436 global accepts · Rating: 800 · first AC: 2019-04-23 · GNU C++11 (first AC) · Tags: implementation
[jiangly's solution](#)

778.

977A

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Quality: 217,451 global accepts · Rating: 800 · first AC: 2019-04-23 · GNU C++11 (first AC) · Tags: implementation
[jiangly's solution](#)

779.

1154A

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Quality: 87,052 global accepts · Rating: 800 · first AC: 2019-04-17 · GNU C++11 (first AC) · Tags: math
[jiangly's solution](#)

780.

4A

[Watermelon](#) · [Tutorial](#)

Quality: 687,679 global accepts · Rating: 800 · first AC: 2019-03-31 · GNU C++11 (first AC) · Tags: brute force, math
[jiangly's solution](#)

781.

454A

[Little Pony and Crystal Mine](#) · [Tutorial](#)

Quality: 16,119 global accepts · Rating: 800 · first AC: 2019-03-01 · GNU C++11 (first AC) · Tags: implementation

[jiangly's solution](#)

782.

2209B

[Array](#) · [Tutorial](#)

Quality: 19,360 global accepts · Rating: 900 · first AC: 2026-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[jiangly's solution](#)

783.

2200C

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Quality: 21,697 global accepts · Rating: 900 · first AC: 2026-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, strings

[jiangly's solution](#)

784.

2195B

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Quality: 24,848 global accepts · Rating: 900 · first AC: 2026-02-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, sortings

[jiangly's solution](#)

785.

2185C

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Quality: 28,971 global accepts · Rating: 900 · first AC: 2026-01-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, sortings

[jiangly's solution](#)

786.

2178B

[Impost or Sus](#) · [Tutorial](#)

Quality: 21,580 global accepts · Rating: 900 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation, strings

[jiangly's solution](#)

787.

2169A

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Quality: 19,049 global accepts · Rating: 900 · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[jiangly's solution](#)

788.

2149C

[MEX rose](#) · [Tutorial](#)

Quality: 28,135 global accepts · Rating: 900 · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[jiangly's solution](#)

789.

2148C

[Pacer](#) · [Tutorial](#)

Quality: 25,333 global accepts · Rating: 900 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[jiangly's solution](#)

790.

2136B

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[jiangly's solution](#)

791.

2132B

[The Secret Number](#) · [Tutorial](#)

Quality: 33,546 global accepts · Rating: 900 · first AC: 2025-08-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[jiangly's solution](#)

792.

2125B

[Left and Down](#) · [Tutorial](#)

Quality: 27,360 global accepts · Rating: 900 · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[jiangly's solution](#)

793.

2114B

[Not Quite a Palindromic String](#) · [Tutorial](#)

Quality: 30,499 global accepts · Rating: 900 · first AC: 2025-05-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[jiangly's solution](#)

794.

2110B

[Down with Brackets](#) · [Tutorial](#)

Quality: 27,342 global accepts · Rating: 900 · first AC: 2025-05-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: strings

[jiangly's solution](#)

795.

2102B

[The Picky Cat](#) · [Tutorial](#)

Quality: 19,836 global accepts · Rating: 900 · first AC: 2025-05-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, sortings

[jiangly's solution](#)

796.

2102A

[Dinner Time](#) · [Tutorial](#)

Quality: 21,462 global accepts · Rating: 900 · first AC: 2025-05-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[jiangly's solution](#)

797.

2106B

[St. Chroma](#) · [Tutorial](#)

Quality: 28,381 global accepts · Rating: 900 · first AC: 2025-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[jiangly's solution](#)

798.

2094C

[Brr Brr Patapim](#) · [Tutorial](#)

Quality: 30,486 global accepts · Rating: 900 · first AC: 2025-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[jiangly's solution](#)

799.

2093B

[Expensive Number](#) · [Tutorial](#)

Quality: 30,833 global accepts · Rating: 900 · first AC: 2025-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[jiangly's solution](#)

800.

2085A

[Serval and String Theory](#) · [Tutorial](#)

Quality: 23,546 global accepts · Rating: 900 · first AC: 2025-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation

[jiangly's solution](#)

801.

1095B

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

Quality: 24,339 global accepts · Rating: 900 · first AC: 2025-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[jiangly's solution](#)

802.

2072B

[Having Been a Treasurer in the Past, I Help Goblins Deceive](#) · [Tutorial](#)

Quality: 30,934 global accepts · Rating: 900 · first AC: 2025-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, strings

[jiangly's solution](#)

803.

2062B

[Clockwork](#) · [Tutorial](#)

Quality: 23,749 global accepts · Rating: 900 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[jiangly's solution](#)

804.

2060C

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

Quality: 32,073 global accepts · Rating: 900 · first AC: 2025-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, sortings, two pointers

[jiangly's solution](#)

805.

2048B

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

Quality: 20,650 global accepts · Rating: 900 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[jiangly's solution](#)

806.

2042B

[Game with Colored Marbles](#) · [Tutorial](#)

Quality: 19,486 global accepts · Rating: 900 · first AC: 2024-12-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy

[jiangly's solution](#)

807.

2031B

[Penchick and Satay Sticks](#) · [Tutorial](#)

Quality: 20,782 global accepts · Rating: 900 · first AC: 2024-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, sortings

[jiangly's solution](#)

808.

2028A

[Alice's Adventures in "Chess"](#) · [Tutorial](#)

Quality: 20,305 global accepts · Rating: 900 · first AC: 2024-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math

[jiangly's solution](#)

809.

2026A

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

Quality: 20,263 global accepts · Rating: 900 · first AC: 2024-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, greedy, math

[jiangly's solution](#)

810.

2035B

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

Quality: 20,571 global accepts · Rating: 900 · first AC: 2024-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[jiangly's solution](#)

811.

2033B

[Sakurako and Water](#) · [Tutorial](#)

Quality: 28,842 global accepts · Rating: 900 · first AC: 2024-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy

[jiangly's solution](#)

812.

2013B

[Battle for Survive](#) · [Tutorial](#)

Quality: 28,240 global accepts · Rating: 900 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
[jiangly's solution](#)

813.

2005A

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

Quality: 26,244 global accepts · Rating: 900 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math
[jiangly's solution](#)

814.

2007B

[Index and Maximum Value](#) · [Tutorial](#)

Quality: 25,592 global accepts · Rating: 900 · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy
[jiangly's solution](#)

815.

1990A

[Submission Bait](#) · [Tutorial](#)

Quality: 26,866 global accepts · Rating: 900 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, greedy, sortings
[jiangly's solution](#)

816.

1988B

[Make Majority](#) · [Tutorial](#)

Quality: 26,448 global accepts · Rating: 900 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[jiangly's solution](#)

817.

1988A

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

Quality: 26,995 global accepts · Rating: 900 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math
[jiangly's solution](#)

818.

1992C

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

Quality: 33,254 global accepts · Rating: 900 · first AC: 2024-07-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
[jiangly's solution](#)

819.

1985D

[Manhattan Circle](#) · [Tutorial](#)

Quality: 41,402 global accepts · Rating: 900 · first AC: 2024-06-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[jiangly's solution](#)

820.

1973A

[Chess For Three](#) · [Tutorial](#)

Quality: 28,528 global accepts · Rating: 900 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, implementation, math
[jiangly's solution](#)

821.

1971C

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

Quality: 41,571 global accepts · Rating: 900 · first AC: 2024-05-12 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[jiangly's solution](#)

822.

1954A

[Painting the Ribbon](#) · [Tutorial](#)

Quality: 27,625 global accepts · Rating: 900 · first AC: 2024-04-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
[jiangly's solution](#)

823.

1951A

[Dual Trigger](#) · [Tutorial](#)

Quality: 22,567 global accepts · Rating: 900 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
[jiangly's solution](#)

824.

1945B

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827.

1904A

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828.

1927B

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830.

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1915D

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832.

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1881B

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835.

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840.

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841.

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842.

903A

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843.

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892A

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845.

1860A

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846.

1855B

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848.

1850D

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849.

1848A

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850.

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851.

1828B

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1833B

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598A

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857.

44A

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858.

34B

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859.

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860.

16B

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861.

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1795B

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1777B

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869.

1775A2

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1768B

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1771A

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876.

1732B

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1733B

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886.

1699B

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890.

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1679A

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893.

1675B

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894.

1666D

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895.

1665B

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896.

1650B

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897.

1525B

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898.

1624B

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899.

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906.

1559B

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908.

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909.

807A

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910.

765A

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501A

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914.

496A

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917.

1505A

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918.

793A

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919.

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920.

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921.

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922.

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923.

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924.

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925.

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1420A

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1419A

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928.

1406A

[Subset Mex](#) · [Tutorial](#)

Quality: 22,982 global accepts · Rating: 900 · first AC: 2020-09-12 · last AC: 2020-09-13 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math

[jiangly's solution](#)

929.

1401A

[Distance and Axis](#) · [Tutorial](#)

Quality: 28,635 global accepts · Rating: 900 · first AC: 2020-08-21 · last AC: 2020-08-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[jiangly's solution](#)

930.

1380A

[Three Indices](#) · [Tutorial](#)

Quality: 40,065 global accepts · Rating: 900 · first AC: 2020-07-16 · last AC: 2020-07-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures

[jiangly's solution](#)

931.

1374B

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

Quality: 71,574 global accepts · Rating: 900 · first AC: 2020-06-28 · last AC: 2020-07-03 · C++17 (GCC 9-64) (first AC) · Tags: math

[jiangly's solution](#)

932.

1373B

[01 Game](#) · [Tutorial](#)

Quality: 52,666 global accepts · Rating: 900 · first AC: 2020-06-25 · last AC: 2020-06-27 · C++17 (GCC 9-64) (first AC) · Tags: games

[jiangly's solution](#)

933.

1350A

[Orac and Factors](#) · [Tutorial](#)

Quality: 27,380 global accepts · Rating: 900 · first AC: 2020-06-16 · C++17 (GCC 7-32) (first AC) · Tags: math

[jiangly's solution](#)

934.

1354A

[Alarm Clock](#) · [Tutorial](#)

Quality: 24,889 global accepts · Rating: 900 · first AC: 2020-05-18 · C++17 (GCC 7-32) (first AC) · Tags: math

[jiangly's solution](#)

935.

1351B

[Square?](#) · [Tutorial](#)

Quality: 18,536 global accepts · Rating: 900 · first AC: 2020-05-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math

[jiangly's solution](#)

936.

1343A

[Candies](#) · [Tutorial](#)

Quality: 53,383 global accepts · Rating: 900 · first AC: 2020-04-21 · last AC: 2020-04-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[jiangly's solution](#)

937.

1337B

[Kana and Dragon Quest game](#) · [Tutorial](#)

Quality: 36,862 global accepts · Rating: 900 · first AC: 2020-04-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[jiangly's solution](#)

938.

1335B

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

Quality: 42,594 global accepts · Rating: 900 · first AC: 2020-04-13 · last AC: 2020-04-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[jiangly's solution](#)

939.

1339A

[Filling Diamonds](#) · [Tutorial](#)

Quality: 34,206 global accepts · Rating: 900 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, math

[jiangly's solution](#)

940.

1326B

[Maximums](#) · [Tutorial](#)

Quality: 25,271 global accepts · Rating: 900 · first AC: 2020-03-19 · last AC: 2020-03-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[jiangly's solution](#)

941.

1324A

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

Quality: 27,314 global accepts · Rating: 900 · first AC: 2020-03-12 · last AC: 2020-03-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation, number theory

[jiangly's solution](#)

942.

1313A

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

Quality: 16,230 global accepts · Rating: 900 · first AC: 2020-02-23 · last AC: 2020-02-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[jiangly's solution](#)

943.

1296B

[Food Buying](#) · [Tutorial](#)

Quality: 32,693 global accepts · Rating: 900 · first AC: 2020-02-04 · last AC: 2020-02-05 · C++17 (GCC 7-32) (first AC) · Tags: math

[jiangly's solution](#)

944.

1291A

[Even But Not Even](#) · [Tutorial](#)

Quality: 20,682 global accepts · Rating: 900 · first AC: 2020-02-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, strings

[jiangly's solution](#)

945.

1295A

[Display The Number](#) · [Tutorial](#)

Quality: 24,145 global accepts · Rating: 900 · first AC: 2020-01-29 · last AC: 2020-02-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[jiangly's solution](#)

946.

1282A

[Temporarily unavailable](#) · [Tutorial](#)

Quality: 15,500 global accepts · Rating: 900 · first AC: 2019-12-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[jiangly's solution](#)

947.

1279A

[New Year Garland](#) · [Tutorial](#)

Quality: 17,810 global accepts · Rating: 900 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: math

[jiangly's solution](#)

948.

1283B

[Candies Division](#) · [Tutorial](#)

Quality: 23,083 global accepts · Rating: 900 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: math

[jiangly's solution](#)

949.

1272A

[Three Friends](#) · [Tutorial](#)

Quality: 22,073 global accepts · Rating: 900 · first AC: 2019-12-12 · last AC: 2019-12-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, sortings

[jiangly's solution](#)

950.

1267B

[Balls of Buma](#) · [Tutorial](#)

Quality: 4,538 global accepts · Rating: 900 · first AC: 2019-12-01 · last AC: 2019-12-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[jiangly's solution](#)

951.

1225A

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

Quality: 16,622 global accepts · Rating: 900 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: math

[jiangly's solution](#)

952.

1247A

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

Rating: 900 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: math

[jiangly's solution](#)

953.

1248B

[Grow The Tree](#) · [Tutorial](#)

Quality: 18,019 global accepts · Rating: 900 · first AC: 2019-10-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[jiangly's solution](#)

954.

1238A

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

Quality: 28,059 global accepts · Rating: 900 · first AC: 2019-10-08 · last AC: 2019-10-09 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[jiangly's solution](#)

955.

1216B

[Shooting](#) · [Tutorial](#)

Quality: 19,679 global accepts · Rating: 900 · first AC: 2019-09-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[jiangly's solution](#)

956.

1138A

[Sushi for Two](#) · [Tutorial](#)

Quality: 22,070 global accepts · Rating: 900 · first AC: 2019-03-08 · last AC: 2019-09-06 · GNU C++11 (first AC) · Tags: binary search, greedy, implementation

[jiangly's solution](#)

957.

1208A

[XORinacci](#) · [Tutorial](#)

Quality: 18,015 global accepts · Rating: 900 · first AC: 2019-08-25 · last AC: 2019-09-04 · C++17 (GCC 7-32) (first AC) · Tags: math

[jiangly's solution](#)

958.

1213A

[Chips Moving](#) · [Tutorial](#)

Quality: 25,603 global accepts · Rating: 900 · first AC: 2019-08-31 · C++17 (GCC 7-32) (first AC) · Tags: math

[jiangly's solution](#)

959.

1204B

[Mislove Has Lost an Array](#) · [Tutorial](#)

Quality: 18,329 global accepts · Rating: 900 · first AC: 2019-08-20 · last AC: 2019-08-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[jiangly's solution](#)

960.

1206B

[Make Product Equal One](#) · [Tutorial](#)

Quality: 29,508 global accepts · Rating: 900 · first AC: 2019-08-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[jiangly's solution](#)

961.

1201A

[Important Exam](#) · [Tutorial](#)

Quality: 17,032 global accepts · Rating: 900 · first AC: 2019-08-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[jiangly's solution](#)

962.

1197A

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

Quality: 14,034 global accepts · Rating: 900 · first AC: 2019-08-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[jiangly's solution](#)

963.

1183B

[Equalize Prices](#) · [Tutorial](#)

Quality: 19,695 global accepts · Rating: 900 · first AC: 2019-06-27 · last AC: 2019-07-13 · C++17 (GCC 7-32) (first AC) · Tags: math

[jiangly's solution](#)

964.

1187A

[Stickers and Toys](#) · [Tutorial](#)

Quality: 15,543 global accepts · Rating: 900 · first AC: 2019-06-30 · last AC: 2019-07-13 · C++17 (GCC 7-32) (first AC) · Tags: math

[jiangly's solution](#)

965.

1175A

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

Quality: 19,764 global accepts · Rating: 900 · first AC: 2019-06-07 · last AC: 2019-06-08 · Clang++17 Diagnostics (first AC) · Tags: implementation, math

[jiangly's solution](#)

966.

1166A

[Silent Classroom](#) · [Tutorial](#)

Quality: 15,076 global accepts · Rating: 900 · first AC: 2019-05-20 · GNU C++11 (first AC) · Tags: combinatorics, greedy

[jiangly's solution](#)

967.

10A

[Power Consumption Calculation](#) · [Tutorial](#)

Quality: 8,345 global accepts · Rating: 900 · first AC: 2019-05-13 · GNU C++11 (first AC) · Tags: implementation

[jiangly's solution](#)

968.

115A

[Party](#) · [Tutorial](#)

Quality: 43,344 global accepts · Rating: 900 · first AC: 2019-05-06 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

[jiangly's solution](#)

969.

1150B

[Tiling Challenge](#) · [Tutorial](#)

Quality: 11,851 global accepts · Rating: 900 · first AC: 2019-04-29 · last AC: 2019-04-30 · GNU C++11 (first AC) · Tags: greedy, implementation

[jiangly's solution](#)

970.

580A

[Kefa and First Steps](#) · [Tutorial](#)

Quality: 104,675 global accepts · Rating: 900 · first AC: 2019-04-24 · GNU C++11 (first AC) · Tags: brute force, dp, implementation

[jiangly's solution](#)

971.

1113A

[Sasha and His Trip](#) · [Tutorial](#)

Quality: 18,318 global accepts · Rating: 900 · first AC: 2019-04-24 · GNU C++11 (first AC) · Tags: dp, greedy, math

[jiangly's solution](#)

972.

6A

[Triangle](#) · [Tutorial](#)

Quality: 22,843 global accepts · Rating: 900 · first AC: 2019-04-01 · GNU C++11 (first AC) · Tags: brute force, geometry

[jiangly's solution](#)

973.

2204C

[Spring](#) · [Tutorial](#)

Quality: 17,376 global accepts · Rating: 1000 · first AC: 2026-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[jiangly's solution](#)

974.

2203B

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

Quality: 14,280 global accepts · Rating: 1000 · first AC: 2026-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, fft, greedy, math

[jiangly's solution](#)

975.

2194B

[Offshores](#) · [Tutorial](#)

Quality: 18,412 global accepts · Rating: 1000 · first AC: 2026-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math

[jiangly's solution](#)

976.

2191B

[MEX Reordering](#) · [Tutorial](#)

Quality: 19,899 global accepts · Rating: 1000 · first AC: 2026-01-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, sortings

[jiangly's solution](#)

977.

2193C

[Replace and Sum](#) · [Tutorial](#)

Quality: 28,707 global accepts · Rating: 1000 · first AC: 2026-01-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[jiangly's solution](#)

978.

2156B

[Strange Machine](#) · [Tutorial](#)

Quality: 20,758 global accepts · Rating: 1000 · first AC: 2025-10-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, implementation

[jiangly's solution](#)

979.

2167D

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

Quality: 30,203 global accepts · Rating: 1000 · first AC: 2025-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math, number theory

[jiangly's solution](#)

980.

2162B

[Beautiful String](#) · [Tutorial](#)

Quality: 27,905 global accepts · Rating: 1000 · first AC: 2025-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms

[jiangly's solution](#)

981.

2154B

[Make it Zigzag](#) · [Tutorial](#)

Quality: 19,808 global accepts · Rating: 1000 · first AC: 2025-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[jiangly's solution](#)

982.

2145B

[Deck of Cards](#) · [Tutorial](#)

Quality: 21,545 global accepts · Rating: 1000 · first AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[jiangly's solution](#)

983.

2147B

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

Quality: 16,954 global accepts · Rating: 1000 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms
[jiangly's solution](#)

984.

2148D

[Destruction of the Dandelion Fields](#) · [Tutorial](#)

Quality: 26,733 global accepts · Rating: 1000 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings
[jiangly's solution](#)

985.

2143B

[Discounts](#) · [Tutorial](#)

Quality: 20,910 global accepts · Rating: 1000 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings, two pointers
[jiangly's solution](#)

986.

2144B

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

Quality: 18,469 global accepts · Rating: 1000 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy
[jiangly's solution](#)

987.

2132C1

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

Quality: 27,733 global accepts · Rating: 1000 · first AC: 2025-08-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math
[jiangly's solution](#)

988.

2114C

[Need More Arrays](#) · [Tutorial](#)

Quality: 30,890 global accepts · Rating: 1000 · first AC: 2025-05-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy
[jiangly's solution](#)

989.

2104B

[Move to the End](#) · [Tutorial](#)

Quality: 20,758 global accepts · Rating: 1000 · first AC: 2025-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, greedy, implementation
[jiangly's solution](#)

990.

2106C

[Cherry Bomb](#) · [Tutorial](#)

Quality: 25,606 global accepts · Rating: 1000 · first AC: 2025-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, sortings
[jiangly's solution](#)

991.

2093C

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

Quality: 30,840 global accepts · Rating: 1000 · first AC: 2025-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory
[jiangly's solution](#)

992.

2092B

[Lady Bug](#) · [Tutorial](#)

Quality: 24,812 global accepts · Rating: 1000 · first AC: 2025-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, implementation, math
[jiangly's solution](#)

993.

2091C

[Combination Lock](#) · [Tutorial](#)

Quality: 28,828 global accepts · Rating: 1000 · first AC: 2025-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[jiangly's solution](#)

994.

2060B

[Farmer John's Card Game](#) · [Tutorial](#)

Quality: 28,588 global accepts · Rating: 1000 · first AC: 2025-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[jiangly's solution](#)

995.

2055B

[Crafting](#) · [Tutorial](#)

Quality: 27,279 global accepts · Rating: 1000 · first AC: 2025-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings

[jiangly's solution](#)

996.

2057B

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

Quality: 23,274 global accepts · Rating: 1000 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[jiangly's solution](#)

997.

2051C

[Preparing for the Exam](#) · [Tutorial](#)

Quality: 28,007 global accepts · Rating: 1000 · first AC: 2024-12-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation

[jiangly's solution](#)

998.

2040B

[Paint a Strip](#) · [Tutorial](#)

Quality: 24,102 global accepts · Rating: 1000 · first AC: 2024-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[jiangly's solution](#)

999.

2034B

[Rakhsh's Revival](#) · [Tutorial](#)

Quality: 15,762 global accepts · Rating: 1000 · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation, two pointers

[jiangly's solution](#)

1000.

2039B

[Shohag Loves Strings](#) · [Tutorial](#)

Quality: 17,293 global accepts · Rating: 1000 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[jiangly's solution](#)

1001.

2037C

[Superultra's Favorite Permutation](#) · [Tutorial](#)

Quality: 25,528 global accepts · Rating: 1000 · first AC: 2024-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[jiangly's solution](#)

1002.

1182A

[Filling Shapes](#) · [Tutorial](#)

Quality: 35,572 global accepts · Rating: 1000 · first AC: 2024-09-18 · C++20 (GCC 13-64) (first AC) · Tags: dp, math

[jiangly's solution](#)

1003.

2005B1

[The Strict Teacher \(Easy Version\)](#) · [Tutorial](#)

Quality: 24,745 global accepts · Rating: 1000 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[jiangly's solution](#)

1004.

1987B

[K-Sort](#) · [Tutorial](#)

Quality: 23,908 global accepts · Rating: 1000 · first AC: 2024-08-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[jiangly's solution](#)

1005.

2004B

[Game with Doors](#) · [Tutorial](#)

Quality: 31,519 global accepts · Rating: 1000 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[jiangly's solution](#)

1006.

2000C

[Numeric String Template](#) · [Tutorial](#)

Quality: 31,421 global accepts · Rating: 1000 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, strings

[jiangly's solution](#)

1007.

1998B

[Minimize Equal Sum Subarrays](#) · [Tutorial](#)

Quality: 28,161 global accepts · Rating: 1000 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[jiangly's solution](#)

1008.

2002B

[Removals Game](#) · [Tutorial](#)

Quality: 22,991 global accepts · Rating: 1000 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games

[jiangly's solution](#)

1009.

1999B

[Card Game](#) · [Tutorial](#)

Quality: 41,741 global accepts · Rating: 1000 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, implementation

[jiangly's solution](#)

1010.

1986B

[Matrix Stabilization](#) · [Tutorial](#)

Quality: 30,129 global accepts · Rating: 1000 · first AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, sortings

[jiangly's solution](#)

1011.

1985C

[Good Prefixes](#) · [Tutorial](#)

Quality: 40,103 global accepts · Rating: 1000 · first AC: 2024-06-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[jiangly's solution](#)

1012.

1979B

[XOR Sequences](#) · [Tutorial](#)

Quality: 26,428 global accepts · Rating: 1000 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy

[jiangly's solution](#)

1013.

1970A1

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

Quality: 7,235 global accepts · Rating: 1000 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings

[jiangly's solution](#)

1014.

1968C

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

Quality: 29,262 global accepts · Rating: 1000 · first AC: 2024-05-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory

[jiangly's solution](#)

1015.

1969B

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

Quality: 22,329 global accepts · Rating: 1000 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[jiangly's solution](#)

1016.

1955B

[Progressive Square](#) · [Tutorial](#)

Quality: 32,262 global accepts · Rating: 1000 · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, implementation, sortings

[jiangly's solution](#)

1017.

1941B

[Rudolf and 121](#) · [Tutorial](#)

Quality: 34,754 global accepts · Rating: 1000 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math

[jiangly's solution](#)

1018.

1883C

[Raspberries](#) · [Tutorial](#)

Quality: 50,151 global accepts · Rating: 1000 · first AC: 2024-02-21 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[jiangly's solution](#)

1019.

1930B

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

Quality: 17,660 global accepts · Rating: 1000 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math

[jiangly's solution](#)

1020.

1931C

[Make Equal Again](#) · [Tutorial](#)

Quality: 33,881 global accepts · Rating: 1000 · first AC: 2024-02-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[jiangly's solution](#)

1021.

1927C

[Choose the Different Ones!](#) · [Tutorial](#)

Quality: 31,566 global accepts · Rating: 1000 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[jiangly's solution](#)

1022.

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,904 global accepts · Rating: 1000 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[jiangly's solution](#)

1023.

1913B

[Swap and Delete](#) · [Tutorial](#)

Quality: 51,228 global accepts · Rating: 1000 · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: strings

[jiangly's solution](#)

1024.

1906A

[Easy As ABC](#) · [Tutorial](#)

Quality: 6,049 global accepts · Rating: 1000 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force

[jiangly's solution](#)

1025.

1907B

[YetnotherrokenKeoard](#) · [Tutorial](#)

Quality: 30,382 global accepts · Rating: 1000 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, strings

[jiangly's solution](#)

1026.

1876A

[Helmets in Night Light](#) · [Tutorial](#)

Quality: 34,904 global accepts · Rating: 1000 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[jiangly's solution](#)

1027.

1605B

[Reverse Sort](#) · [Tutorial](#)

Quality: 19,332 global accepts · Rating: 1000 · first AC: 2023-09-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[jiangly's solution](#)

1028.

1589B

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

Rating: 1000 · first AC: 2023-09-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[jiangly's solution](#)

1029.

1861B

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

Quality: 24,003 global accepts · Rating: 1000 · first AC: 2023-09-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[jiangly's solution](#)

1030.

893B

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

Quality: 12,663 global accepts · Rating: 1000 · first AC: 2023-08-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[jiangly's solution](#)

1031.

1858C

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

Quality: 25,526 global accepts · Rating: 1000 · first AC: 2023-08-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[jiangly's solution](#)

1032.

890B

[Vlad and Cafes](#) · [Tutorial](#)

Rating: 1000 · first AC: 2023-08-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

1033.

890A

[ACM ICPC](#) · [Tutorial](#)

Rating: 1000 · first AC: 2023-08-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force

[jiangly's solution](#)

1034.

888B

[Buggy Robot](#) · [Tutorial](#)

Quality: 10,721 global accepts · Rating: 1000 · first AC: 2023-08-14 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[jiangly's solution](#)

1035.

1859B

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

Quality: 43,892 global accepts · Rating: 1000 · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[jiangly's solution](#)

1036.

1849B

[Monsters](#) · [Tutorial](#)

Quality: 44,359 global accepts · Rating: 1000 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[jiangly's solution](#)

1037.

1851C

[Tiles Comeback](#) · [Tutorial](#)

Quality: 25,876 global accepts · Rating: 1000 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[jiangly's solution](#)

1038.

1847B

[Hamon Odyssey](#) · [Tutorial](#)

Quality: 22,288 global accepts · Rating: 1000 · first AC: 2023-07-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, two pointers

[jiangly's solution](#)

1039.

1844B

[Permutations & Primes](#) · [Tutorial](#)

Quality: 20,247 global accepts · Rating: 1000 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[jiangly's solution](#)

1040.

1834B

[Maximum Strength](#) · [Tutorial](#)

Quality: 17,014 global accepts · Rating: 1000 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[jiangly's solution](#)

1041.

1841B

[Keep it Beautiful](#) · [Tutorial](#)

Quality: 24,092 global accepts · Rating: 1000 · first AC: 2023-06-13 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[jiangly's solution](#)

1042.

1831B

[Array merging](#) · [Tutorial](#)

Quality: 35,050 global accepts · Rating: 1000 · first AC: 2023-06-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[jiangly's solution](#)

1043.

1840C

[Ski Resort](#) · [Tutorial](#)

Quality: 47,557 global accepts · Rating: 1000 · first AC: 2023-06-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, two pointers

[jiangly's solution](#)

1044.

1837C

[Best Binary String](#) · [Tutorial](#)

Quality: 24,575 global accepts · Rating: 1000 · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[jiangly's solution](#)

1045.

118B

[Present from Lena](#) · [Tutorial](#)

Quality: 34,580 global accepts · Rating: 1000 · first AC: 2023-05-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms,

implementation

[jiangly's solution](#)

1046.

118A

[String Task](#) · [Tutorial](#)

Quality: 231,394 global accepts · Rating: 1000 · first AC: 2023-05-11 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[jiangly's solution](#)

1047.

1825B

[LuoTianyi and the Table](#) · [Tutorial](#)

Quality: 16,096 global accepts · Rating: 1000 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[jiangly's solution](#)

1048.

1829D

[Gold Rush](#) · [Tutorial](#)

Quality: 34,164 global accepts · Rating: 1000 · first AC: 2023-05-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, implementation

[jiangly's solution](#)

1049.

339B

[Xenia and Ringroad](#) · [Tutorial](#)

Quality: 81,366 global accepts · Rating: 1000 · first AC: 2023-04-28 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[jiangly's solution](#)

1050.

43A

[Football](#) · [Tutorial](#)

Quality: 69,155 global accepts · Rating: 1000 · first AC: 2023-04-26 · C++20 (GCC 11-64) (first AC) · Tags: strings

[jiangly's solution](#)

1051.

37A

[Towers](#) · [Tutorial](#)

Quality: 27,687 global accepts · Rating: 1000 · first AC: 2023-04-21 · PyPy 3-64 (first AC) · Tags: sortings

[jiangly's solution](#)

1052.

35A

[Shell Game](#) · [Tutorial](#)

Quality: 7,582 global accepts · Rating: 1000 · first AC: 2023-04-19 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[jiangly's solution](#)

1053.

29A

[Spit Problem](#) · [Tutorial](#)

Quality: 8,274 global accepts · Rating: 1000 · first AC: 2023-04-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force

[jiangly's solution](#)

1054.

1816B

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

Quality: 16,688 global accepts · Rating: 1000 · first AC: 2023-04-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[jiangly's solution](#)

1055.

17A

[Noldbach problem](#) · [Tutorial](#)

Quality: 21,399 global accepts · Rating: 1000 · first AC: 2023-04-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[jiangly's solution](#)

1056.

14B

[Young Photographer](#) · [Tutorial](#)

Quality: 8,304 global accepts · Rating: 1000 · first AC: 2023-04-06 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[jiangly's solution](#)

1057.

13A

[Numbers](#) · [Tutorial](#)

Quality: 9,440 global accepts · Rating: 1000 · first AC: 2023-04-06 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[jiangly's solution](#)

1058.

1811B

[Conveyor Belts](#) · [Tutorial](#)

Quality: 22,331 global accepts · Rating: 1000 · first AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[jiangly's solution](#)

1059.

1798B

[Three Sevens](#) · [Tutorial](#)

Quality: 18,796 global accepts · Rating: 1000 · first AC: 2023-03-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, implementation

[jiangly's solution](#)

1060.

1809B

[Points on Plane](#) · [Tutorial](#)

Quality: 22,344 global accepts · Rating: 1000 · first AC: 2023-03-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math

[jiangly's solution](#)

1061.

1802B

[Settlement of Guinea Pigs](#) · [Tutorial](#)

Quality: 14,635 global accepts · Rating: 1000 · first AC: 2023-03-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math

[jiangly's solution](#)

1062.

1804B

[Vaccination](#) · [Tutorial](#)

Quality: 15,623 global accepts · Rating: 1000 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[jiangly's solution](#)

1063.

1800C1

[Powering the Hero \(easy version\)](#) · [Tutorial](#)

Quality: 26,954 global accepts · Rating: 1000 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[jiangly's solution](#)

1064.

1800B

[Count the Number of Pairs](#) · [Tutorial](#)

Quality: 28,411 global accepts · Rating: 1000 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[jiangly's solution](#)

1065.

1796B

[Asterisk-Minor Template](#) · [Tutorial](#)

Quality: 18,313 global accepts · Rating: 1000 · first AC: 2023-03-01 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[jiangly's solution](#)

1066.

1772C

[Different Differences](#) · [Tutorial](#)

Quality: 26,143 global accepts · Rating: 1000 · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[jiangly's solution](#)

1067.

1765M

[Minimum LCM](#) · [Tutorial](#)

Quality: 31,879 global accepts · Rating: 1000 · first AC: 2023-02-08 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[jiangly's solution](#)

1068.

1765E

[Exchange](#) · [Tutorial](#)

Quality: 11,820 global accepts · Rating: 1000 · first AC: 2023-02-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[jiangly's solution](#)

1069.

1785A

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

Rating: 1000 · first AC: 2023-02-05 · last AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[jiangly's solution](#)

1070.

1791D

[Distinct Split](#) · [Tutorial](#)

Quality: 49,257 global accepts · Rating: 1000 · first AC: 2023-02-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, strings

[jiangly's solution](#)

1071.

1790C

[Premutation](#) · [Tutorial](#)

Quality: 26,843 global accepts · Rating: 1000 · first AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math

[jiangly's solution](#)

1072.

1782B

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

Rating: 1000 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[jiangly's solution](#)

1073.

1770B

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

Quality: 20,850 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[jiangly's solution](#)

1074.

1770A

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

Quality: 25,243 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[jiangly's solution](#)

1075.

1766B

[Notepad#](#) · [Tutorial](#)

Quality: 23,775 global accepts · Rating: 1000 · first AC: 2022-12-12 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[jiangly's solution](#)

1076.

1760D

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

Quality: 27,011 global accepts · Rating: 1000 · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation, two pointers

[jiangly's solution](#)

1077.

1761B

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

Quality: 14,713 global accepts · Rating: 1000 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[jiangly's solution](#)

1078.

1732A

[Bestie](#) · [Tutorial](#)

Quality: 17,536 global accepts · Rating: 1000 · first AC: 2022-10-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation, math, number theory

[jiangly's solution](#)**1079.**

1744C

[Traffic Light](#) · [Tutorial](#)

Quality: 44,084 global accepts · Rating: 1000 · first AC: 2022-10-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, two pointers

[jiangly's solution](#)**1080.**

1725B

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

Quality: 28,261 global accepts · Rating: 1000 · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[jiangly's solution](#)**1081.**

1721B

[Deadly Laser](#) · [Tutorial](#)

Quality: 23,879 global accepts · Rating: 1000 · first AC: 2022-08-27 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[jiangly's solution](#)**1082.**

1715B

[Beautiful Array](#) · [Tutorial](#)

Quality: 33,601 global accepts · Rating: 1000 · first AC: 2022-08-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[jiangly's solution](#)**1083.**

1713B

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

Quality: 22,688 global accepts · Rating: 1000 · first AC: 2022-08-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings

[jiangly's solution](#)**1084.**

1704B

[Luke is a Foodie](#) · [Tutorial](#)

Quality: 29,907 global accepts · Rating: 1000 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation

[jiangly's solution](#)**1085.**

1702D

[Not a Cheap String](#) · [Tutorial](#)

Quality: 25,935 global accepts · Rating: 1000 · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[jiangly's solution](#)**1086.**

1695B

[Circle Game](#) · [Tutorial](#)

Quality: 19,973 global accepts · Rating: 1000 · first AC: 2022-06-18 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy

[jiangly's solution](#)**1087.**

1622B

[Berland Music](#) · [Tutorial](#)

Quality: 22,316 global accepts · Rating: 1000 · first AC: 2022-06-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math, sortings

[jiangly's solution](#)

1088.

1598B

[Groups](#) · [Tutorial](#)

Quality: 16,937 global accepts · Rating: 1000 · first AC: 2022-06-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation
[jiangly's solution](#)

1089.

1690D

[Black and White Stripe](#) · [Tutorial](#)

Quality: 47,017 global accepts · Rating: 1000 · first AC: 2022-06-07 · C++20 (GCC 11-64) (first AC) · Tags: implementation, two pointers
[jiangly's solution](#)

1090.

1691B

[Shoe Shuffling](#) · [Tutorial](#)

Quality: 35,305 global accepts · Rating: 1000 · first AC: 2022-05-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers
[jiangly's solution](#)

1091.

1671B

[Consecutive Points Segment](#) · [Tutorial](#)

Quality: 19,737 global accepts · Rating: 1000 · first AC: 2022-05-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, sortings
[jiangly's solution](#)

1092.

1676D

[X-Sum](#) · [Tutorial](#)

Quality: 29,311 global accepts · Rating: 1000 · first AC: 2022-05-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation
[jiangly's solution](#)

1093.

1674C

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

Quality: 26,354 global accepts · Rating: 1000 · first AC: 2022-05-02 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, implementation, strings
[jiangly's solution](#)

1094.

1659A

[Red Versus Blue](#) · [Tutorial](#)

Quality: 30,950 global accepts · Rating: 1000 · first AC: 2022-04-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[jiangly's solution](#)

1095.

1634C

[OKEA](#) · [Tutorial](#)

Quality: 19,086 global accepts · Rating: 1000 · first AC: 2022-02-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
[jiangly's solution](#)

1096.

1632B

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

Quality: 31,529 global accepts · Rating: 1000 · first AC: 2022-01-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms
[jiangly's solution](#)

1097.

724A

[Checking the Calendar](#) · [Tutorial](#)

Quality: 7,555 global accepts · Rating: 1000 · first AC: 2021-12-22 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[jiangly's solution](#)

1098.

1620B

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

Quality: 31,467 global accepts · Rating: 1000 · first AC: 2021-12-18 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, math

[jiangly's solution](#)

1099.

1613B

[Absent Remainder](#) · [Tutorial](#)

Quality: 23,312 global accepts · Rating: 1000 · first AC: 2021-12-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[jiangly's solution](#)

1100.

1614B

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

Quality: 29,025 global accepts · Rating: 1000 · first AC: 2021-11-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings

[jiangly's solution](#)

1101.

1579E1

[Permutation Minimization by Deque](#) · [Tutorial](#)

Quality: 25,199 global accepts · Rating: 1000 · first AC: 2021-09-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[jiangly's solution](#)

1102.

1566C

[MAX-MEX Cut](#) · [Tutorial](#)

Quality: 19,034 global accepts · Rating: 1000 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[jiangly's solution](#)

1103.

1569B

[Chess Tournament](#) · [Tutorial](#)

Quality: 19,861 global accepts · Rating: 1000 · first AC: 2021-09-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[jiangly's solution](#)

1104.

1567B

[MEXor Mixup](#) · [Tutorial](#)

Quality: 32,921 global accepts · Rating: 1000 · first AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy

[jiangly's solution](#)

1105.

1562B

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

Quality: 20,542 global accepts · Rating: 1000 · first AC: 2021-08-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, implementation, math, number theory

[jiangly's solution](#)

1106.

1550B

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

Quality: 28,553 global accepts · Rating: 1000 · first AC: 2021-07-14 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[jiangly's solution](#)

1107.

641A

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

Quality: 6,322 global accepts · Rating: 1000 · first AC: 2021-07-09 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[jiangly's solution](#)

1108.

725A

[Jumping Ball](#) · [Tutorial](#)

Quality: 7,484 global accepts · Rating: 1000 · first AC: 2021-07-06 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[jiangly's solution](#)

1109.

500A

[New Year Transportation](#) · [Tutorial](#)

Quality: 62,684 global accepts · Rating: 1000 · first AC: 2021-06-22 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, implementation

[jiangly's solution](#)

1110.

499A

[Watching a movie](#) · [Tutorial](#)

Quality: 14,718 global accepts · Rating: 1000 · first AC: 2021-06-21 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[jiangly's solution](#)

1111.

499B

[Lecture](#) · [Tutorial](#)

Quality: 44,827 global accepts · Rating: 1000 · first AC: 2021-06-21 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[jiangly's solution](#)

1112.

1539A

[Contest Start](#) · [Tutorial](#)

Quality: 21,525 global accepts · Rating: 1000 · first AC: 2021-06-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, geometry, greedy, math

[jiangly's solution](#)

1113.

1520C

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

Quality: 34,539 global accepts · Rating: 1000 · first AC: 2021-05-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[jiangly's solution](#)

1114.

1515B

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

Quality: 27,062 global accepts · Rating: 1000 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, math, number theory

[jiangly's solution](#)

1115.

1485A

[Add and Divide](#) · [Tutorial](#)

Quality: 33,131 global accepts · Rating: 1000 · first AC: 2021-02-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, number theory

[jiangly's solution](#)

1116.

1473B

[String LCM](#) · [Tutorial](#)

Quality: 35,089 global accepts · Rating: 1000 · first AC: 2021-01-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory, strings

[jiangly's solution](#)

1117.

1469B

[Red and Blue](#) · [Tutorial](#)

Quality: 31,042 global accepts · Rating: 1000 · first AC: 2020-12-28 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[jiangly's solution](#)

1118.

1469A

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

Quality: 30,031 global accepts · Rating: 1000 · first AC: 2020-12-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[jiangly's solution](#)

1119.

680B

[Bear and Finding Criminals](#) · [Tutorial](#)

Quality: 26,240 global accepts · Rating: 1000 · first AC: 2020-12-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[jiangly's solution](#)

1120.

1450B

[Balls of Steel](#) · [Tutorial](#)

Quality: 16,037 global accepts · Rating: 1000 · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, greedy

[jiangly's solution](#)

1121.

1438B

[Valerii Against Everyone](#) · [Tutorial](#)

Quality: 29,060 global accepts · Rating: 1000 · first AC: 2020-11-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[jiangly's solution](#)

1122.

1430C

[Numbers on Whiteboard](#) · [Tutorial](#)

Quality: 28,233 global accepts · Rating: 1000 · first AC: 2020-10-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[jiangly's solution](#)

1123.

1419D1

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

Quality: 26,384 global accepts · Rating: 1000 · first AC: 2020-09-19 · last AC: 2020-09-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[jiangly's solution](#)

1124.

1418A

[Buying Torches](#) · [Tutorial](#)

Quality: 33,831 global accepts · Rating: 1000 · first AC: 2020-09-14 · last AC: 2020-09-15 · C++17 (GCC 9-64) (first AC) · Tags: math

[jiangly's solution](#)

1125.

1405B

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

Quality: 23,029 global accepts · Rating: 1000 · first AC: 2020-09-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[jiangly's solution](#)

1126.

1395A

[Boboniu Likes to Color Balls](#) · [Tutorial](#)

Quality: 25,495 global accepts · Rating: 1000 · first AC: 2020-08-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[jiangly's solution](#)

1127.

1388B

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

Quality: 22,820 global accepts · Rating: 1000 · first AC: 2020-07-30 · last AC: 2020-08-07 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[jiangly's solution](#)

1128.

1374C

[Move Brackets](#) · [Tutorial](#)

Quality: 63,910 global accepts · Rating: 1000 · first AC: 2020-06-28 · last AC: 2020-07-03 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

[jiangly's solution](#)

1129.

1373A

[Donut Shops](#) · [Tutorial](#)

Quality: 29,479 global accepts · Rating: 1000 · first AC: 2020-06-25 · last AC: 2020-06-27 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math

[jiangly's solution](#)

1130.

1362A

[Johnny and Ancient Computer](#) · [Tutorial](#)

Quality: 34,070 global accepts · Rating: 1000 · first AC: 2020-06-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[jiangly's solution](#)

1131.

1359B

[New Theatre Square](#) · [Tutorial](#)

Quality: 29,383 global accepts · Rating: 1000 · first AC: 2020-06-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, two pointers

[jiangly's solution](#)

1132.

1359A

[Berland Poker](#) · [Tutorial](#)

Quality: 31,726 global accepts · Rating: 1000 · first AC: 2020-06-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[jiangly's solution](#)

1133.

1358B

[Maria Breaks the Self-isolation](#) · [Tutorial](#)

Quality: 25,874 global accepts · Rating: 1000 · first AC: 2020-05-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[jiangly's solution](#)

1134.

1353C

[Board Moves](#) · [Tutorial](#)

Quality: 38,843 global accepts · Rating: 1000 · first AC: 2020-05-18 · C++17 (GCC 7-32) (first AC) · Tags: math

[jiangly's solution](#)

1135.

1342A

[Road To Zero](#) · [Tutorial](#)

Quality: 46,414 global accepts · Rating: 1000 · first AC: 2020-04-26 · last AC: 2020-04-30 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[jiangly's solution](#)

1136.

1333A

[Little Artem](#) · [Tutorial](#)

Quality: 25,928 global accepts · Rating: 1000 · first AC: 2020-04-08 · last AC: 2020-04-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[jiangly's solution](#)

1137.

1326A

[Bad Ugly Numbers](#) · [Tutorial](#)

Quality: 32,677 global accepts · Rating: 1000 · first AC: 2020-03-19 · last AC: 2020-03-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[jiangly's solution](#)

1138.

1312B

[Bogosort](#) · [Tutorial](#)

Quality: 39,047 global accepts · Rating: 1000 · first AC: 2020-03-09 · last AC: 2020-03-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[jiangly's solution](#)

1139.

1300B

[Assigning to Classes](#) · [Tutorial](#)

Quality: 25,911 global accepts · Rating: 1000 · first AC: 2020-02-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings
[jiangly's solution](#)

1140.

1293B

[JOE is on TV!](#) · [Tutorial](#)

Quality: 22,295 global accepts · Rating: 1000 · first AC: 2020-01-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math
[jiangly's solution](#)

1141.

1277A

[Happy Birthday, Polycarp!](#) · [Tutorial](#)

Quality: 14,486 global accepts · Rating: 1000 · first AC: 2020-01-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[jiangly's solution](#)

1142.

1278A

[Shuffle Hashing](#) · [Tutorial](#)

Quality: 18,291 global accepts · Rating: 1000 · first AC: 2020-01-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings
[jiangly's solution](#)

1143.

1266B

[Dice Tower](#) · [Tutorial](#)

Quality: 16,582 global accepts · Rating: 1000 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[jiangly's solution](#)

1144.

1266A

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

Quality: 17,511 global accepts · Rating: 1000 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, math
[jiangly's solution](#)

1145.

1265A

[Beautiful String](#) · [Tutorial](#)

Quality: 15,950 global accepts · Rating: 1000 · first AC: 2019-12-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[jiangly's solution](#)

1146.

1260A

[Heating](#) · [Tutorial](#)

Quality: 15,816 global accepts · Rating: 1000 · first AC: 2019-11-27 · last AC: 2019-11-28 · C++17 (GCC 7-32) (first AC) · Tags: math
[jiangly's solution](#)

1147.

1253A

[Single Push](#) · [Tutorial](#)

Quality: 19,434 global accepts · Rating: 1000 · first AC: 2019-11-18 · last AC: 2019-11-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[jiangly's solution](#)

1148.

1243B1

[Character Swap \(Easy Version\)](#) · [Tutorial](#)

Quality: 15,359 global accepts · Rating: 1000 · first AC: 2019-11-14 · last AC: 2019-11-14 · C++17 (GCC 7-32) (first AC) · Tags: strings
[jiangly's solution](#)

1149.

1257B

[Magic Stick](#) · [Tutorial](#)

Quality: 22,523 global accepts · Rating: 1000 · first AC: 2019-11-13 · last AC: 2019-11-14 · C++17 (GCC 7-32) (first AC) · Tags: math
[jiangly's solution](#)

1150.

1140A

[Detective Book](#) · [Tutorial](#)

Quality: 12,807 global accepts · Rating: 1000 · first AC: 2019-11-13 · last AC: 2019-11-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[jiangly's solution](#)

1151.

1153A

[Serval and Bus](#) · [Tutorial](#)

Quality: 12,104 global accepts · Rating: 1000 · first AC: 2019-11-10 · last AC: 2019-11-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
[jiangly's solution](#)

1152.

1256A

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

Quality: 32,432 global accepts · Rating: 1000 · first AC: 2019-11-04 · last AC: 2019-11-05 · GNU C++11 (first AC) · Tags: math
[jiangly's solution](#)

1153.

1245A

[Good ol' Numbers Coloring](#) · [Tutorial](#)

Quality: 14,892 global accepts · Rating: 1000 · first AC: 2019-11-01 · last AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[jiangly's solution](#)

1154.

1252A

[Copying Homework](#) · [Tutorial](#)

Quality: 5,997 global accepts · Rating: 1000 · first AC: 2019-10-28 · last AC: 2019-10-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[jiangly's solution](#)

1155.

1225B1

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

Quality: 12,518 global accepts · Rating: 1000 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[jiangly's solution](#)

1156.

1247B1

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

Rating: 1000 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[jiangly's solution](#)

1157.

1251A

[Broken Keyboard](#) · [Tutorial](#)

Quality: 21,555 global accepts · Rating: 1000 · first AC: 2019-10-24 · last AC: 2019-10-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings, two pointers
[jiangly's solution](#)

1158.

1248A

[Integer Points](#) · [Tutorial](#)

Quality: 15,105 global accepts · Rating: 1000 · first AC: 2019-10-26 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math
[jiangly's solution](#)

1159.

1249B1

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

Quality: 22,292 global accepts · Rating: 1000 · first AC: 2019-10-23 · C++17 (GCC 7-32) (first AC) · Tags: dsu, math
[jiangly's solution](#)

1160.

1237A

[Balanced Rating Changes](#) · [Tutorial](#)

Quality: 22,121 global accepts · Rating: 1000 · first AC: 2019-10-16 · last AC: 2019-10-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[jiangly's solution](#)

1161.

1244B

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

Quality: 17,542 global accepts · Rating: 1000 · first AC: 2019-10-13 · last AC: 2019-10-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[jiangly's solution](#)

1162.

1223B

[Strings Equalization](#) · [Tutorial](#)

Quality: 15,894 global accepts · Rating: 1000 · first AC: 2019-10-08 · C++17 (GCC 7-32) (first AC) · Tags: strings

[jiangly's solution](#)

1163.

1241B

[Strings Equalization](#) · [Tutorial](#)

Rating: 1000 · first AC: 2019-10-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings

[jiangly's solution](#)

1164.

1234B1

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

Quality: 19,766 global accepts · Rating: 1000 · first AC: 2019-10-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[jiangly's solution](#)

1165.

1230B

[Ania and Minimizing](#) · [Tutorial](#)

Quality: 19,630 global accepts · Rating: 1000 · first AC: 2019-09-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[jiangly's solution](#)

1166.

1221A

[2048 Game](#) · [Tutorial](#)

Quality: 18,161 global accepts · Rating: 1000 · first AC: 2019-09-19 · last AC: 2019-09-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[jiangly's solution](#)

1167.

1215A

[Yellow Cards](#) · [Tutorial](#)

Quality: 12,182 global accepts · Rating: 1000 · first AC: 2019-09-15 · last AC: 2019-09-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[jiangly's solution](#)

1168.

1195B

[Sport Mafia](#) · [Tutorial](#)

Quality: 21,957 global accepts · Rating: 1000 · first AC: 2019-08-15 · last AC: 2019-08-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math

[jiangly's solution](#)

1169.

1195A

[Drinks Choosing](#) · [Tutorial](#)

Quality: 14,200 global accepts · Rating: 1000 · first AC: 2019-08-15 · last AC: 2019-08-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[jiangly's solution](#)

1170.

1204A

[BowWow and the Timetable](#) · [Tutorial](#)

Quality: 22,315 global accepts · Rating: 1000 · first AC: 2019-08-20 · last AC: 2019-08-21 · C++17 (GCC 7-32) (first AC) · Tags: math

[jiangly's solution](#)

1171.

1203A

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

Quality: 17,679 global accepts · Rating: 1000 · first AC: 2019-08-13 · last AC: 2019-08-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[jiangly's solution](#)

1172.

1199B

[Water Lily](#) · [Tutorial](#)

Quality: 22,394 global accepts · Rating: 1000 · first AC: 2019-07-31 · last AC: 2019-08-06 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[jiangly's solution](#)

1173.

1199A

[City Day](#) · [Tutorial](#)

Quality: 16,295 global accepts · Rating: 1000 · first AC: 2019-07-31 · last AC: 2019-08-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[jiangly's solution](#)

1174.

1197B

[Pillars](#) · [Tutorial](#)

Quality: 14,510 global accepts · Rating: 1000 · first AC: 2019-08-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[jiangly's solution](#)

1175.

1181A

[Chunga-Chunga](#) · [Tutorial](#)

Quality: 14,793 global accepts · Rating: 1000 · first AC: 2019-06-16 · last AC: 2019-07-13 · Clang++17 Diagnostics (first AC) · Tags: greedy, math

[jiangly's solution](#)

1176.

1177A

[Digits Sequence \(Easy Edition\)](#) · [Tutorial](#)

Quality: 6,769 global accepts · Rating: 1000 · first AC: 2019-07-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[jiangly's solution](#)

1177.

1165B

[Polycarp Training](#) · [Tutorial](#)

Quality: 24,281 global accepts · Rating: 1000 · first AC: 2019-05-16 · last AC: 2019-05-16 · GNU C++11 (first AC) · Tags: data structures, greedy, sortings

[jiangly's solution](#)

1178.

732B

[Cormen --- The Best Friend Of a Man](#) · [Tutorial](#)

Quality: 25,768 global accepts · Rating: 1000 · first AC: 2019-04-24 · GNU C++11 (first AC) · Tags: dp, greedy

[jiangly's solution](#)

1179.

1155A

[Reverse a Substring](#) · [Tutorial](#)

Quality: 25,967 global accepts · Rating: 1000 · first AC: 2019-04-22 · last AC: 2019-04-23 · GNU C++11 (first AC) · Tags: implementation, sortings, strings

[jiangly's solution](#)

1180.

5A

[Chat Servers Outgoing Traffic](#) · [Tutorial](#)

Quality: 11,122 global accepts · Rating: 1000 · first AC: 2019-04-01 · GNU C++11 (first AC) · Tags: implementation

[jiangly's solution](#)

1181.

3A

[Shortest path of the king](#) · [Tutorial](#)

Quality: 22,140 global accepts · Rating: 1000 · first AC: 2019-03-06 · GNU C++11 (first AC) · Tags: greedy, shortest paths
[jiangly's solution](#)

1182.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,159 global accepts · Rating: 1000 · first AC: 2019-03-02 · GNU C++11 (first AC) · Tags: math
[jiangly's solution](#)

1183.

2208B

[Cyclists](#) · [Tutorial](#)

Quality: 13,655 global accepts · Rating: 1100 · first AC: 2026-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, games, greedy, implementation, math, sortings
[jiangly's solution](#)

1184.

2195C

[Dice Roll Sequence](#) · [Tutorial](#)

Quality: 20,520 global accepts · Rating: 1100 · first AC: 2026-02-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy
[jiangly's solution](#)

1185.

313B

[Ilya and Queries](#) · [Tutorial](#)

Quality: 54,496 global accepts · Rating: 1100 · first AC: 2026-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation
[jiangly's solution](#)

1186.

2193D

[Monster Game](#) · [Tutorial](#)

Quality: 21,564 global accepts · Rating: 1100 · first AC: 2026-01-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, sortings, two pointers
[jiangly's solution](#)

1187.

2185D

[OutOfMemoryError](#) · [Tutorial](#)

Quality: 20,677 global accepts · Rating: 1100 · first AC: 2026-01-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, math, two pointers
[jiangly's solution](#)

1188.

2169B

[Drifting Away](#) · [Tutorial](#)

Quality: 16,104 global accepts · Rating: 1100 · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation
[jiangly's solution](#)

1189.

2160B

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

Quality: 17,758 global accepts · Rating: 1100 · first AC: 2025-10-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math
[jiangly's solution](#)

1190.

2162C

[Beautiful XOR](#) · [Tutorial](#)

Quality: 21,319 global accepts · Rating: 1100 · first AC: 2025-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy
[jiangly's solution](#)

1191.

2155B

[Abraham's Great Escape](#) · [Tutorial](#)

Quality: 16,986 global accepts · Rating: 1100 · first AC: 2025-10-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs

[jiangly's solution](#)

1192.

2146B

[Merging the Sets](#) · [Tutorial](#)

Quality: 15,920 global accepts · Rating: 1100 · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[jiangly's solution](#)

1193.

2138A

[Cake Assignment](#) · [Tutorial](#)

Quality: 16,997 global accepts · Rating: 1100 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[jiangly's solution](#)

1194.

2131C

[Make it Equal](#) · [Tutorial](#)

Quality: 21,615 global accepts · Rating: 1100 · first AC: 2025-08-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[jiangly's solution](#)

1195.

2130B

[Pathless](#) · [Tutorial](#)

Quality: 21,394 global accepts · Rating: 1100 · first AC: 2025-08-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[jiangly's solution](#)

1196.

2128B

[Deque Process](#) · [Tutorial](#)

Quality: 21,416 global accepts · Rating: 1100 · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[jiangly's solution](#)

1197.

2125C

[Count Good Numbers](#) · [Tutorial](#)

Quality: 22,749 global accepts · Rating: 1100 · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, math, number theory

[jiangly's solution](#)

1198.

2126C

[I Will Definitely Make It](#) · [Tutorial](#)

Quality: 26,274 global accepts · Rating: 1100 · first AC: 2025-07-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[jiangly's solution](#)

1199.

2112B

[Shrinking Array](#) · [Tutorial](#)

Quality: 21,113 global accepts · Rating: 1100 · first AC: 2025-06-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy

[jiangly's solution](#)

1200.

2111B

[Fibonacci Cubes](#) · [Tutorial](#)

Quality: 17,883 global accepts · Rating: 1100 · first AC: 2025-06-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, implementation, math

[jiangly's solution](#)

1201.

2111C

[Equal Values](#) · [Tutorial](#)

Quality: 19,435 global accepts · Rating: 1100 · first AC: 2025-06-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, two pointers

[jiangly's solution](#)**1202.**

2107B

[Apples in Boxes](#) · [Tutorial](#)

Quality: 19,800 global accepts · Rating: 1100 · first AC: 2025-05-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, math

[jiangly's solution](#)**1203.**

2104C

[Card Game](#) · [Tutorial](#)

Quality: 17,385 global accepts · Rating: 1100 · first AC: 2025-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, games, greedy, math

[jiangly's solution](#)**1204.**

2103B

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

Quality: 17,705 global accepts · Rating: 1100 · first AC: 2025-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[jiangly's solution](#)**1205.**

2094D

[Tung Tung Sahur](#) · [Tutorial](#)

Quality: 23,858 global accepts · Rating: 1100 · first AC: 2025-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings, two pointers

[jiangly's solution](#)**1206.**

2084B

[MIN = GCD](#) · [Tutorial](#)

Quality: 16,614 global accepts · Rating: 1100 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory

[jiangly's solution](#)**1207.**

2086B

[Large Array and Segments](#) · [Tutorial](#)

Quality: 18,992 global accepts · Rating: 1100 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy

[jiangly's solution](#)**1208.**

2074C

[XOR and Triangle](#) · [Tutorial](#)

Quality: 21,971 global accepts · Rating: 1100 · first AC: 2025-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, geometry, greedy, probabilities

[jiangly's solution](#)**1209.**

2071B

[Perfecto](#) · [Tutorial](#)

Quality: 20,883 global accepts · Rating: 1100 · first AC: 2025-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[jiangly's solution](#)**1210.**

2070B

[Robot Program](#) · [Tutorial](#)

Quality: 19,689 global accepts · Rating: 1100 · first AC: 2025-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math

[jiangly's solution](#)

1211.

2064B

[Variety is Discouraged](#) · [Tutorial](#)

Quality: 20,120 global accepts · Rating: 1100 · first AC: 2025-02-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, greedy, two pointers

[jiangly's solution](#)

1212.

2065C1

[Skibidus and Fanum Tax \(easy version\)](#) · [Tutorial](#)

Quality: 27,759 global accepts · Rating: 1100 · first AC: 2025-02-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, greedy

[jiangly's solution](#)

1213.

2061B

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

Quality: 14,691 global accepts · Rating: 1100 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, geometry

[jiangly's solution](#)

1214.

2060D

[Subtract Min Sort](#) · [Tutorial](#)

Quality: 26,194 global accepts · Rating: 1100 · first AC: 2025-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[jiangly's solution](#)

1215.

2043B

[Digits](#) · [Tutorial](#)

Quality: 21,732 global accepts · Rating: 1100 · first AC: 2024-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[jiangly's solution](#)

1216.

2044D

[Harder Problem](#) · [Tutorial](#)

Quality: 24,099 global accepts · Rating: 1100 · first AC: 2024-12-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[jiangly's solution](#)

1217.

2050B

[Transfusion](#) · [Tutorial](#)

Quality: 27,058 global accepts · Rating: 1100 · first AC: 2024-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, math

[jiangly's solution](#)

1218.

2029B

[Replacement](#) · [Tutorial](#)

Quality: 11,741 global accepts · Rating: 1100 · first AC: 2024-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games, strings

[jiangly's solution](#)

1219.

2036C

[Any and 1100](#) · [Tutorial](#)

Quality: 22,197 global accepts · Rating: 1100 · first AC: 2024-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation

[jiangly's solution](#)

1220.

2032B

[Medians](#) · [Tutorial](#)

Quality: 20,590 global accepts · Rating: 1100 · first AC: 2024-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[jiangly's solution](#)

1221.

2027B

[Stalin Sort](#) · [Tutorial](#)

Quality: 17,710 global accepts · Rating: 1100 · first AC: 2024-10-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy
[jiangly's solution](#)

1222.

2024B

[Buying Lemonade](#) · [Tutorial](#)

Quality: 17,041 global accepts · Rating: 1100 · first AC: 2024-10-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, sortings
[jiangly's solution](#)

1223.

2030C

[A TRUE Battle](#) · [Tutorial](#)

Quality: 19,810 global accepts · Rating: 1100 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, greedy
[jiangly's solution](#)

1224.

2025B

[Binomial Coefficients, Kind Of](#) · [Tutorial](#)

Quality: 19,613 global accepts · Rating: 1100 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math
[jiangly's solution](#)

1225.

2014C

[Robin Hood in Town](#) · [Tutorial](#)

Quality: 27,455 global accepts · Rating: 1100 · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math
[jiangly's solution](#)

1226.

2009C

[The Legend of Freya the Frog](#) · [Tutorial](#)

Quality: 33,007 global accepts · Rating: 1100 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[jiangly's solution](#)

1227.

2008D

[Sakurako's Hobby](#) · [Tutorial](#)

Quality: 23,445 global accepts · Rating: 1100 · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: dp, dsu, graphs, math
[jiangly's solution](#)

1228.

2004C

[Splitting Items](#) · [Tutorial](#)

Quality: 27,129 global accepts · Rating: 1100 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings
[jiangly's solution](#)

1229.

1999D

[Slavic's Exam](#) · [Tutorial](#)

Quality: 32,669 global accepts · Rating: 1100 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, strings
[jiangly's solution](#)

1230.

1993B

[Parity and Sum](#) · [Tutorial](#)

Quality: 26,446 global accepts · Rating: 1100 · first AC: 2024-08-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[jiangly's solution](#)

1231.

1997C

[Even Positions](#) · [Tutorial](#)

Quality: 25,431 global accepts · Rating: 1100 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[jiangly's solution](#)

1232.

1997B

[Make Three Regions](#) · [Tutorial](#)

Quality: 23,469 global accepts · Rating: 1100 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, two pointers

[jiangly's solution](#)

1233.

1991B

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

Quality: 18,902 global accepts · Rating: 1100 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[jiangly's solution](#)

1234.

1995B1

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

Quality: 20,983 global accepts · Rating: 1100 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, sortings, two pointers

[jiangly's solution](#)

1235.

1994B

[Fun Game](#) · [Tutorial](#)

Quality: 19,489 global accepts · Rating: 1100 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[jiangly's solution](#)

1236.

1986C

[Update Queries](#) · [Tutorial](#)

Quality: 26,020 global accepts · Rating: 1100 · first AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings

[jiangly's solution](#)

1237.

1984B

[Large Addition](#) · [Tutorial](#)

Quality: 20,953 global accepts · Rating: 1100 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[jiangly's solution](#)

1238.

1976B

[Increase/Decrease/Copy](#) · [Tutorial](#)

Quality: 25,078 global accepts · Rating: 1100 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[jiangly's solution](#)

1239.

1977B

[Binary Colouring](#) · [Tutorial](#)

Quality: 19,896 global accepts · Rating: 1100 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[jiangly's solution](#)

1240.

1971D

[Binary Cut](#) · [Tutorial](#)

Quality: 30,552 global accepts · Rating: 1100 · first AC: 2024-05-12 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, sortings, strings

[jiangly's solution](#)

1241.

1957B

[A BIT of a Construction](#) · [Tutorial](#)

Quality: 20,408 global accepts · Rating: 1100 · first AC: 2024-04-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation

[jiangly's solution](#)

1242.

1942B

[Bessie and MEX](#) · [Tutorial](#)

Quality: 15,497 global accepts · Rating: 1100 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[jiangly's solution](#)

1243.

1950D

[Product of Binary Decimals](#) · [Tutorial](#)

Quality: 26,494 global accepts · Rating: 1100 · first AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, implementation, number theory

[jiangly's solution](#)

1244.

1946B

[Maximum Sum](#) · [Tutorial](#)

Quality: 23,525 global accepts · Rating: 1100 · first AC: 2024-03-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[jiangly's solution](#)

1245.

1948B

[Array Fix](#) · [Tutorial](#)

Quality: 26,271 global accepts · Rating: 1100 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[jiangly's solution](#)

1246.

1933C

[Turtle Fingers: Count the Values of k](#) · [Tutorial](#)

Quality: 25,372 global accepts · Rating: 1100 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, number theory

[jiangly's solution](#)

1247.

1923B

[Monsters Attack!](#) · [Tutorial](#)

Quality: 19,878 global accepts · Rating: 1100 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation

[jiangly's solution](#)

1248.

1910A

[Username](#) · [Tutorial](#)

Quality: 1,987 global accepts · Rating: 1100 · first AC: 2024-02-19 · Kotlin 1.9 (first AC) · Tags: *special, implementation

[jiangly's solution](#)

1249.

1904B

[Collecting Game](#) · [Tutorial](#)

Quality: 27,909 global accepts · Rating: 1100 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers

[jiangly's solution](#)

1250.

1932B

[Chaya Calendar](#) · [Tutorial](#)

Quality: 23,666 global accepts · Rating: 1100 · first AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: number theory

[jiangly's solution](#)

1251.

1921D

[Very Different Array](#) · [Tutorial](#)

Quality: 24,275 global accepts · Rating: 1100 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings, two pointers

[jiangly's solution](#)

1252.

1920B

[Summation Game](#) · [Tutorial](#)

Quality: 23,122 global accepts · Rating: 1100 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, math, sortings
[jiangly's solution](#)

1253.

1917B

[Erase First or Second Letter](#) · [Tutorial](#)

Quality: 36,346 global accepts · Rating: 1100 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data structures, dp, strings
[jiangly's solution](#)

1254.

1914C

[Quests](#) · [Tutorial](#)

Quality: 39,523 global accepts · Rating: 1100 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[jiangly's solution](#)

1255.

1905B

[Begginer's Zelda](#) · [Tutorial](#)

Quality: 18,590 global accepts · Rating: 1100 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, trees
[jiangly's solution](#)

1256.

1901B

[Chip and Ribbon](#) · [Tutorial](#)

Quality: 16,946 global accepts · Rating: 1100 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[jiangly's solution](#)

1257.

1902B

[Getting Points](#) · [Tutorial](#)

Quality: 16,449 global accepts · Rating: 1100 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy
[jiangly's solution](#)

1258.

1899C

[Yarik and Array](#) · [Tutorial](#)

Quality: 34,856 global accepts · Rating: 1100 · first AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, two pointers
[jiangly's solution](#)

1259.

1899B

[250 Thousand Tons of TNT](#) · [Tutorial](#)

Quality: 33,346 global accepts · Rating: 1100 · first AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, number theory
[jiangly's solution](#)

1260.

1891B

[Deja Vu](#) · [Tutorial](#)

Quality: 29,009 global accepts · Rating: 1100 · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, sortings
[jiangly's solution](#)

1261.

1884B

[Haunted House](#) · [Tutorial](#)

Quality: 14,702 global accepts · Rating: 1100 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, two pointers
[jiangly's solution](#)

1262.

1594B

[Special Numbers](#) · [Tutorial](#)

Quality: 22,135 global accepts · Rating: 1100 · first AC: 2023-10-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, math
[jiangly's solution](#)

1263.

1873E

[Building an Aquarium](#) · [Tutorial](#)

Quality: 43,452 global accepts · Rating: 1100 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, sortings
[jiangly's solution](#)

1264.

1602B

[Divine Array](#) · [Tutorial](#)

Quality: 14,746 global accepts · Rating: 1100 · first AC: 2023-09-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation
[jiangly's solution](#)

1265.

1604B

[XOR Specia-LIS-t](#) · [Tutorial](#)

Quality: 16,333 global accepts · Rating: 1100 · first AC: 2023-09-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[jiangly's solution](#)

1266.

1869B

[2D Traveling](#) · [Tutorial](#)

Quality: 25,715 global accepts · Rating: 1100 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math, shortest paths, sortings
[jiangly's solution](#)

1267.

1867B

[XOR Palindromes](#) · [Tutorial](#)

Quality: 18,629 global accepts · Rating: 1100 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, strings
[jiangly's solution](#)

1268.

1872C

[Non-coprime Split](#) · [Tutorial](#)

Quality: 26,379 global accepts · Rating: 1100 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
[jiangly's solution](#)

1269.

1631B

[Fun with Even Subarrays](#) · [Tutorial](#)

Quality: 26,887 global accepts · Rating: 1100 · first AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy
[jiangly's solution](#)

1270.

1708B

[Difference of GCDs](#) · [Tutorial](#)

Quality: 28,403 global accepts · Rating: 1100 · first AC: 2023-09-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[jiangly's solution](#)

1271.

1863C

[MEX Repetition](#) · [Tutorial](#)

Quality: 15,531 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
[jiangly's solution](#)

1272.

1863B

[Split Sort](#) · [Tutorial](#)

Quality: 16,812 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings
[jiangly's solution](#)

1273.

1864B

[Swap and Reverse](#) · [Tutorial](#)

Quality: 16,612 global accepts · Rating: 1100 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[jiangly's solution](#)

1274.

1862C

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

Quality: 23,081 global accepts · Rating: 1100 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, sortings

[jiangly's solution](#)

1275.

1836B

[Astrophysicists](#) · [Tutorial](#)

Quality: 13,592 global accepts · Rating: 1100 · first AC: 2023-08-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[jiangly's solution](#)

1276.

1857B

[Maximum Rounding](#) · [Tutorial](#)

Quality: 24,712 global accepts · Rating: 1100 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math

[jiangly's solution](#)

1277.

1850E

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

Quality: 34,993 global accepts · Rating: 1100 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, implementation, math

[jiangly's solution](#)

1278.

1842B

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

Quality: 25,532 global accepts · Rating: 1100 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math

[jiangly's solution](#)

1279.

1839B

[Lamps](#) · [Tutorial](#)

Quality: 16,548 global accepts · Rating: 1100 · first AC: 2023-06-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[jiangly's solution](#)

1280.

1838B

[Minimize Permutation Subarrays](#) · [Tutorial](#)

Quality: 17,807 global accepts · Rating: 1100 · first AC: 2023-06-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[jiangly's solution](#)

1281.

1840B

[Binary Cafe](#) · [Tutorial](#)

Quality: 24,721 global accepts · Rating: 1100 · first AC: 2023-06-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, math

[jiangly's solution](#)

1282.

1827A

[Counting Orders](#) · [Tutorial](#)

Quality: 28,799 global accepts · Rating: 1100 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, sortings, two pointers

[jiangly's solution](#)

1283.

1832B

[Maximum Sum](#) · [Tutorial](#)

Quality: 35,479 global accepts · Rating: 1100 · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, sortings, two pointers
[jiangly's solution](#)

1284.

1826B

[Lunatic Never Content](#) · [Tutorial](#)

Quality: 28,152 global accepts · Rating: 1100 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
[jiangly's solution](#)

1285.

1829E

[The Lakes](#) · [Tutorial](#)

Quality: 26,626 global accepts · Rating: 1100 · first AC: 2023-05-07 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, implementation
[jiangly's solution](#)

1286.

158B

[Taxi](#) · [Tutorial](#)

Quality: 103,801 global accepts · Rating: 1100 · first AC: 2023-04-26 · C++20 (GCC 11-64) (first AC) · Tags: *special, greedy, implementation
[jiangly's solution](#)

1287.

46B

[T-shirts from Sponsor](#) · [Tutorial](#)

Quality: 4,135 global accepts · Rating: 1100 · first AC: 2023-04-26 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[jiangly's solution](#)

1288.

43B

[Letter](#) · [Tutorial](#)

Quality: 20,486 global accepts · Rating: 1100 · first AC: 2023-04-26 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings
[jiangly's solution](#)

1289.

609B

[The Best Gift](#) · [Tutorial](#)

Quality: 10,090 global accepts · Rating: 1100 · first AC: 2023-04-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation
[jiangly's solution](#)

1290.

1821B

[Sort the Subarray](#) · [Tutorial](#)

Quality: 28,320 global accepts · Rating: 1100 · first AC: 2023-04-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy
[jiangly's solution](#)

1291.

39D

[Cubical Planet](#) · [Tutorial](#)

Quality: 4,664 global accepts · Rating: 1100 · first AC: 2023-04-20 · PyPy 3-64 (first AC) · Tags: math
[jiangly's solution](#)

1292.

1820B

[JoJo's Incredible Adventures](#) · [Tutorial](#)

Quality: 23,004 global accepts · Rating: 1100 · first AC: 2023-04-19 · C++20 (GCC 11-64) (first AC) · Tags: math, strings, two pointers
[jiangly's solution](#)

1293.

25B

[Phone numbers](#) · [Tutorial](#)

Quality: 11,255 global accepts · Rating: 1100 · first AC: 2023-04-10 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[jiangly's solution](#)

1294.

1797B

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

Quality: 24,609 global accepts · Rating: 1100 · first AC: 2023-04-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[jiangly's solution](#)

1295.

1811C

[Restore the Array](#) · [Tutorial](#)

Quality: 22,227 global accepts · Rating: 1100 · first AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[jiangly's solution](#)

1296.

12C

[Fruits](#) · [Tutorial](#)

Quality: 7,352 global accepts · Rating: 1100 · first AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings
[jiangly's solution](#)

1297.

12B

[Correct Solution?](#) · [Tutorial](#)

Quality: 9,669 global accepts · Rating: 1100 · first AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings
[jiangly's solution](#)

1298.

1807G2

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

Quality: 27,840 global accepts · Rating: 1100 · first AC: 2023-03-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, greedy, implementation, sortings
[jiangly's solution](#)

1299.

1807G1

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

Quality: 22,249 global accepts · Rating: 1100 · first AC: 2023-03-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, sortings
[jiangly's solution](#)

1300.

712B

[Memory and Trident](#) · [Tutorial](#)

Quality: 10,315 global accepts · Rating: 1100 · first AC: 2023-03-15 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings
[jiangly's solution](#)

1301.

705B

[Spider Man](#) · [Tutorial](#)

Quality: 9,566 global accepts · Rating: 1100 · first AC: 2023-03-14 · C++20 (GCC 11-64) (first AC) · Tags: games, math
[jiangly's solution](#)

1302.

1800C2

[Powering the Hero \(hard version\)](#) · [Tutorial](#)

Quality: 27,086 global accepts · Rating: 1100 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy
[jiangly's solution](#)

1303.

1793B

[Fedya and Array](#) · [Tutorial](#)

Quality: 17,096 global accepts · Rating: 1100 · first AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[jiangly's solution](#)

1304.

1788B

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

Quality: 22,356 global accepts · Rating: 1100 · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math, probabilities

[jiangly's solution](#)

1305.

1791G1

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

Quality: 33,914 global accepts · Rating: 1100 · first AC: 2023-02-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[jiangly's solution](#)

1306.

1791E

[Negatives and Positives](#) · [Tutorial](#)

Quality: 41,279 global accepts · Rating: 1100 · first AC: 2023-02-03 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings

[jiangly's solution](#)

1307.

1787B

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

Quality: 14,890 global accepts · Rating: 1100 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[jiangly's solution](#)

1308.

1780B

[GCD Partition](#) · [Tutorial](#)

Quality: 25,970 global accepts · Rating: 1100 · first AC: 2023-01-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory

[jiangly's solution](#)

1309.

1783B

[Matrix of Differences](#) · [Tutorial](#)

Quality: 19,319 global accepts · Rating: 1100 · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[jiangly's solution](#)

1310.

1731B

[Kill Demodogs](#) · [Tutorial](#)

Quality: 26,792 global accepts · Rating: 1100 · first AC: 2022-12-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[jiangly's solution](#)

1311.

1762B

[Make Array Good](#) · [Tutorial](#)

Quality: 18,617 global accepts · Rating: 1100 · first AC: 2022-12-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, number theory, sortings

[jiangly's solution](#)

1312.

1760E

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

Quality: 23,006 global accepts · Rating: 1100 · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math

[jiangly's solution](#)

1313.

1759C

[Thermostat](#) · [Tutorial](#)

Quality: 19,394 global accepts · Rating: 1100 · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, shortest paths

[jiangly's solution](#)

1314.

1743C

[Save the Magazines](#) · [Tutorial](#)

Quality: 20,640 global accepts · Rating: 1100 · first AC: 2022-10-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[jiangly's solution](#)

1315.

1742D

[Coprime](#) · [Tutorial](#)

Quality: 34,097 global accepts · Rating: 1100 · first AC: 2022-10-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, number theory
[jiangly's solution](#)

1316.

1741C

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

Quality: 19,361 global accepts · Rating: 1100 · first AC: 2022-10-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, two pointers
[jiangly's solution](#)

1317.

1739B

[Array Recovery](#) · [Tutorial](#)

Quality: 24,436 global accepts · Rating: 1100 · first AC: 2022-09-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math
[jiangly's solution](#)

1318.

1729C

[Jumping on Tiles](#) · [Tutorial](#)

Quality: 21,641 global accepts · Rating: 1100 · first AC: 2022-09-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings
[jiangly's solution](#)

1319.

1726B

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

Quality: 16,847 global accepts · Rating: 1100 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math
[jiangly's solution](#)

1320.

1717B

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

Quality: 15,636 global accepts · Rating: 1100 · first AC: 2022-09-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation
[jiangly's solution](#)

1321.

1722D

[Line](#) · [Tutorial](#)

Quality: 26,552 global accepts · Rating: 1100 · first AC: 2022-08-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
[jiangly's solution](#)

1322.

1712C

[Sort Zero](#) · [Tutorial](#)

Quality: 21,267 global accepts · Rating: 1100 · first AC: 2022-08-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
[jiangly's solution](#)

1323.

1706B

[Making Towers](#) · [Tutorial](#)

Quality: 17,484 global accepts · Rating: 1100 · first AC: 2022-07-18 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math
[jiangly's solution](#)

1324.

1703D

[Double Strings](#) · [Tutorial](#)

Quality: 29,205 global accepts · Rating: 1100 · first AC: 2022-07-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, strings
[jiangly's solution](#)

1325.

1702C

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

Quality: 25,117 global accepts · Rating: 1100 · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy
[jiangly's solution](#)

1326.

1511C

[Yet Another Card Deck](#) · [Tutorial](#)

Quality: 32,802 global accepts · Rating: 1100 · first AC: 2022-06-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation, trees
[jiangly's solution](#)

1327.

1511B

[GCD Length](#) · [Tutorial](#)

Quality: 24,678 global accepts · Rating: 1100 · first AC: 2022-06-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory
[jiangly's solution](#)

1328.

1700B

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

Quality: 19,885 global accepts · Rating: 1100 · first AC: 2022-06-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math
[jiangly's solution](#)

1329.

1692D

[The Clock](#) · [Tutorial](#)

Quality: 21,659 global accepts · Rating: 1100 · first AC: 2022-06-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation
[jiangly's solution](#)

1330.

1574B

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

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1331.

1606B

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1332.

1669F

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1333.

1669D

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Quality: 25,421 global accepts · Rating: 1100 · first AC: 2022-05-30 · C++20 (GCC 11-64) (first AC) · Tags: implementation
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1334.

1673B

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1335.

1685A

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Quality: 18,593 global accepts · Rating: 1100 · first AC: 2022-05-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings

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1336.

1682B

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1337.

1676E

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1338.

1670B

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1339.

1675C

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Quality: 19,291 global accepts · Rating: 1100 · first AC: 2022-05-05 · C++20 (GCC 11-64) (first AC) · Tags: implementation

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1340.

1672C

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1341.

1656B

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1342.

1638B

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[jiangly's solution](#)

1343.

1637B

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[jiangly's solution](#)

1344.

1633C

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Quality: 21,254 global accepts · Rating: 1100 · first AC: 2022-01-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

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1345.

1626B

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Quality: 23,935 global accepts · Rating: 1100 · first AC: 2022-01-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

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1346.

1625B

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1347.

1624C

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1348.

1616B

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Quality: 20,708 global accepts · Rating: 1100 · first AC: 2021-12-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

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1349.

1623B

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Quality: 14,665 global accepts · Rating: 1100 · first AC: 2021-12-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, implementation, sortings

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1350.

1618C

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1351.

1609B

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1352.

1610B

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1353.

1579B

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1354.

1566D1

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1355.

1557B

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1356.

365B

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1357.

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[jiangly's solution](#)

1358.

1085B

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Quality: 10,086 global accepts · Rating: 1100 · first AC: 2021-07-15 · C++17 (GCC 9-64) (first AC) · Tags: math

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1359.

765B

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714A

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1362.

505A

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1363.

501B

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1364.

495A

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[jiangly's solution](#)

1365.

1534B

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[jiangly's solution](#)

1366.

1523B

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[jiangly's solution](#)

1367.

1472C

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Quality: 35,338 global accepts · Rating: 1100 · first AC: 2021-01-04 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs

[jiangly's solution](#)

1368.

801A

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Quality: 7,659 global accepts · Rating: 1100 · first AC: 2021-01-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force

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1369.

789A

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Quality: 9,823 global accepts · Rating: 1100 · first AC: 2020-12-03 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

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1370.

1455C

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[jiangly's solution](#)

1371.

1426C

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1372.

1417B

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Quality: 15,077 global accepts · Rating: 1100 · first AC: 2020-09-28 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings

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1373.

1407A

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1374.

1409B

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1375.

1401B

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1376.

1395B

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1375A

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1378.

1370B

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1379.

1345B

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1380.

1366A

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1381.

1365A

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1382.

1360C

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1383.

1342B

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[jiangly's solution](#)

1384.

1335C

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Quality: 38,965 global accepts · Rating: 1100 · first AC: 2020-04-13 · last AC: 2020-04-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, implementation, sortings

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1385.

1334B

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1386.

1333B

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Quality: 22,228 global accepts · Rating: 1100 · first AC: 2020-04-08 · last AC: 2020-04-10 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[jiangly's solution](#)

1387.

1332A

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1388.

1327A

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

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1389.

1324C

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Quality: 30,512 global accepts · Rating: 1100 · first AC: 2020-03-12 · last AC: 2020-03-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, greedy, implementation

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1390.

1324B

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1391.

1304B

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Quality: 18,753 global accepts · Rating: 1100 · first AC: 2020-02-15 · last AC: 2020-02-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings

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1392.

1288B

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1393.

1288A

[Deadline](#) · [Tutorial](#)

Quality: 19,316 global accepts · Rating: 1100 · first AC: 2020-01-14 · last AC: 2020-02-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, ternary search

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1394.

1293A

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[jiangly's solution](#)

1395.

1263A

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Quality: 17,225 global accepts · Rating: 1100 · first AC: 2019-11-29 · last AC: 2019-11-30 · C++17 (GCC 7-32) (first AC) · Tags: math

[jiangly's solution](#)

1396.

1227A

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Quality: 10,266 global accepts · Rating: 1100 · first AC: 2019-11-25 · C++14 (GCC 6-32) (first AC) · Tags: math

[jiangly's solution](#)

1397.

1255B

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1398.

1231C

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[jiangly's solution](#)

1399.

1221B

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Quality: 12,525 global accepts · Rating: 1100 · first AC: 2019-09-19 · last AC: 2019-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[jiangly's solution](#)

1400.

1105B

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

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[jiangly's solution](#)

1401.

1105A

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Quality: 11,553 global accepts · Rating: 1100 · first AC: 2019-01-20 · last AC: 2019-09-06 · GNU C++11 (first AC) · Tags: brute force, implementation

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1402.

1214B

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Quality: 11,476 global accepts · Rating: 1100 · first AC: 2019-09-04 · last AC: 2019-09-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

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1403.

1213B

[Bad Prices](#) · [Tutorial](#)

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1404.

1202A

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Quality: 10,721 global accepts · Rating: 1100 · first AC: 2019-08-07 · last AC: 2019-08-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy

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1405.

1176B

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1406.

1189B

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Quality: 15,307 global accepts · Rating: 1100 · first AC: 2019-07-06 · last AC: 2019-07-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

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1407.

1166B

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1165A

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1409.

651A

[Joysticks](#) · [Tutorial](#)

Quality: 24,138 global accepts · Rating: 1100 · first AC: 2019-04-24 · GNU C++11 (first AC) · Tags: dp, greedy, implementation, math

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1410.

706B

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Quality: 84,413 global accepts · Rating: 1100 · first AC: 2019-04-24 · GNU C++11 (first AC) · Tags: binary search, dp, implementation

[jiangly's solution](#)

1411.

427B

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Quality: 15,511 global accepts · Rating: 1100 · first AC: 2019-04-24 · GNU C++11 (first AC) · Tags: data structures, implementation

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1412.

368B

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1413.

7A

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1414.

6B

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1415.

2189B

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1416.

2190A

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Quality: 17,127 global accepts · Rating: 1200 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games, greedy

[jiangly's solution](#)

1417.

2182C

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[jiangly's solution](#)

1418.

2178C

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[jiangly's solution](#)

1419.

2181H

[Honey Cake](#) · [Tutorial](#)

Quality: 6,599 global accepts · Rating: 1200 · first AC: 2025-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory

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1420.

2161C

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1421.

2149D

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[jiangly's solution](#)

1422.

2148E

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1423.

2135A

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Quality: 18,327 global accepts · Rating: 1200 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[jiangly's solution](#)

1424.

2134C

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Quality: 18,677 global accepts · Rating: 1200 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation

[jiangly's solution](#)

1425.

2134B

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Quality: 20,866 global accepts · Rating: 1200 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory

[jiangly's solution](#)

1426.

2128C

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Quality: 20,589 global accepts · Rating: 1200 · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[jiangly's solution](#)

1427.

2126D

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Quality: 24,010 global accepts · Rating: 1200 · first AC: 2025-07-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, sortings

[jiangly's solution](#)

1428.

2113B

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Quality: 14,622 global accepts · Rating: 1200 · first AC: 2025-06-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[jiangly's solution](#)

1429.

2121C

[Those Who Are With Us](#) · [Tutorial](#)

Quality: 21,740 global accepts · Rating: 1200 · first AC: 2025-06-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[jiangly's solution](#)

1430.

2118B

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

Quality: 20,036 global accepts · Rating: 1200 · first AC: 2025-06-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[jiangly's solution](#)

1431.

2117C

[Cool Partition](#) · [Tutorial](#)

Quality: 21,065 global accepts · Rating: 1200 · first AC: 2025-06-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[jiangly's solution](#)

1432.

2117D

[Retaliation](#) · [Tutorial](#)

Quality: 22,121 global accepts · Rating: 1200 · first AC: 2025-06-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math, number theory

[jiangly's solution](#)

1433.

2109B

[Slice to Survive](#) · [Tutorial](#)

Quality: 17,333 global accepts · Rating: 1200 · first AC: 2025-05-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, math

[jiangly's solution](#)

1434.

2094E

[Boneca Ambalabu](#) · [Tutorial](#)

Quality: 18,564 global accepts · Rating: 1200 · first AC: 2025-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks

[jiangly's solution](#)

1435.

2092C

[Asuna and the Mosquitoes](#) · [Tutorial](#)

Quality: 22,579 global accepts · Rating: 1200 · first AC: 2025-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[jiangly's solution](#)

1436.

2091D

[Place of the Olympiad](#) · [Tutorial](#)

Quality: 23,487 global accepts · Rating: 1200 · first AC: 2025-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math

[jiangly's solution](#)

1437.

2085B

[Serval and Final MEX](#) · [Tutorial](#)

Quality: 17,098 global accepts · Rating: 1200 · first AC: 2025-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation

[jiangly's solution](#)

1438.

1097B

[Petr and a Combination Lock](#) · [Tutorial](#)

Quality: 35,943 global accepts · Rating: 1200 · first AC: 2025-03-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp

[jiangly's solution](#)

1439.

2072C

[Creating Keys for StORages Has Become My Main Skill](#) · [Tutorial](#)

Quality: 19,572 global accepts · Rating: 1200 · first AC: 2025-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[jiangly's solution](#)

1440.

2069B

[Set of Strangers](#) · [Tutorial](#)

Quality: 18,813 global accepts · Rating: 1200 · first AC: 2025-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, matrices

[jiangly's solution](#)

1441.

2067B

[Two Large Bags](#) · [Tutorial](#)

Quality: 18,991 global accepts · Rating: 1200 · first AC: 2025-02-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, sortings

[jiangly's solution](#)

1442.

2065D

[Skibidus and Sigma](#) · [Tutorial](#)

Quality: 20,628 global accepts · Rating: 1200 · first AC: 2025-02-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[jiangly's solution](#)

1443.

2062C

[Cirno and Operations](#) · [Tutorial](#)

Quality: 18,387 global accepts · Rating: 1200 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math

[jiangly's solution](#)

1444.

2056C

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

Quality: 19,433 global accepts · Rating: 1200 · first AC: 2025-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math

[jiangly's solution](#)

1445.

2053B

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

Quality: 16,975 global accepts · Rating: 1200 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy

[jiangly's solution](#)

1446.

2051D

[Counting Pairs](#) · [Tutorial](#)

Quality: 23,914 global accepts · Rating: 1200 · first AC: 2024-12-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, sortings, two pointers

[jiangly's solution](#)

1447.

2048C

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

Quality: 15,143 global accepts · Rating: 1200 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, greedy, implementation, strings

[jiangly's solution](#)

1448.

2050C

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

Quality: 24,996 global accepts · Rating: 1200 · first AC: 2024-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math

[jiangly's solution](#)

1449.

2046A

[Swap Columns and Find a Path](#) · [Tutorial](#)

Quality: 16,804 global accepts · Rating: 1200 · first AC: 2024-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[jiangly's solution](#)

1450.

2041E

[Beautiful Array](#) · [Tutorial](#)

Quality: 9,882 global accepts · Rating: 1200 · first AC: 2024-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[jiangly's solution](#)

1451.

2041B

[Bowling Frame](#) · [Tutorial](#)

Quality: 7,178 global accepts · Rating: 1200 · first AC: 2024-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, math

[jiangly's solution](#)

1452.

2039C1

[Shohag Loves XOR \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,518 global accepts · Rating: 1200 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, math, number theory

[jiangly's solution](#)

1453.

2019B

[All Pairs Segments](#) · [Tutorial](#)

Quality: 17,280 global accepts · Rating: 1200 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[jiangly's solution](#)

1454.

2021B

[Maximize Mex](#) · [Tutorial](#)

Quality: 18,817 global accepts · Rating: 1200 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, number theory

[jiangly's solution](#)

1455.

2020B

[Brightness Begins](#) · [Tutorial](#)

Quality: 21,663 global accepts · Rating: 1200 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math

[jiangly's solution](#)

1456.

2005B2

[The Strict Teacher \(Hard Version\)](#) · [Tutorial](#)

Quality: 21,682 global accepts · Rating: 1200 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, sortings

[jiangly's solution](#)

1457.

1987C

[Basil's Garden](#) · [Tutorial](#)

Quality: 20,762 global accepts · Rating: 1200 · first AC: 2024-08-28 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[jiangly's solution](#)

1458.

2003C

[Turtle and Good Pairs](#) · [Tutorial](#)

Quality: 21,658 global accepts · Rating: 1200 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[jiangly's solution](#)

1459.

2000D

[Right Left Wrong](#) · [Tutorial](#)

Quality: 28,834 global accepts · Rating: 1200 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, two pointers

[jiangly's solution](#)

1460.

2002C

[Black Circles](#) · [Tutorial](#)

Quality: 17,704 global accepts · Rating: 1200 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, greedy, math

[jiangly's solution](#)

1461.

1996C

[Sort](#) · [Tutorial](#)

Quality: 28,026 global accepts · Rating: 1200 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, sortings, strings

[jiangly's solution](#)

1462.

1990B

[Array Craft](#) · [Tutorial](#)

Quality: 19,863 global accepts · Rating: 1200 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[jiangly's solution](#)

1463.

1992D

[Test of Love](#) · [Tutorial](#)

Quality: 24,003 global accepts · Rating: 1200 · first AC: 2024-07-13 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation

[jiangly's solution](#)

1464.

1983B

[Corner Twist](#) · [Tutorial](#)

Quality: 18,410 global accepts · Rating: 1200 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[jiangly's solution](#)

1465.

1989B

[Substring and Subsequence](#) · [Tutorial](#)

Quality: 23,314 global accepts · Rating: 1200 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, strings

[jiangly's solution](#)

1466.

1982C

[Boring Day](#) · [Tutorial](#)

Quality: 21,896 global accepts · Rating: 1200 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[jiangly's solution](#)

1467.

1982B

[Collatz Conjecture](#) · [Tutorial](#)

Quality: 19,753 global accepts · Rating: 1200 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math, number theory

[jiangly's solution](#)

1468.

1985E

[Secret Box](#) · [Tutorial](#)

Quality: 23,535 global accepts · Rating: 1200 · first AC: 2024-06-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, math

[jiangly's solution](#)

1469.

1979C

[Earning on Bets](#) · [Tutorial](#)

Quality: 22,186 global accepts · Rating: 1200 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, number theory

[jiangly's solution](#)

1470.

1954C

[Long Multiplication](#) · [Tutorial](#)

Quality: 22,742 global accepts · Rating: 1200 · first AC: 2024-04-14 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[jiangly's solution](#)

1471.

1954B

[Make It Ugly](#) · [Tutorial](#)

Quality: 21,511 global accepts · Rating: 1200 · first AC: 2024-04-14 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[jiangly's solution](#)

1472.

1951B

[Battle Cows](#) · [Tutorial](#)

Quality: 16,849 global accepts · Rating: 1200 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy

[jiangly's solution](#)

1473.

1945C

[Left and Right Houses](#) · [Tutorial](#)

Quality: 17,393 global accepts · Rating: 1200 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[jiangly's solution](#)

1474.

1941D

[Rudolf and the Ball Game](#) · [Tutorial](#)

Quality: 20,937 global accepts · Rating: 1200 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, implementation

[jiangly's solution](#)

1475.

1935B

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

Quality: 20,893 global accepts · Rating: 1200 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[jiangly's solution](#)

1476.

1934B

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

Quality: 22,012 global accepts · Rating: 1200 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math

[jiangly's solution](#)

1477.

1933D

[Turtle Tenacity: Continual Mods](#) · [Tutorial](#)

Quality: 23,528 global accepts · Rating: 1200 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory, sortings

[jiangly's solution](#)

1478.

1926C

[Vlad and a Sum of Sum of Digits](#) · [Tutorial](#)

Quality: 32,744 global accepts · Rating: 1200 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation

[jiangly's solution](#)

1479.

1925B

[A Balanced Problemset?](#) · [Tutorial](#)

Quality: 23,129 global accepts · Rating: 1200 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory

[jiangly's solution](#)

1480.

1928B

[Equalize](#) · [Tutorial](#)

Quality: 20,751 global accepts · Rating: 1200 · first AC: 2024-02-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings, two pointers

[jiangly's solution](#)

1481.

1922B

[Forming Triangles](#) · [Tutorial](#)

Quality: 23,374 global accepts · Rating: 1200 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings

[jiangly's solution](#)

1482.

1916C

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

Quality: 19,881 global accepts · Rating: 1200 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[jiangly's solution](#)

1483.

1909B

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

Quality: 30,943 global accepts · Rating: 1200 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[jiangly's solution](#)

1484.

1914D

[Three Activities](#) · [Tutorial](#)

Quality: 38,075 global accepts · Rating: 1200 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[jiangly's solution](#)

1485.

1907C

[Removal of Unattractive Pairs](#) · [Tutorial](#)

Quality: 23,136 global accepts · Rating: 1200 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, strings

[jiangly's solution](#)

1486.

1903B

[StORage room](#) · [Tutorial](#)

Quality: 14,833 global accepts · Rating: 1200 · first AC: 2023-12-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy

[jiangly's solution](#)

1487.

1592B

[Hemose Shopping](#) · [Tutorial](#)

Quality: 17,160 global accepts · Rating: 1200 · first AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dsu, math,

sortings

[jiangly's solution](#)

1488.

1594C

[Make Them Equal](#) · [Tutorial](#)

Quality: 28,332 global accepts · Rating: 1200 · first AC: 2023-10-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, strings

[jiangly's solution](#)

1489.

1881C

[Perfect Square](#) · [Tutorial](#)

Quality: 19,253 global accepts · Rating: 1200 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[jiangly's solution](#)

1490.

1886B

[Fear of the Dark](#) · [Tutorial](#)

Quality: 18,015 global accepts · Rating: 1200 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, math

[jiangly's solution](#)

1491.

1877C

[Joyboard](#) · [Tutorial](#)

Quality: 12,836 global accepts · Rating: 1200 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[jiangly's solution](#)

1492.

1870B

[Friendly Arrays](#) · [Tutorial](#)

Quality: 16,107 global accepts · Rating: 1200 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math

[jiangly's solution](#)

1493.

1582C

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

Quality: 23,637 global accepts · Rating: 1200 · first AC: 2023-09-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, strings, two pointers

[jiangly's solution](#)

1494.

1872D

[Plus Minus Permutation](#) · [Tutorial](#)

Quality: 38,814 global accepts · Rating: 1200 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: math

[jiangly's solution](#)

1495.

1647B

[Madoka and the Elegant Gift](#) · [Tutorial](#)

Quality: 17,124 global accepts · Rating: 1200 · first AC: 2023-09-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation

[jiangly's solution](#)

1496.

903C

[Boxes Packing](#) · [Tutorial](#)

Quality: 22,612 global accepts · Rating: 1200 · first AC: 2023-08-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[jiangly's solution](#)

1497.

903B

[The Modcrab](#) · [Tutorial](#)

Quality: 8,125 global accepts · Rating: 1200 · first AC: 2023-08-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[jiangly's solution](#)

1498.

895A

[Pizza Separation](#) · [Tutorial](#)

Quality: 6,910 global accepts · Rating: 1200 · first AC: 2023-08-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation
[jiangly's solution](#)

1499.

892B

[Wrath](#) · [Tutorial](#)

Quality: 9,973 global accepts · Rating: 1200 · first AC: 2023-08-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, two pointers
[jiangly's solution](#)

1500.

1860B

[Fancy Coins](#) · [Tutorial](#)

Quality: 18,888 global accepts · Rating: 1200 · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math
[jiangly's solution](#)

1501.

1859C

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

Quality: 18,654 global accepts · Rating: 1200 · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math
[jiangly's solution](#)

1502.

1853B

[Fibonaccharris](#) · [Tutorial](#)

Quality: 19,725 global accepts · Rating: 1200 · first AC: 2023-08-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math
[jiangly's solution](#)

1503.

1857C

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

Quality: 41,742 global accepts · Rating: 1200 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
[jiangly's solution](#)

1504.

1848B

[Vika and the Bridge](#) · [Tutorial](#)

Quality: 24,394 global accepts · Rating: 1200 · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings
[jiangly's solution](#)

1505.

1846D

[Rudolph and Christmas Tree](#) · [Tutorial](#)

Quality: 22,447 global accepts · Rating: 1200 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, geometry, math
[jiangly's solution](#)

1506.

1846C

[Rudolf and the Another Competition](#) · [Tutorial](#)

Quality: 21,475 global accepts · Rating: 1200 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, sortings
[jiangly's solution](#)

1507.

1843D

[Apple Tree](#) · [Tutorial](#)

Quality: 21,689 global accepts · Rating: 1200 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees
[jiangly's solution](#)

1508.

1834C

[Game with Reversing](#) · [Tutorial](#)

Quality: 15,038 global accepts · Rating: 1200 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, math, strings
[jiangly's solution](#)

1509.

133B

[Unary](#) · [Tutorial](#)

Quality: 9,391 global accepts · Rating: 1200 · first AC: 2023-05-29 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[jiangly's solution](#)

1510.

1832C

[Contrast Value](#) · [Tutorial](#)

Quality: 34,388 global accepts · Rating: 1200 · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[jiangly's solution](#)

1511.

1826A

[Trust Nobody](#) · [Tutorial](#)

Quality: 17,279 global accepts · Rating: 1200 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, sortings
[jiangly's solution](#)

1512.

112B

[Petya and Square](#) · [Tutorial](#)

Quality: 4,543 global accepts · Rating: 1200 · first AC: 2023-04-27 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
[jiangly's solution](#)

1513.

47B

[Coins](#) · [Tutorial](#)

Quality: 16,076 global accepts · Rating: 1200 · first AC: 2023-04-26 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[jiangly's solution](#)

1514.

1822D

[Super-Permutation](#) · [Tutorial](#)

Quality: 19,017 global accepts · Rating: 1200 · first AC: 2023-04-25 · last AC: 2023-04-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[jiangly's solution](#)

1515.

612B

[HDD is Outdated Technology](#) · [Tutorial](#)

Quality: 7,603 global accepts · Rating: 1200 · first AC: 2023-04-24 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
[jiangly's solution](#)

1516.

38B

[Chess](#) · [Tutorial](#)

Quality: 4,031 global accepts · Rating: 1200 · first AC: 2023-04-21 · PyPy 3-64 (first AC) · Tags: brute force, implementation, math
[jiangly's solution](#)

1517.

33A

[What is for dinner?](#) · [Tutorial](#)

Quality: 4,851 global accepts · Rating: 1200 · first AC: 2023-04-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[jiangly's solution](#)

1518.

31A

[Worms Evolution](#) · [Tutorial](#)

Quality: 12,650 global accepts · Rating: 1200 · first AC: 2023-04-17 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[jiangly's solution](#)

1519.

27A

[Next Test](#) · [Tutorial](#)

Quality: 23,004 global accepts · Rating: 1200 · first AC: 2023-04-10 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings

[jiangly's solution](#)

1520.

23A

[You're Given a String...](#) · [Tutorial](#)

Quality: 6,303 global accepts · Rating: 1200 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[jiangly's solution](#)

1521.

18C

[Stripe](#) · [Tutorial](#)

Quality: 15,418 global accepts · Rating: 1200 · first AC: 2023-04-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[jiangly's solution](#)

1522.

15A

[Cottage Village](#) · [Tutorial](#)

Quality: 4,495 global accepts · Rating: 1200 · first AC: 2023-04-07 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings

[jiangly's solution](#)

1523.

1808B

[Playing in a Casino](#) · [Tutorial](#)

Quality: 29,660 global accepts · Rating: 1200 · first AC: 2023-03-30 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings

[jiangly's solution](#)

1524.

717C

[Potions Homework](#) · [Tutorial](#)

Quality: 4,285 global accepts · Rating: 1200 · first AC: 2023-03-15 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings

[jiangly's solution](#)

1525.

1800D

[Remove Two Letters](#) · [Tutorial](#)

Quality: 29,340 global accepts · Rating: 1200 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, hashing, strings

[jiangly's solution](#)

1526.

1799B

[Equalize by Divide](#) · [Tutorial](#)

Quality: 12,739 global accepts · Rating: 1200 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[jiangly's solution](#)

1527.

1793C

[Dora and Search](#) · [Tutorial](#)

Quality: 33,091 global accepts · Rating: 1200 · first AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, two pointers

[jiangly's solution](#)

1528.

1763B

[Incinerate](#) · [Tutorial](#)

Quality: 16,407 global accepts · Rating: 1200 · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, implementation, math, sortings

[jiangly's solution](#)

1529.

1790D

[Matryoshkas](#) · [Tutorial](#)

Quality: 31,552 global accepts · Rating: 1200 · first AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings
[jiangly's solution](#)

1530.

1792B

[Stand-up Comedian](#) · [Tutorial](#)

Quality: 24,138 global accepts · Rating: 1200 · first AC: 2023-01-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[jiangly's solution](#)

1531.

1747C

[Swap Game](#) · [Tutorial](#)

Quality: 23,535 global accepts · Rating: 1200 · first AC: 2022-11-04 · C++20 (GCC 11-64) (first AC) · Tags: games
[jiangly's solution](#)

1532.

1744D

[Divisibility by \$2^n\$](#) · [Tutorial](#)

Quality: 24,522 global accepts · Rating: 1200 · first AC: 2022-10-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings
[jiangly's solution](#)

1533.

1742E

[Scuza](#) · [Tutorial](#)

Quality: 38,612 global accepts · Rating: 1200 · first AC: 2022-10-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math
[jiangly's solution](#)

1534.

1736B

[Playing with GCD](#) · [Tutorial](#)

Quality: 20,253 global accepts · Rating: 1200 · first AC: 2022-10-10 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
[jiangly's solution](#)

1535.

1738B

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

Quality: 18,791 global accepts · Rating: 1200 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings
[jiangly's solution](#)

1536.

1730C

[Minimum Notation](#) · [Tutorial](#)

Quality: 17,937 global accepts · Rating: 1200 · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math, sortings
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1537.

1734C

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

Quality: 28,625 global accepts · Rating: 1200 · first AC: 2022-09-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[jiangly's solution](#)

1538.

1729D

[Friends and the Restaurant](#) · [Tutorial](#)

Quality: 30,740 global accepts · Rating: 1200 · first AC: 2022-09-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings, two pointers
[jiangly's solution](#)

1539.

1720C

[Corners](#) · [Tutorial](#)

Quality: 18,229 global accepts · Rating: 1200 · first AC: 2022-08-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[jiangly's solution](#)

1540.

1713C

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

Quality: 18,870 global accepts · Rating: 1200 · first AC: 2022-08-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, math

[jiangly's solution](#)

1541.

1704C

[Virus](#) · [Tutorial](#)

Quality: 24,787 global accepts · Rating: 1200 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[jiangly's solution](#)

1542.

1703E

[Mirror Grid](#) · [Tutorial](#)

Quality: 27,580 global accepts · Rating: 1200 · first AC: 2022-07-14 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[jiangly's solution](#)

1543.

1694B

[Paranoid String](#) · [Tutorial](#)

Quality: 20,651 global accepts · Rating: 1200 · first AC: 2022-06-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[jiangly's solution](#)

1544.

1692E

[Binary Deque](#) · [Tutorial](#)

Quality: 33,275 global accepts · Rating: 1200 · first AC: 2022-06-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, two pointers

[jiangly's solution](#)

1545.

1598C

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

Quality: 23,652 global accepts · Rating: 1200 · first AC: 2022-06-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, implementation, math, two pointers

[jiangly's solution](#)

1546.

1669G

[Fall Down](#) · [Tutorial](#)

Quality: 21,723 global accepts · Rating: 1200 · first AC: 2022-05-30 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, implementation

[jiangly's solution](#)

1547.

1669E

[2-Letter Strings](#) · [Tutorial](#)

Quality: 21,252 global accepts · Rating: 1200 · first AC: 2022-05-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, strings

[jiangly's solution](#)

1548.

1671C

[Dolce Vita](#) · [Tutorial](#)

Quality: 25,381 global accepts · Rating: 1200 · first AC: 2022-05-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math

[jiangly's solution](#)

1549.

1681C

[Double Sort](#) · [Tutorial](#)

Quality: 18,731 global accepts · Rating: 1200 · first AC: 2022-05-23 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings

[jiangly's solution](#)

1550.

1679B

[Stone Age Problem](#) · [Tutorial](#)

Quality: 27,425 global accepts · Rating: 1200 · first AC: 2022-05-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation
[jiangly's solution](#)

1551.

1674D

[A-B-C Sort](#) · [Tutorial](#)

Quality: 17,791 global accepts · Rating: 1200 · first AC: 2022-05-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, sortings
[jiangly's solution](#)

1552.

1656C

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

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

1553.

1657C

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

Quality: 17,683 global accepts · Rating: 1200 · first AC: 2022-03-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[jiangly's solution](#)

1554.

1650C

[Weight of the System of Nested Segments](#) · [Tutorial](#)

Quality: 18,513 global accepts · Rating: 1200 · first AC: 2022-03-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, hashing, implementation, sortings
[jiangly's solution](#)

1555.

1641A

[Great Sequence](#) · [Tutorial](#)

Quality: 18,983 global accepts · Rating: 1200 · first AC: 2022-02-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings
[jiangly's solution](#)

1556.

1635C

[Differential Sorting](#) · [Tutorial](#)

Quality: 25,123 global accepts · Rating: 1200 · first AC: 2022-02-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[jiangly's solution](#)

1557.

1637C

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

Quality: 18,744 global accepts · Rating: 1200 · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[jiangly's solution](#)

1558.

1504B

[Flip the Bits](#) · [Tutorial](#)

Quality: 25,707 global accepts · Rating: 1200 · first AC: 2021-12-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[jiangly's solution](#)

1559.

708A

[Letters Cyclic Shift](#) · [Tutorial](#)

Quality: 9,800 global accepts · Rating: 1200 · first AC: 2021-12-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings
[jiangly's solution](#)

1560.

1619C

[Wrong Addition](#) · [Tutorial](#)

Quality: 22,659 global accepts · Rating: 1200 · first AC: 2021-12-20 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[jiangly's solution](#)

1561.

1613C

[Poisoned Dagger](#) · [Tutorial](#)

Quality: 29,706 global accepts · Rating: 1200 · first AC: 2021-12-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search
[jiangly's solution](#)

1562.

1586B

[Omkar and Heavenly Tree](#) · [Tutorial](#)

Rating: 1200 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, trees
[jiangly's solution](#)

1563.

1578E

[Easy Scheduling](#) · [Tutorial](#)

Quality: 4,134 global accepts · Rating: 1200 · first AC: 2021-10-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[jiangly's solution](#)

1564.

1559C

[Mocha and Hiking](#) · [Tutorial](#)

Quality: 22,808 global accepts · Rating: 1200 · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs
[jiangly's solution](#)

1565.

1553C

[Penalty](#) · [Tutorial](#)

Quality: 19,802 global accepts · Rating: 1200 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, greedy
[jiangly's solution](#)

1566.

1530C

[Pursuit](#) · [Tutorial](#)

Quality: 15,575 global accepts · Rating: 1200 · first AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, sortings
[jiangly's solution](#)

1567.

1091B

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

Quality: 11,012 global accepts · Rating: 1200 · first AC: 2021-07-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation
[jiangly's solution](#)

1568.

765C

[Table Tennis Game 2](#) · [Tutorial](#)

Quality: 7,429 global accepts · Rating: 1200 · first AC: 2021-07-12 · C++17 (GCC 9-64) (first AC) · Tags: math
[jiangly's solution](#)

1569.

714B

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

Quality: 15,522 global accepts · Rating: 1200 · first AC: 2021-07-07 · C++17 (GCC 9-64) (first AC) · Tags: implementation, sortings
[jiangly's solution](#)

1570.

725B

[Food on the Plane](#) · [Tutorial](#)

Quality: 5,321 global accepts · Rating: 1200 · first AC: 2021-07-06 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[jiangly's solution](#)

1571.

492B

[Vanya and Lanterns](#) · [Tutorial](#)

Quality: 90,177 global accepts · Rating: 1200 · first AC: 2021-06-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, math, sortings

[jiangly's solution](#)

1572.

1539C

[Stable Groups](#) · [Tutorial](#)

Quality: 31,457 global accepts · Rating: 1200 · first AC: 2021-06-20 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[jiangly's solution](#)

1573.

1537C

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

Quality: 30,281 global accepts · Rating: 1200 · first AC: 2021-06-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[jiangly's solution](#)

1574.

1536B

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

Quality: 25,023 global accepts · Rating: 1200 · first AC: 2021-06-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, strings

[jiangly's solution](#)

1575.

1527B1

[Palindrome Game \(easy version\)](#) · [Tutorial](#)

Quality: 34,392 global accepts · Rating: 1200 · first AC: 2021-05-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games

[jiangly's solution](#)

1576.

1520D

[Same Differences](#) · [Tutorial](#)

Quality: 64,465 global accepts · Rating: 1200 · first AC: 2021-05-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, hashing, math

[jiangly's solution](#)

1577.

1517B

[Morning Jogging](#) · [Tutorial](#)

Quality: 13,834 global accepts · Rating: 1200 · first AC: 2021-04-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[jiangly's solution](#)

1578.

1495A

[Diamond Miner](#) · [Tutorial](#)

Quality: 17,877 global accepts · Rating: 1200 · first AC: 2021-03-10 · C++17 (GCC 9-64) (first AC) · Tags: geometry, greedy, math, sortings

[jiangly's solution](#)

1579.

1491B

[Minimal Cost](#) · [Tutorial](#)

Quality: 14,230 global accepts · Rating: 1200 · first AC: 2021-02-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[jiangly's solution](#)

1580.

1485B

[Replace and Keep Sorted](#) · [Tutorial](#)

Quality: 17,921 global accepts · Rating: 1200 · first AC: 2021-02-12 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation, math

[jiangly's solution](#)

1581.

1472D

[Even-Odd Game](#) · [Tutorial](#)

Quality: 30,535 global accepts · Rating: 1200 · first AC: 2021-01-04 · C++17 (GCC 9-64) (first AC) · Tags: dp, games, greedy, sortings
[jiangly's solution](#)

1582.

787A

[The Monster](#) · [Tutorial](#)

Quality: 12,184 global accepts · Rating: 1200 · first AC: 2020-12-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory
[jiangly's solution](#)

1583.

1455B

[Jumps](#) · [Tutorial](#)

Quality: 23,234 global accepts · Rating: 1200 · first AC: 2020-11-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[jiangly's solution](#)

1584.

1454C

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

Quality: 22,502 global accepts · Rating: 1200 · first AC: 2020-11-24 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation
[jiangly's solution](#)

1585.

1437B

[Reverse Binary Strings](#) · [Tutorial](#)

Quality: 20,851 global accepts · Rating: 1200 · first AC: 2020-10-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy
[jiangly's solution](#)

1586.

1420B

[Rock and Lever](#) · [Tutorial](#)

Quality: 35,802 global accepts · Rating: 1200 · first AC: 2020-09-24 · last AC: 2020-09-26 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, math
[jiangly's solution](#)

1587.

1419B

[Stairs](#) · [Tutorial](#)

Quality: 16,975 global accepts · Rating: 1200 · first AC: 2020-09-19 · last AC: 2020-09-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math
[jiangly's solution](#)

1588.

1406B

[Maximum Product](#) · [Tutorial](#)

Quality: 24,459 global accepts · Rating: 1200 · first AC: 2020-09-12 · last AC: 2020-09-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, implementation, sortings
[jiangly's solution](#)

1589.

1409C

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

Quality: 24,639 global accepts · Rating: 1200 · first AC: 2020-09-04 · last AC: 2020-09-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory
[jiangly's solution](#)

1590.

1392C

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

Quality: 19,594 global accepts · Rating: 1200 · first AC: 2020-08-17 · last AC: 2020-08-18 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation
[jiangly's solution](#)

1591.

1399C

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

Quality: 32,649 global accepts · Rating: 1200 · first AC: 2020-08-05 · last AC: 2020-08-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, two pointers

[jiangly's solution](#)

1592.

1384A

[Common Prefixes](#) · [Tutorial](#)

Quality: 19,611 global accepts · Rating: 1200 · first AC: 2020-07-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings

[jiangly's solution](#)

1593.

1385C

[Make It Good](#) · [Tutorial](#)

Quality: 28,915 global accepts · Rating: 1200 · first AC: 2020-07-17 · last AC: 2020-07-31 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[jiangly's solution](#)

1594.

1375B

[Neighbor Grid](#) · [Tutorial](#)

Quality: 17,850 global accepts · Rating: 1200 · first AC: 2020-07-04 · last AC: 2020-07-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[jiangly's solution](#)

1595.

1371B

[Magical Calendar](#) · [Tutorial](#)

Quality: 19,608 global accepts · Rating: 1200 · first AC: 2020-07-01 · last AC: 2020-07-03 · C++17 (GCC 9-64) (first AC) · Tags: math

[jiangly's solution](#)

1596.

1369B

[AccurateLee](#) · [Tutorial](#)

Quality: 25,571 global accepts · Rating: 1200 · first AC: 2020-06-23 · last AC: 2020-06-26 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, strings

[jiangly's solution](#)

1597.

1362B

[Johnny and His Hobbies](#) · [Tutorial](#)

Quality: 21,036 global accepts · Rating: 1200 · first AC: 2020-06-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force

[jiangly's solution](#)

1598.

1364A

[XXXXX](#) · [Tutorial](#)

Quality: 31,361 global accepts · Rating: 1200 · first AC: 2020-06-13 · last AC: 2020-06-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, number theory, two pointers

[jiangly's solution](#)

1599.

1363A

[Odd Selection](#) · [Tutorial](#)

Quality: 40,394 global accepts · Rating: 1200 · first AC: 2020-06-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[jiangly's solution](#)

1600.

1355B

[Young Explorers](#) · [Tutorial](#)

Quality: 27,372 global accepts · Rating: 1200 · first AC: 2020-05-16 · last AC: 2020-05-18 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, sortings

[jiangly's solution](#)

1601.

1355A

[Sequence with Digits](#) · [Tutorial](#)

Quality: 28,801 global accepts · Rating: 1200 · first AC: 2020-05-16 · last AC: 2020-05-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math

[jiangly's solution](#)

1602.

1354B

[Ternary String](#) · [Tutorial](#)

Quality: 35,283 global accepts · Rating: 1200 · first AC: 2020-05-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, implementation, two pointers

[jiangly's solution](#)

1603.

1352C

[K-th Not Divisible by n](#) · [Tutorial](#)

Quality: 69,757 global accepts · Rating: 1200 · first AC: 2020-05-09 · last AC: 2020-05-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math

[jiangly's solution](#)

1604.

1352B

[Same Parity Summands](#) · [Tutorial](#)

Quality: 44,816 global accepts · Rating: 1200 · first AC: 2020-05-09 · last AC: 2020-05-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[jiangly's solution](#)

1605.

1343C

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

Quality: 44,065 global accepts · Rating: 1200 · first AC: 2020-04-21 · last AC: 2020-04-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, two pointers

[jiangly's solution](#)

1606.

1339B

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

Quality: 28,342 global accepts · Rating: 1200 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[jiangly's solution](#)

1607.

1334A

[Level Statistics](#) · [Tutorial](#)

Quality: 24,366 global accepts · Rating: 1200 · first AC: 2020-04-10 · last AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[jiangly's solution](#)

1608.

1327B

[Princesses and Princes](#) · [Tutorial](#)

Quality: 19,492 global accepts · Rating: 1200 · first AC: 2020-03-23 · last AC: 2020-03-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy

[jiangly's solution](#)

1609.

1328C

[Ternary XOR](#) · [Tutorial](#)

Quality: 33,081 global accepts · Rating: 1200 · first AC: 2020-03-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[jiangly's solution](#)

1610.

1305B

[Kuron and Simple Strings](#) · [Tutorial](#)

Quality: 12,441 global accepts · Rating: 1200 · first AC: 2020-03-03 · last AC: 2020-03-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings, two pointers

[jiangly's solution](#)

1611.

1315C

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

Quality: 10,656 global accepts · Rating: 1200 · first AC: 2020-02-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[jiangly's solution](#)

1612.

1311B

[WeirdSort](#) · [Tutorial](#)

Quality: 20,033 global accepts · Rating: 1200 · first AC: 2020-02-25 · last AC: 2020-02-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, sortings

[jiangly's solution](#)

1613.

1294B

[Collecting Packages](#) · [Tutorial](#)

Quality: 22,921 global accepts · Rating: 1200 · first AC: 2020-02-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[jiangly's solution](#)

1614.

1277B

[Make Them Odd](#) · [Tutorial](#)

Quality: 17,043 global accepts · Rating: 1200 · first AC: 2020-01-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory

[jiangly's solution](#)

1615.

1270B

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

Quality: 17,374 global accepts · Rating: 1200 · first AC: 2019-12-29 · last AC: 2019-12-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[jiangly's solution](#)

1616.

1272C

[Yet Another Broken Keyboard](#) · [Tutorial](#)

Quality: 30,735 global accepts · Rating: 1200 · first AC: 2019-12-12 · last AC: 2019-12-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation

[jiangly's solution](#)

1617.

1272B

[Snow Walking Robot](#) · [Tutorial](#)

Quality: 14,682 global accepts · Rating: 1200 · first AC: 2019-12-12 · last AC: 2019-12-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[jiangly's solution](#)

1618.

1227B

[Box](#) · [Tutorial](#)

Quality: 10,432 global accepts · Rating: 1200 · first AC: 2019-11-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[jiangly's solution](#)

1619.

1257C

[Dominated Subarray](#) · [Tutorial](#)

Quality: 17,145 global accepts · Rating: 1200 · first AC: 2019-11-13 · last AC: 2019-11-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings, strings, two pointers

[jiangly's solution](#)

1620.

1140D

[Minimum Triangulation](#) · [Tutorial](#)

Quality: 13,167 global accepts · Rating: 1200 · first AC: 2019-11-13 · last AC: 2019-11-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[jiangly's solution](#)

1621.

1140B

[Good String](#) · [Tutorial](#)

Quality: 11,719 global accepts · Rating: 1200 · first AC: 2019-11-13 · last AC: 2019-11-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[jiangly's solution](#)

1622.

1153B

[Serval and Toy Bricks](#) · [Tutorial](#)

Quality: 9,403 global accepts · Rating: 1200 · first AC: 2019-11-10 · last AC: 2019-11-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[jiangly's solution](#)

1623.

1245B

[Restricted RPS](#) · [Tutorial](#)

Quality: 14,530 global accepts · Rating: 1200 · first AC: 2019-11-01 · last AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[jiangly's solution](#)

1624.

1221C

[Perfect Team](#) · [Tutorial](#)

Quality: 24,672 global accepts · Rating: 1200 · first AC: 2019-09-19 · last AC: 2019-09-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[jiangly's solution](#)

1625.

1214C

[Bad Sequence](#) · [Tutorial](#)

Quality: 14,197 global accepts · Rating: 1200 · first AC: 2019-09-04 · last AC: 2019-09-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[jiangly's solution](#)

1626.

1213C

[Book Reading](#) · [Tutorial](#)

Quality: 19,622 global accepts · Rating: 1200 · first AC: 2019-08-31 · C++17 (GCC 7-32) (first AC) · Tags: math

[jiangly's solution](#)

1627.

1191B

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

Quality: 9,864 global accepts · Rating: 1200 · first AC: 2019-07-13 · last AC: 2019-08-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[jiangly's solution](#)

1628.

1184A1

[Heidi Learns Hashing \(Easy\)](#) · [Tutorial](#)

Quality: 6,585 global accepts · Rating: 1200 · first AC: 2019-07-08 · last AC: 2019-08-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[jiangly's solution](#)

1629.

1185C1

[Exam in BerSU \(easy version\)](#) · [Tutorial](#)

Quality: 11,898 global accepts · Rating: 1200 · first AC: 2019-07-29 · last AC: 2019-08-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[jiangly's solution](#)

1630.

1207B

[Square Filling](#) · [Tutorial](#)

Quality: 13,759 global accepts · Rating: 1200 · first AC: 2019-08-22 · last AC: 2019-08-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[jiangly's solution](#)

1631.

1205A

[Almost Equal](#) · [Tutorial](#)

Quality: 14,705 global accepts · Rating: 1200 · first AC: 2019-08-18 · last AC: 2019-08-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[jiangly's solution](#)

1632.

1203B

[Equal Rectangles](#) · [Tutorial](#)

Quality: 16,944 global accepts · Rating: 1200 · first AC: 2019-08-13 · last AC: 2019-08-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[jiangly's solution](#)

1633.

1200B

[Block Adventure](#) · [Tutorial](#)

Quality: 14,661 global accepts · Rating: 1200 · first AC: 2019-08-11 · last AC: 2019-08-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[jiangly's solution](#)

1634.

1196B

[Odd Sum Segments](#) · [Tutorial](#)

Quality: 17,538 global accepts · Rating: 1200 · first AC: 2019-08-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[jiangly's solution](#)

1635.

1185B

[Email from Polycarp](#) · [Tutorial](#)

Quality: 14,220 global accepts · Rating: 1200 · first AC: 2019-06-21 · last AC: 2019-07-13 · Clang++17 Diagnostics (first AC) · Tags: implementation, strings

[jiangly's solution](#)

1636.

9C

[Hexadecimal's Numbers](#) · [Tutorial](#)

Quality: 14,346 global accepts · Rating: 1200 · first AC: 2019-05-13 · last AC: 2019-05-13 · GNU C++11 (first AC) · Tags: brute force, implementation, math

[jiangly's solution](#)

1637.

9B

[Running Student](#) · [Tutorial](#)

Quality: 6,188 global accepts · Rating: 1200 · first AC: 2019-05-13 · GNU C++11 (first AC) · Tags: brute force, geometry, implementation

[jiangly's solution](#)

1638.

913B

[Christmas Spruce](#) · [Tutorial](#)

Quality: 19,462 global accepts · Rating: 1200 · first AC: 2019-05-06 · GNU C++11 (first AC) · Tags: implementation, trees

[jiangly's solution](#)

1639.

1149A

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

Quality: 17,893 global accepts · Rating: 1200 · first AC: 2019-05-04 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, number theory

[jiangly's solution](#)

1640.

1150C

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

Rating: 1200 · first AC: 2019-04-29 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, number theory

[jiangly's solution](#)

1641.

1155B

[Game with Telephone Numbers](#) · [Tutorial](#)

Quality: 12,522 global accepts · Rating: 1200 · first AC: 2019-04-22 · last AC: 2019-04-23 · GNU C++11 (first AC) · Tags: games, greedy, implementation

[jiangly's solution](#)

1642.

1154B

[Make Them Equal](#) · [Tutorial](#)

Quality: 17,660 global accepts · Rating: 1200 · first AC: 2019-04-17 · GNU C++11 (first AC) · Tags: math

[jiangly's solution](#)

1643.

8A

[Train and Peter](#) · [Tutorial](#)

Quality: 6,727 global accepts · Rating: 1200 · first AC: 2019-04-16 · GNU C++11 (first AC) · Tags: strings

[jiangly's solution](#)

1644.

6C

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

Quality: 17,472 global accepts · Rating: 1200 · first AC: 2019-04-01 · GNU C++11 (first AC) · Tags: greedy, two pointers

[jiangly's solution](#)

1645.

5B

[Center Alignment](#) · [Tutorial](#)

Quality: 6,762 global accepts · Rating: 1200 · first AC: 2019-04-01 · GNU C++11 (first AC) · Tags: implementation, strings

[jiangly's solution](#)

1646.

4B

[Before an Exam](#) · [Tutorial](#)

Quality: 29,471 global accepts · Rating: 1200 · first AC: 2019-03-31 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[jiangly's solution](#)

1647.

454B

[Little Pony and Sort by Shift](#) · [Tutorial](#)

Quality: 19,164 global accepts · Rating: 1200 · first AC: 2019-03-01 · GNU C++11 (first AC) · Tags: implementation

[jiangly's solution](#)

1648.

459A

[Pashmak and Garden](#) · [Tutorial](#)

Quality: 36,404 global accepts · Rating: 1200 · first AC: 2019-03-01 · GNU C++11 (first AC) · Tags: implementation

[jiangly's solution](#)

1649.

2208C

[Stamina and Tasks](#) · [Tutorial](#)

Quality: 11,076 global accepts · Rating: 1300 · first AC: 2026-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math

[jiangly's solution](#)

1650.

2206K

[Time Display Stickers](#) · [Tutorial](#)

Quality: 1,419 global accepts · Rating: 1300 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search

[jiangly's solution](#)

1651.

2200D

[Portal](#) · [Tutorial](#)

Quality: 11,777 global accepts · Rating: 1300 · first AC: 2026-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[jiangly's solution](#)

1652.

2201A1

[Lost Civilization \(Easy Version\)](#) · [Tutorial](#)

Quality: 11,045 global accepts · Rating: 1300 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[jiangly's solution](#)

1653.

2195D

[Absolute Cinema](#) · [Tutorial](#)

Quality: 13,653 global accepts · Rating: 1300 · first AC: 2026-02-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[jiangly's solution](#)

1654.

2194C

[Secret message](#) · [Tutorial](#)

Quality: 10,897 global accepts · Rating: 1300 · first AC: 2026-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, math, number theory

[jiangly's solution](#)

1655.

2187A

[Restricted Sorting](#) · [Tutorial](#)

Quality: 15,867 global accepts · Rating: 1300 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[jiangly's solution](#)

1656.

2193E

[Product Queries](#) · [Tutorial](#)

Quality: 15,198 global accepts · Rating: 1300 · first AC: 2026-01-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, number theory, shortest paths

[jiangly's solution](#)

1657.

2189C1

[XOR Convenience \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,894 global accepts · Rating: 1300 · first AC: 2026-01-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, math

[jiangly's solution](#)

1658.

2181A

[Alphabet City](#) · [Tutorial](#)

Quality: 3,731 global accepts · Rating: 1300 · first AC: 2025-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math, strings

[jiangly's solution](#)

1659.

2169C

[Range Operation](#) · [Tutorial](#)

Quality: 12,666 global accepts · Rating: 1300 · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math, two pointers

[jiangly's solution](#)

1660.

2160C

[Reverse XOR](#) · [Tutorial](#)

Quality: 15,157 global accepts · Rating: 1300 · first AC: 2025-10-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks

[jiangly's solution](#)

1661.

2145C

[Monocarp's String](#) · [Tutorial](#)

Quality: 15,398 global accepts · Rating: 1300 · first AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, strings

[jiangly's solution](#)

1662.

2152B

[Catching the Krug](#) · [Tutorial](#)

Quality: 12,852 global accepts · Rating: 1300 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games

[jiangly's solution](#)

1663.

2150A

[Incremental Path](#) · [Tutorial](#)

Quality: 11,688 global accepts · Rating: 1300 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, hashing, implementation

[jiangly's solution](#)

1664.

2146C

[Wrong Binary Search](#) · [Tutorial](#)

Quality: 13,310 global accepts · Rating: 1300 · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms

[jiangly's solution](#)

1665.

2143C

[Max Tree](#) · [Tutorial](#)

Quality: 14,098 global accepts · Rating: 1300 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[jiangly's solution](#)

1666.

2144C

[Non-Descending Arrays](#) · [Tutorial](#)

Quality: 14,988 global accepts · Rating: 1300 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[jiangly's solution](#)

1667.

2127B

[Hamiiid, Haaamid... Hamid?](#) · [Tutorial](#)

Quality: 13,493 global accepts · Rating: 1300 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy

[jiangly's solution](#)

1668.

2129A

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

Quality: 16,639 global accepts · Rating: 1300 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, dsu, graphs, greedy, sortings

[jiangly's solution](#)

1669.

2112C

[Coloring Game](#) · [Tutorial](#)

Quality: 17,719 global accepts · Rating: 1300 · first AC: 2025-06-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, two pointers

[jiangly's solution](#)

1670.

2121D

[1709](#) · [Tutorial](#)

Quality: 18,202 global accepts · Rating: 1300 · first AC: 2025-06-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, sortings

[jiangly's solution](#)

1671.

2118C

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

Quality: 18,474 global accepts · Rating: 1300 · first AC: 2025-06-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, greedy, math

[jiangly's solution](#)

1672.

2116B

[Gellyfish and Baby's Breath](#) · [Tutorial](#)

Quality: 17,554 global accepts · Rating: 1300 · first AC: 2025-06-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, sortings
[jiangly's solution](#)

1673.

2101A

[Mex in the Grid](#) · [Tutorial](#)

Quality: 13,426 global accepts · Rating: 1300 · first AC: 2025-05-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation
[jiangly's solution](#)

1674.

2108B

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

Quality: 14,543 global accepts · Rating: 1300 · first AC: 2025-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation, math
[jiangly's solution](#)

1675.

2086C

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

Quality: 16,125 global accepts · Rating: 1300 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, implementation
[jiangly's solution](#)

1676.

2091E

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

Quality: 19,628 global accepts · Rating: 1300 · first AC: 2025-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory, two pointers
[jiangly's solution](#)

1677.

2075B

[Array Recoloring](#) · [Tutorial](#)

Quality: 18,832 global accepts · Rating: 1300 · first AC: 2025-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy
[jiangly's solution](#)

1678.

2072D

[For Wizards, the Exam Is Easy, but I Couldn't Handle It](#) · [Tutorial](#)

Quality: 17,638 global accepts · Rating: 1300 · first AC: 2025-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation
[jiangly's solution](#)

1679.

2064C

[Remove the Ends](#) · [Tutorial](#)

Quality: 17,785 global accepts · Rating: 1300 · first AC: 2025-02-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dp, greedy
[jiangly's solution](#)

1680.

2065C2

[Skibidus and Fanum Tax \(hard version\)](#) · [Tutorial](#)

Quality: 18,794 global accepts · Rating: 1300 · first AC: 2025-02-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy
[jiangly's solution](#)

1681.

2059B

[Cost of the Array](#) · [Tutorial](#)

Quality: 18,788 global accepts · Rating: 1300 · first AC: 2025-02-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[jiangly's solution](#)

1682.

2056B

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

Quality: 17,921 global accepts · Rating: 1300 · first AC: 2025-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, sortings

[jiangly's solution](#)

1683.

2049B

[pspspsps](#) · [Tutorial](#)

Quality: 18,925 global accepts · Rating: 1300 · first AC: 2024-12-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, graph matchings, implementation

[jiangly's solution](#)

1684.

2044E

[Insane Problem](#) · [Tutorial](#)

Quality: 18,068 global accepts · Rating: 1300 · first AC: 2024-12-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, implementation, math, number theory

[jiangly's solution](#)

1685.

2050D

[Digital string maximization](#) · [Tutorial](#)

Quality: 18,977 global accepts · Rating: 1300 · first AC: 2024-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, math, strings

[jiangly's solution](#)

1686.

2041A

[The Bento Box Adventure](#) · [Tutorial](#)

Quality: 11,289 global accepts · Rating: 1300 · first AC: 2024-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, sortings

[jiangly's solution](#)

1687.

2031C

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

Quality: 15,714 global accepts · Rating: 1300 · first AC: 2024-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory

[jiangly's solution](#)

1688.

2037D

[Sharky Surfing](#) · [Tutorial](#)

Quality: 14,744 global accepts · Rating: 1300 · first AC: 2024-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, two pointers

[jiangly's solution](#)

1689.

2036D

[I Love 1543](#) · [Tutorial](#)

Quality: 15,987 global accepts · Rating: 1300 · first AC: 2024-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, matrices

[jiangly's solution](#)

1690.

2026B

[Black Cells](#) · [Tutorial](#)

Quality: 16,501 global accepts · Rating: 1300 · first AC: 2024-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy

[jiangly's solution](#)

1691.

2033D

[Kousuke's Assignment](#) · [Tutorial](#)

Quality: 18,195 global accepts · Rating: 1300 · first AC: 2024-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, dsu, greedy, math

[jiangly's solution](#)

1692.

2023A

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

Quality: 16,567 global accepts · Rating: 1300 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[jiangly's solution](#)

1693.

2025C

[New Game](#) · [Tutorial](#)

Quality: 19,035 global accepts · Rating: 1300 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, implementation, sortings, two pointers

[jiangly's solution](#)

1694.

2022B

[Kar Salesman](#) · [Tutorial](#)

Quality: 14,524 global accepts · Rating: 1300 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math

[jiangly's solution](#)

1695.

2021C1

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

Quality: 14,122 global accepts · Rating: 1300 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[jiangly's solution](#)

1696.

1999E

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

Quality: 23,618 global accepts · Rating: 1300 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, math

[jiangly's solution](#)

1697.

1991C

[Absolute Zero](#) · [Tutorial](#)

Quality: 17,703 global accepts · Rating: 1300 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[jiangly's solution](#)

1698.

1988C

[Increasing Sequence with Fixed OR](#) · [Tutorial](#)

Quality: 20,294 global accepts · Rating: 1300 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[jiangly's solution](#)

1699.

1978C

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

Quality: 17,785 global accepts · Rating: 1300 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[jiangly's solution](#)

1700.

1984C1

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

Quality: 20,151 global accepts · Rating: 1300 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[jiangly's solution](#)

1701.

1980C

[Sofia and the Lost Operations](#) · [Tutorial](#)

Quality: 21,701 global accepts · Rating: 1300 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[jiangly's solution](#)

1702.

1981B

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

Quality: 16,425 global accepts · Rating: 1300 · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, math
[jiangly's solution](#)

1703.

1973B

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

Quality: 16,827 global accepts · Rating: 1300 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy, math, two pointers
[jiangly's solution](#)

1704.

1968D

[Permutation Game](#) · [Tutorial](#)

Quality: 17,425 global accepts · Rating: 1300 · first AC: 2024-05-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, games, graphs, greedy, math
[jiangly's solution](#)

1705.

1955C

[Inhabitant of the Deep Sea](#) · [Tutorial](#)

Quality: 24,495 global accepts · Rating: 1300 · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math
[jiangly's solution](#)

1706.

1942C1

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

Quality: 12,423 global accepts · Rating: 1300 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, math
[jiangly's solution](#)

1707.

1945D

[Seraphim the Owl](#) · [Tutorial](#)

Quality: 17,164 global accepts · Rating: 1300 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
[jiangly's solution](#)

1708.

1943A

[MEX Game 1](#) · [Tutorial](#)

Quality: 21,473 global accepts · Rating: 1300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy
[jiangly's solution](#)

1709.

1948C

[Arrow Path](#) · [Tutorial](#)

Quality: 21,094 global accepts · Rating: 1300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, shortest paths
[jiangly's solution](#)

1710.

1926D

[Vlad and Division](#) · [Tutorial](#)

Quality: 18,368 global accepts · Rating: 1300 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy
[jiangly's solution](#)

1711.

1931D

[Divisible Pairs](#) · [Tutorial](#)

Quality: 30,621 global accepts · Rating: 1300 · first AC: 2024-02-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory
[jiangly's solution](#)

1712.

1927D

[Find the Different Ones!](#) · [Tutorial](#)

Quality: 33,166 global accepts · Rating: 1300 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, two pointers

[jiangly's solution](#)**1713.**

1922C

[Closest Cities](#) · [Tutorial](#)

Quality: 22,001 global accepts · Rating: 1300 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math

[jiangly's solution](#)**1714.**

1915E

[Romantic Glasses](#) · [Tutorial](#)

Quality: 34,516 global accepts · Rating: 1300 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math

[jiangly's solution](#)**1715.**

1913C

[Game with Multiset](#) · [Tutorial](#)

Quality: 17,491 global accepts · Rating: 1300 · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy

[jiangly's solution](#)**1716.**

1902C

[Insert and Equalize](#) · [Tutorial](#)

Quality: 16,973 global accepts · Rating: 1300 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[jiangly's solution](#)**1717.**

1900C

[Anji's Binary Tree](#) · [Tutorial](#)

Quality: 15,041 global accepts · Rating: 1300 · first AC: 2023-11-27 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees

[jiangly's solution](#)**1718.**

1899E

[Queue Sort](#) · [Tutorial](#)

Quality: 18,271 global accepts · Rating: 1300 · first AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[jiangly's solution](#)**1719.**

1899D

[Yarik and Musical Notes](#) · [Tutorial](#)

Quality: 15,634 global accepts · Rating: 1300 · first AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: hashing, math, number theory

[jiangly's solution](#)**1720.**

1594E1

[Rubik's Cube Coloring \(easy version\)](#) · [Tutorial](#)

Quality: 12,194 global accepts · Rating: 1300 · first AC: 2023-10-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[jiangly's solution](#)**1721.**

1881D

[Divide and Equalize](#) · [Tutorial](#)

Quality: 28,426 global accepts · Rating: 1300 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[jiangly's solution](#)**1722.**

1882B

[Sets and Union](#) · [Tutorial](#)

Quality: 17,415 global accepts · Rating: 1300 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy

[jiangly's solution](#)

1723.

1879C

[Make it Alternating](#) · [Tutorial](#)

Quality: 27,105 global accepts · Rating: 1300 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, greedy

[jiangly's solution](#)

1724.

1873F

[Money Trees](#) · [Tutorial](#)

Quality: 19,702 global accepts · Rating: 1300 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, two pointers

[jiangly's solution](#)

1725.

1870C

[Colorful Table](#) · [Tutorial](#)

Quality: 13,113 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

[jiangly's solution](#)

1726.

1602C

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

Rating: 1300 · first AC: 2023-09-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, math, number theory

[jiangly's solution](#)

1727.

1867C

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

Quality: 12,668 global accepts · Rating: 1300 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, games, greedy, interactive

[jiangly's solution](#)

1728.

1868A

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

Quality: 13,613 global accepts · Rating: 1300 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[jiangly's solution](#)

1729.

1591C

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

Rating: 1300 · first AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[jiangly's solution](#)

1730.

1649B

[Game of Ball Passing](#) · [Tutorial](#)

Quality: 13,958 global accepts · Rating: 1300 · first AC: 2023-09-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[jiangly's solution](#)

1731.

1647C

[Madoka and Childish Pranks](#) · [Tutorial](#)

Quality: 13,331 global accepts · Rating: 1300 · first AC: 2023-09-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[jiangly's solution](#)

1732.

1864C

[Divisor Chain](#) · [Tutorial](#)

Quality: 15,279 global accepts · Rating: 1300 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms,

math, number theory

[jiangly's solution](#)

1733.

1862D

[Ice Cream Balls](#) · [Tutorial](#)

Quality: 19,838 global accepts · Rating: 1300 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, math

[jiangly's solution](#)

1734.

900B

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Quality: 8,376 global accepts · Rating: 1300 · first AC: 2023-08-22 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[jiangly's solution](#)

1735.

897B

[Chtholly's request](#) · [Tutorial](#)

Quality: 7,550 global accepts · Rating: 1300 · first AC: 2023-08-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force

[jiangly's solution](#)

1736.

893C

[Rumor](#) · [Tutorial](#)

Quality: 28,267 global accepts · Rating: 1300 · first AC: 2023-08-20 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, greedy

[jiangly's solution](#)

1737.

889A

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

Rating: 1300 · first AC: 2023-08-14 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, trees

[jiangly's solution](#)

1738.

1857D

[Strong Vertices](#) · [Tutorial](#)

Quality: 29,316 global accepts · Rating: 1300 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings, trees

[jiangly's solution](#)

1739.

1851D

[Prefix Permutation Sums](#) · [Tutorial](#)

Quality: 17,308 global accepts · Rating: 1300 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[jiangly's solution](#)

1740.

1850F

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

Quality: 24,583 global accepts · Rating: 1300 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, number theory

[jiangly's solution](#)

1741.

1844C

[Particles](#) · [Tutorial](#)

Quality: 17,861 global accepts · Rating: 1300 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation, math

[jiangly's solution](#)

1742.

1846E1

[Rudolf and Snowflakes \(simple version\)](#) · [Tutorial](#)

Quality: 25,204 global accepts · Rating: 1300 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math

[jiangly's solution](#)

1743.

1839C

[Insert Zero and Invert Prefix](#) · [Tutorial](#)

Quality: 13,442 global accepts · Rating: 1300 · first AC: 2023-06-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[jiangly's solution](#)

1744.

1826C

[Dreaming of Freedom](#) · [Tutorial](#)

Quality: 15,676 global accepts · Rating: 1300 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[jiangly's solution](#)

1745.

1829F

[Forever Winter](#) · [Tutorial](#)

Quality: 21,845 global accepts · Rating: 1300 · first AC: 2023-05-07 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, math

[jiangly's solution](#)

1746.

236B

[Easy Number Challenge](#) · [Tutorial](#)

Quality: 16,946 global accepts · Rating: 1300 · first AC: 2023-04-30 · C++20 (GCC 11-64) (first AC) · Tags: implementation, number theory

[jiangly's solution](#)

1747.

1823C

[Strongly Composite](#) · [Tutorial](#)

Quality: 13,848 global accepts · Rating: 1300 · first AC: 2023-04-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[jiangly's solution](#)

1748.

158D

[Ice Sculptures](#) · [Tutorial](#)

Quality: 6,492 global accepts · Rating: 1300 · first AC: 2023-04-26 · C++20 (GCC 11-64) (first AC) · Tags: *special, brute force, number theory

[jiangly's solution](#)

1749.

71B

[Progress Bar](#) · [Tutorial](#)

Quality: 5,272 global accepts · Rating: 1300 · first AC: 2023-04-26 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[jiangly's solution](#)

1750.

43C

[Lucky Tickets](#) · [Tutorial](#)

Quality: 4,762 global accepts · Rating: 1300 · first AC: 2023-04-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[jiangly's solution](#)

1751.

41C

[Email address](#) · [Tutorial](#)

Quality: 4,195 global accepts · Rating: 1300 · first AC: 2023-04-25 · C++20 (GCC 11-64) (first AC) · Tags: expression parsing, implementation

[jiangly's solution](#)

1752.

612A

[The Text Splitting](#) · [Tutorial](#)

Quality: 7,838 global accepts · Rating: 1300 · first AC: 2023-04-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings

[jiangly's solution](#)

1753.

600B

[Queries about less or equal elements](#) · [Tutorial](#)

Quality: 39,158 global accepts · Rating: 1300 · first AC: 2023-04-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, sortings, two pointers

[jiangly's solution](#)

1754.

598B

[Queries on a String](#) · [Tutorial](#)

Quality: 12,199 global accepts · Rating: 1300 · first AC: 2023-04-23 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings
[jiangly's solution](#)

1755.

44C

[Holidays](#) · [Tutorial](#)

Quality: 4,053 global accepts · Rating: 1300 · first AC: 2023-04-23 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[jiangly's solution](#)

1756.

40A

[Find Color](#) · [Tutorial](#)

Quality: 4,435 global accepts · Rating: 1300 · first AC: 2023-04-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, geometry, implementation, math
[jiangly's solution](#)

1757.

1821C

[Tear It Apart](#) · [Tutorial](#)

Quality: 16,204 global accepts · Rating: 1300 · first AC: 2023-04-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, strings
[jiangly's solution](#)

1758.

39H

[Multiplication Table](#) · [Tutorial](#)

Quality: 3,125 global accepts · Rating: 1300 · first AC: 2023-04-20 · PyPy 3-64 (first AC) · Tags: implementation
[jiangly's solution](#)

1759.

39F

[Pacifist frogs](#) · [Tutorial](#)

Quality: 1,962 global accepts · Rating: 1300 · first AC: 2023-04-20 · PyPy 3-64 (first AC) · Tags: implementation
[jiangly's solution](#)

1760.

39B

[Company Income Growth](#) · [Tutorial](#)

Quality: 3,097 global accepts · Rating: 1300 · first AC: 2023-04-20 · PyPy 3-64 (first AC) · Tags: greedy
[jiangly's solution](#)

1761.

36A

[Extra-terrestrial Intelligence](#) · [Tutorial](#)

Quality: 3,547 global accepts · Rating: 1300 · first AC: 2023-04-19 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[jiangly's solution](#)

1762.

34C

[Page Numbers](#) · [Tutorial](#)

Quality: 4,765 global accepts · Rating: 1300 · first AC: 2023-04-19 · C++20 (GCC 11-64) (first AC) · Tags: expression parsing, implementation, sortings, strings
[jiangly's solution](#)

1763.

1819A

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

Quality: 14,593 global accepts · Rating: 1300 · first AC: 2023-04-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy
[jiangly's solution](#)

1764.

25A

[IQ test](#) · [Tutorial](#)

Quality: 103,868 global accepts · Rating: 1300 · first AC: 2023-04-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force

[jiangly's solution](#)

1765.

1815A

[Ian and Array Sorting](#) · [Tutorial](#)

Quality: 15,973 global accepts · Rating: 1300 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[jiangly's solution](#)

1766.

1810C

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

Quality: 16,549 global accepts · Rating: 1300 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[jiangly's solution](#)

1767.

1807E

[Interview](#) · [Tutorial](#)

Quality: 16,771 global accepts · Rating: 1300 · first AC: 2023-03-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, interactive

[jiangly's solution](#)

1768.

707B

[Bakery](#) · [Tutorial](#)

Quality: 13,602 global accepts · Rating: 1300 · first AC: 2023-03-15 · C++20 (GCC 11-64) (first AC) · Tags: graphs

[jiangly's solution](#)

1769.

1794C

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

Quality: 22,079 global accepts · Rating: 1300 · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, two pointers

[jiangly's solution](#)

1770.

1776H

[Beppa and SwerChat](#) · [Tutorial](#)

Quality: 7,546 global accepts · Rating: 1300 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: two pointers

[jiangly's solution](#)

1771.

1788C

[Matching Numbers](#) · [Tutorial](#)

Quality: 19,467 global accepts · Rating: 1300 · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[jiangly's solution](#)

1772.

1774C

[Ice and Fire](#) · [Tutorial](#)

Quality: 13,274 global accepts · Rating: 1300 · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[jiangly's solution](#)

1773.

1786B

[Cake Assembly Line](#) · [Tutorial](#)

Quality: 9,836 global accepts · Rating: 1300 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, sortings

[jiangly's solution](#)

1774.

1778B

[The Forbidden Permutation](#) · [Tutorial](#)

Quality: 14,532 global accepts · Rating: 1300 · first AC: 2023-02-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[jiangly's solution](#)

1775.

1775B

[Gardener and the Array](#) · [Tutorial](#)

Quality: 20,733 global accepts · Rating: 1300 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms
[jiangly's solution](#)

1776.

1768C

[Elemental Decompress](#) · [Tutorial](#)

Quality: 15,712 global accepts · Rating: 1300 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings
[jiangly's solution](#)

1777.

1766C

[Hamiltonian Wall](#) · [Tutorial](#)

Quality: 14,990 global accepts · Rating: 1300 · first AC: 2022-12-12 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation
[jiangly's solution](#)

1778.

1753A1

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

Quality: 16,451 global accepts · Rating: 1300 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy
[jiangly's solution](#)

1779.

1746C

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Quality: 14,100 global accepts · Rating: 1300 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[jiangly's solution](#)

1780.

1741D

[Masha and a Beautiful Tree](#) · [Tutorial](#)

Quality: 18,337 global accepts · Rating: 1300 · first AC: 2022-10-11 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, divide and conquer, graphs, sortings, trees
[jiangly's solution](#)

1781.

1736C1

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

Quality: 16,527 global accepts · Rating: 1300 · first AC: 2022-10-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, schedules, two pointers
[jiangly's solution](#)

1782.

1733C

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Quality: 17,097 global accepts · Rating: 1300 · first AC: 2022-09-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings
[jiangly's solution](#)

1783.

1726C

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Quality: 13,398 global accepts · Rating: 1300 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, graphs, greedy
[jiangly's solution](#)

1784.

1717C

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Quality: 15,899 global accepts · Rating: 1300 · first AC: 2022-09-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[jiangly's solution](#)

1785.

1711B

[Party](#) · [Tutorial](#)

Quality: 14,374 global accepts · Rating: 1300 · first AC: 2022-07-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, graphs

[jiangly's solution](#)

1786.

1703F

[Yet Another Problem About Pairs Satisfying an Inequality](#) · [Tutorial](#)

Quality: 30,045 global accepts · Rating: 1300 · first AC: 2022-07-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings

[jiangly's solution](#)

1787.

1698C

[3SUM Closure](#) · [Tutorial](#)

Quality: 19,750 global accepts · Rating: 1300 · first AC: 2022-07-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures

[jiangly's solution](#)

1788.

1693A

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

Quality: 17,437 global accepts · Rating: 1300 · first AC: 2022-06-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[jiangly's solution](#)

1789.

1692F

[3SUM](#) · [Tutorial](#)

Quality: 27,144 global accepts · Rating: 1300 · first AC: 2022-06-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[jiangly's solution](#)

1790.

1555C

[Coin Rows](#) · [Tutorial](#)

Quality: 24,082 global accepts · Rating: 1300 · first AC: 2022-06-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, implementation

[jiangly's solution](#)

1791.

1555B

[Two Tables](#) · [Tutorial](#)

Quality: 17,248 global accepts · Rating: 1300 · first AC: 2022-06-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force

[jiangly's solution](#)

1792.

1574C

[Slay the Dragon](#) · [Tutorial](#)

Quality: 18,569 global accepts · Rating: 1300 · first AC: 2022-06-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings, ternary search

[jiangly's solution](#)

1793.

1669H

[Maximal AND](#) · [Tutorial](#)

Quality: 29,103 global accepts · Rating: 1300 · first AC: 2022-05-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math

[jiangly's solution](#)

1794.

1676G

[White-Black Balanced Subtrees](#) · [Tutorial](#)

Quality: 23,996 global accepts · Rating: 1300 · first AC: 2022-05-10 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[jiangly's solution](#)

1795.

1676F

[Longest Strike](#) · [Tutorial](#)

Quality: 20,186 global accepts · Rating: 1300 · first AC: 2022-05-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

[jiangly's solution](#)

1796.

1675D

[Vertical Paths](#) · [Tutorial](#)

Quality: 14,771 global accepts · Rating: 1300 · first AC: 2022-05-05 · C++20 (GCC 11-64) (first AC) · Tags: graphs, implementation, trees

[jiangly's solution](#)

1797.

1667A

[Make it Increasing](#) · [Tutorial](#)

Quality: 15,684 global accepts · Rating: 1300 · first AC: 2022-04-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[jiangly's solution](#)

1798.

1659B

[Bit Flipping](#) · [Tutorial](#)

Quality: 12,031 global accepts · Rating: 1300 · first AC: 2022-04-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, strings

[jiangly's solution](#)

1799.

1661B

[Getting Zero](#) · [Tutorial](#)

Quality: 20,666 global accepts · Rating: 1300 · first AC: 2022-04-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, shortest paths

[jiangly's solution](#)

1800.

1660C

[Get an Even String](#) · [Tutorial](#)

Quality: 22,013 global accepts · Rating: 1300 · first AC: 2022-04-01 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, strings

[jiangly's solution](#)

1801.

1650D

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

Quality: 14,689 global accepts · Rating: 1300 · first AC: 2022-03-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, implementation, math

[jiangly's solution](#)

1802.

1638C

[Inversion Graph](#) · [Tutorial](#)

Quality: 15,942 global accepts · Rating: 1300 · first AC: 2022-02-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, graphs, math

[jiangly's solution](#)

1803.

1627B

[Not Sitting](#) · [Tutorial](#)

Quality: 17,565 global accepts · Rating: 1300 · first AC: 2022-01-15 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, sortings

[jiangly's solution](#)

1804.

1617C

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

Quality: 15,997 global accepts · Rating: 1300 · first AC: 2021-12-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, sortings

[jiangly's solution](#)

1805.

1615B

[And It's Non-Zero](#) · [Tutorial](#)

Quality: 17,914 global accepts · Rating: 1300 · first AC: 2021-12-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math

[jiangly's solution](#)

1806.

1618D

[Array and Operations](#) · [Tutorial](#)

Quality: 20,895 global accepts · Rating: 1300 · first AC: 2021-12-22 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math
[jiangly's solution](#)

1807.

1612C

[Chat Ban](#) · [Tutorial](#)

Quality: 25,799 global accepts · Rating: 1300 · first AC: 2021-11-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math
[jiangly's solution](#)

1808.

1603A

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

Quality: 17,824 global accepts · Rating: 1300 · first AC: 2021-10-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory
[jiangly's solution](#)

1809.

1556B

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

Quality: 13,275 global accepts · Rating: 1300 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[jiangly's solution](#)

1810.

1558A

[Charmed by the Game](#) · [Tutorial](#)

Quality: 11,495 global accepts · Rating: 1300 · first AC: 2021-08-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math
[jiangly's solution](#)

1811.

1560D

[Make a Power of Two](#) · [Tutorial](#)

Quality: 19,457 global accepts · Rating: 1300 · first AC: 2021-08-18 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, strings
[jiangly's solution](#)

1812.

1553B

[Reverse String](#) · [Tutorial](#)

Quality: 15,481 global accepts · Rating: 1300 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, hashing, implementation, strings
[jiangly's solution](#)

1813.

807B

[T-Shirt Hunt](#) · [Tutorial](#)

Quality: 3,667 global accepts · Rating: 1300 · first AC: 2021-07-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation
[jiangly's solution](#)

1814.

1096B

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

Quality: 11,683 global accepts · Rating: 1300 · first AC: 2021-07-15 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, strings
[jiangly's solution](#)

1815.

716B

[Complete the Word](#) · [Tutorial](#)

Quality: 13,003 global accepts · Rating: 1300 · first AC: 2021-07-07 · C++17 (GCC 9-64) (first AC) · Tags: greedy, two pointers
[jiangly's solution](#)

1816.

509B

[Painting Pebbles](#) · [Tutorial](#)

Quality: 9,991 global accepts · Rating: 1300 · first AC: 2021-06-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy,

implementation

[jiangly's solution](#)

1817.

493A

[Vasya and Football](#) · [Tutorial](#)

Quality: 6,448 global accepts · Rating: 1300 · first AC: 2021-06-21 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[jiangly's solution](#)

1818.

378B

[Semifinals](#) · [Tutorial](#)

Quality: 6,193 global accepts · Rating: 1300 · first AC: 2021-06-19 · C++17 (GCC 9-64) (first AC) · Tags: implementation, sortings

[jiangly's solution](#)

1819.

1534C

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

Quality: 13,805 global accepts · Rating: 1300 · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, dsu, graphs, math

[jiangly's solution](#)

1820.

1538C

[Number of Pairs](#) · [Tutorial](#)

Quality: 34,398 global accepts · Rating: 1300 · first AC: 2021-06-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, math, two pointers

[jiangly's solution](#)

1821.

1470A

[Strange Birthday Party](#) · [Tutorial](#)

Quality: 29,381 global accepts · Rating: 1300 · first AC: 2021-01-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers

[jiangly's solution](#)

1822.

1466C

[Canine poetry](#) · [Tutorial](#)

Quality: 18,727 global accepts · Rating: 1300 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, strings

[jiangly's solution](#)

1823.

787B

[Not Afraid](#) · [Tutorial](#)

Quality: 5,768 global accepts · Rating: 1300 · first AC: 2020-12-04 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math

[jiangly's solution](#)

1824.

1454D

[Number into Sequence](#) · [Tutorial](#)

Quality: 22,144 global accepts · Rating: 1300 · first AC: 2020-11-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[jiangly's solution](#)

1825.

1446A

[Knapsack](#) · [Tutorial](#)

Quality: 17,719 global accepts · Rating: 1300 · first AC: 2020-11-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[jiangly's solution](#)

1826.

1422B

[Nice Matrix](#) · [Tutorial](#)

Quality: 15,071 global accepts · Rating: 1300 · first AC: 2020-10-04 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math

[jiangly's solution](#)

1827.

1425H

[Huge Boxes of Animal Toys](#) · [Tutorial](#)

Quality: 4,395 global accepts · Rating: 1300 · first AC: 2020-09-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[jiangly's solution](#)

1828.

1420C1

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

Quality: 18,974 global accepts · Rating: 1300 · first AC: 2020-09-24 · last AC: 2020-09-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy

[jiangly's solution](#)

1829.

1418B

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

Quality: 17,558 global accepts · Rating: 1300 · first AC: 2020-09-14 · last AC: 2020-09-15 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[jiangly's solution](#)

1830.

1407B

[Big Vova](#) · [Tutorial](#)

Quality: 18,067 global accepts · Rating: 1300 · first AC: 2020-09-08 · last AC: 2020-09-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, number theory

[jiangly's solution](#)

1831.

1401C

[Mere Array](#) · [Tutorial](#)

Quality: 26,833 global accepts · Rating: 1300 · first AC: 2020-08-21 · last AC: 2020-08-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory, sortings

[jiangly's solution](#)

1832.

1372B

[Omkar and Last Class of Math](#) · [Tutorial](#)

Quality: 36,380 global accepts · Rating: 1300 · first AC: 2020-07-16 · last AC: 2020-07-31 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory

[jiangly's solution](#)

1833.

1381A1

[Prefix Flip \(Easy Version\)](#) · [Tutorial](#)

Quality: 21,721 global accepts · Rating: 1300 · first AC: 2020-07-21 · last AC: 2020-07-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, strings

[jiangly's solution](#)

1834.

1371C

[A Cookie for You](#) · [Tutorial](#)

Quality: 21,369 global accepts · Rating: 1300 · first AC: 2020-07-01 · last AC: 2020-07-03 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math

[jiangly's solution](#)

1835.

1373C

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

Quality: 19,372 global accepts · Rating: 1300 · first AC: 2020-06-25 · last AC: 2020-06-27 · C++17 (GCC 9-64) (first AC) · Tags: math

[jiangly's solution](#)

1836.

1367C

[Social Distance](#) · [Tutorial](#)

Quality: 25,105 global accepts · Rating: 1300 · first AC: 2020-06-16 · last AC: 2020-06-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[jiangly's solution](#)

1837.

1366B

[Shuffle](#) · [Tutorial](#)

Quality: 27,949 global accepts · Rating: 1300 · first AC: 2020-06-11 · last AC: 2020-06-14 · C++17 (GCC 9-64) (first AC) · Tags: math, two pointers

[jiangly's solution](#)

1838.

1364B

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

Quality: 26,173 global accepts · Rating: 1300 · first AC: 2020-06-13 · last AC: 2020-06-14 · C++17 (GCC 9-64) (first AC) · Tags: greedy, two pointers

[jiangly's solution](#)

1839.

1365B

[Trouble Sort](#) · [Tutorial](#)

Quality: 28,840 global accepts · Rating: 1300 · first AC: 2020-06-07 · last AC: 2020-06-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[jiangly's solution](#)

1840.

1360E

[Polygon](#) · [Tutorial](#)

Quality: 27,992 global accepts · Rating: 1300 · first AC: 2020-05-24 · last AC: 2020-05-27 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, implementation, shortest paths

[jiangly's solution](#)

1841.

1360D

[Buying Shovels](#) · [Tutorial](#)

Quality: 42,992 global accepts · Rating: 1300 · first AC: 2020-05-24 · last AC: 2020-05-27 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[jiangly's solution](#)

1842.

1352D

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

Quality: 29,853 global accepts · Rating: 1300 · first AC: 2020-05-09 · last AC: 2020-05-13 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[jiangly's solution](#)

1843.

1335D

[Anti-Sudoku](#) · [Tutorial](#)

Quality: 29,459 global accepts · Rating: 1300 · first AC: 2020-04-13 · last AC: 2020-04-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[jiangly's solution](#)

1844.

1328B

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

Quality: 32,043 global accepts · Rating: 1300 · first AC: 2020-03-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, implementation, math

[jiangly's solution](#)

1845.

1326C

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

Quality: 16,400 global accepts · Rating: 1300 · first AC: 2020-03-19 · last AC: 2020-03-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math

[jiangly's solution](#)

1846.

1322A

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

Quality: 12,887 global accepts · Rating: 1300 · first AC: 2020-03-07 · last AC: 2020-03-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[jiangly's solution](#)

1847.

1315B

[Homecoming](#) · [Tutorial](#)

Quality: 9,608 global accepts · Rating: 1300 · first AC: 2020-02-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, strings

[jiangly's solution](#)

1848.

1311C

[Perform the Combo](#) · [Tutorial](#)

Quality: 16,823 global accepts · Rating: 1300 · first AC: 2020-02-25 · last AC: 2020-02-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[jiangly's solution](#)

1849.

1307B

[Cow and Friend](#) · [Tutorial](#)

Quality: 13,856 global accepts · Rating: 1300 · first AC: 2020-02-17 · last AC: 2020-02-24 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[jiangly's solution](#)

1850.

1294C

[Product of Three Numbers](#) · [Tutorial](#)

Quality: 46,265 global accepts · Rating: 1300 · first AC: 2020-02-06 · last AC: 2020-02-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[jiangly's solution](#)

1851.

1291B

[Array Sharpening](#) · [Tutorial](#)

Quality: 15,359 global accepts · Rating: 1300 · first AC: 2020-02-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[jiangly's solution](#)

1852.

1285B

[Just Eat It!](#) · [Tutorial](#)

Quality: 30,824 global accepts · Rating: 1300 · first AC: 2020-01-10 · last AC: 2020-01-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[jiangly's solution](#)

1853.

1271C

[Shawarma Tent](#) · [Tutorial](#)

Quality: 11,120 global accepts · Rating: 1300 · first AC: 2019-12-15 · last AC: 2019-12-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, greedy, implementation

[jiangly's solution](#)

1854.

1271B

[Blocks](#) · [Tutorial](#)

Quality: 12,098 global accepts · Rating: 1300 · first AC: 2019-12-15 · last AC: 2019-12-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[jiangly's solution](#)

1855.

1279B

[Verse For Santa](#) · [Tutorial](#)

Quality: 14,415 global accepts · Rating: 1300 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation

[jiangly's solution](#)

1856.

1265B

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

Quality: 13,524 global accepts · Rating: 1300 · first AC: 2019-12-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, math, two pointers

[jiangly's solution](#)

1857.

1260B

[Obtain Two Zeroes](#) · [Tutorial](#)

Quality: 16,714 global accepts · Rating: 1300 · first AC: 2019-11-27 · last AC: 2019-11-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[jiangly's solution](#)

1858.

1225B2

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

Quality: 12,196 global accepts · Rating: 1300 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation, two pointers

[jiangly's solution](#)

1859.

1247B2

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

Rating: 1300 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation, two pointers

[jiangly's solution](#)

1860.

1249C1

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

Quality: 16,557 global accepts · Rating: 1300 · first AC: 2019-10-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[jiangly's solution](#)

1861.

1249B2

[Books Exchange \(hard version\)](#) · [Tutorial](#)

Quality: 18,395 global accepts · Rating: 1300 · first AC: 2019-10-23 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, math

[jiangly's solution](#)

1862.

1236C

[Labs](#) · [Tutorial](#)

Quality: 10,553 global accepts · Rating: 1300 · first AC: 2019-10-17 · last AC: 2019-10-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[jiangly's solution](#)

1863.

1237B

[Balanced Tunnel](#) · [Tutorial](#)

Quality: 22,771 global accepts · Rating: 1300 · first AC: 2019-10-16 · last AC: 2019-10-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings, two pointers

[jiangly's solution](#)

1864.

1238B

[Kill `Em All](#) · [Tutorial](#)

Quality: 14,893 global accepts · Rating: 1300 · first AC: 2019-10-08 · last AC: 2019-10-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[jiangly's solution](#)

1865.

1234B2

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

Quality: 18,442 global accepts · Rating: 1300 · first AC: 2019-10-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[jiangly's solution](#)

1866.

1216D

[Swords](#) · [Tutorial](#)

Quality: 12,216 global accepts · Rating: 1300 · first AC: 2019-09-21 · C++17 (GCC 7-32) (first AC) · Tags: math

[jiangly's solution](#)

1867.

1220C

[Substring Game in the Lesson](#) · [Tutorial](#)

Quality: 10,812 global accepts · Rating: 1300 · first AC: 2019-09-18 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, strings
[jiangly's solution](#)

1868.

1220B

[Multiplication Table](#) · [Tutorial](#)

Quality: 12,135 global accepts · Rating: 1300 · first AC: 2019-09-18 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[jiangly's solution](#)

1869.

1209B

[Koala and Lights](#) · [Tutorial](#)

Quality: 8,515 global accepts · Rating: 1300 · first AC: 2019-09-14 · last AC: 2019-09-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory
[jiangly's solution](#)

1870.

1217A

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

Quality: 15,823 global accepts · Rating: 1300 · first AC: 2019-09-05 · last AC: 2019-09-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math
[jiangly's solution](#)

1871.

1194C

[From S To T](#) · [Tutorial](#)

Quality: 14,598 global accepts · Rating: 1300 · first AC: 2019-08-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[jiangly's solution](#)

1872.

1194B

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

Quality: 10,713 global accepts · Rating: 1300 · first AC: 2019-08-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[jiangly's solution](#)

1873.

1203C

[Common Divisors](#) · [Tutorial](#)

Quality: 24,248 global accepts · Rating: 1300 · first AC: 2019-08-13 · last AC: 2019-08-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[jiangly's solution](#)

1874.

1178C

[Tiles](#) · [Tutorial](#)

Quality: 13,226 global accepts · Rating: 1300 · first AC: 2019-08-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math
[jiangly's solution](#)

1875.

1178B

[WOW Factor](#) · [Tutorial](#)

Quality: 21,674 global accepts · Rating: 1300 · first AC: 2019-08-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings
[jiangly's solution](#)

1876.

1176C

[Lose it!](#) · [Tutorial](#)

Quality: 15,098 global accepts · Rating: 1300 · first AC: 2019-06-21 · last AC: 2019-07-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation
[jiangly's solution](#)

1877.

1187B

[Letters Shop](#) · [Tutorial](#)

Quality: 12,895 global accepts · Rating: 1300 · first AC: 2019-06-30 · last AC: 2019-07-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, strings

[jiangly's solution](#)

1878.

1119B

[Alyona and a Narrow Fridge](#) · [Tutorial](#)

Quality: 16,363 global accepts · Rating: 1300 · first AC: 2019-05-17 · GNU C++11 (first AC) · Tags: binary search, flows, greedy, sortings

[jiangly's solution](#)

1879.

1159B

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

Quality: 7,850 global accepts · Rating: 1300 · first AC: 2019-05-16 · GNU C++11 (first AC) · Tags: implementation, math

[jiangly's solution](#)

1880.

1165C

[Good String](#) · [Tutorial](#)

Quality: 14,398 global accepts · Rating: 1300 · first AC: 2019-05-16 · last AC: 2019-05-16 · GNU C++11 (first AC) · Tags: greedy

[jiangly's solution](#)

1881.

27B

[Tournament](#) · [Tutorial](#)

Quality: 5,884 global accepts · Rating: 1300 · first AC: 2019-05-13 · last AC: 2019-05-13 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dfs and similar, greedy

[jiangly's solution](#)

1882.

429A

[Xor-tree](#) · [Tutorial](#)

Quality: 12,266 global accepts · Rating: 1300 · first AC: 2019-05-09 · GNU C++11 (first AC) · Tags: dfs and similar, trees

[jiangly's solution](#)

1883.

862B

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

Quality: 25,639 global accepts · Rating: 1300 · first AC: 2019-05-09 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

[jiangly's solution](#)

1884.

886C

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

Quality: 5,676 global accepts · Rating: 1300 · first AC: 2019-05-09 · GNU C++11 (first AC) · Tags: dsu, greedy, implementation, trees

[jiangly's solution](#)

1885.

755C

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

Quality: 15,004 global accepts · Rating: 1300 · first AC: 2019-05-09 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, interactive, trees

[jiangly's solution](#)

1886.

1155C

[Alarm Clocks Everywhere](#) · [Tutorial](#)

Quality: 9,771 global accepts · Rating: 1300 · first AC: 2019-04-22 · last AC: 2019-04-23 · GNU C++11 (first AC) · Tags: math, number theory

[jiangly's solution](#)

1887.

4C

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

Quality: 108,111 global accepts · Rating: 1300 · first AC: 2019-03-31 · GNU C++11 (first AC) · Tags: data structures, hashing, implementation
[jiangly's solution](#)

1888.

459B

[Pashmak and Flowers](#) · [Tutorial](#)

Quality: 47,482 global accepts · Rating: 1300 · first AC: 2019-03-01 · GNU C++11 (first AC) · Tags: combinatorics, implementation, sortings
[jiangly's solution](#)

1889.

2209C

[Find the Zero](#) · [Tutorial](#)

Quality: 10,631 global accepts · Rating: 1400 · first AC: 2026-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive
[jiangly's solution](#)

1890.

2204D

[Alternating Path](#) · [Tutorial](#)

Quality: 8,905 global accepts · Rating: 1400 · first AC: 2026-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs
[jiangly's solution](#)

1891.

816B

[Karen and Coffee](#) · [Tutorial](#)

Quality: 27,361 global accepts · Rating: 1400 · first AC: 2026-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, implementation
[jiangly's solution](#)

1892.

2190B1

[Sub-RBS \(Easy Version\)](#) · [Tutorial](#)

Quality: 10,670 global accepts · Rating: 1400 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, strings, two pointers
[jiangly's solution](#)

1893.

2181B

[Battle of Arrays](#) · [Tutorial](#)

Quality: 5,668 global accepts · Rating: 1400 · first AC: 2025-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, games, greedy
[jiangly's solution](#)

1894.

2156C

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

Quality: 12,279 global accepts · Rating: 1400 · first AC: 2025-10-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory
[jiangly's solution](#)

1895.

2162D

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

Quality: 12,360 global accepts · Rating: 1400 · first AC: 2025-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, interactive
[jiangly's solution](#)

1896.

2154C1

[No Cost Too Great \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,539 global accepts · Rating: 1400 · first AC: 2025-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math, number theory
[jiangly's solution](#)

1897.

2152C

[Triple Removal](#) · [Tutorial](#)

Quality: 12,215 global accepts · Rating: 1400 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, math
[jiangly's solution](#)

1898.

2133C

[The Nether](#) · [Tutorial](#)

Quality: 12,793 global accepts · Rating: 1400 · first AC: 2025-08-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, interactive
[jiangly's solution](#)

1899.

2132C2

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

Quality: 13,336 global accepts · Rating: 1400 · first AC: 2025-08-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math
[jiangly's solution](#)

1900.

2131D

[Arboris Contractio](#) · [Tutorial](#)

Quality: 14,320 global accepts · Rating: 1400 · first AC: 2025-08-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, graphs, greedy, trees
[jiangly's solution](#)

1901.

2131E

[Adjacent XOR](#) · [Tutorial](#)

Quality: 17,115 global accepts · Rating: 1400 · first AC: 2025-08-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy
[jiangly's solution](#)

1902.

2127C

[Trip Shopping](#) · [Tutorial](#)

Quality: 12,382 global accepts · Rating: 1400 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, sortings
[jiangly's solution](#)

1903.

2126E

[G-C-D, Unlucky!](#) · [Tutorial](#)

Quality: 17,011 global accepts · Rating: 1400 · first AC: 2025-07-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory
[jiangly's solution](#)

1904.

2111D

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

Quality: 11,988 global accepts · Rating: 1400 · first AC: 2025-06-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings
[jiangly's solution](#)

1905.

2114D

[Come a Little Closer](#) · [Tutorial](#)

Quality: 14,639 global accepts · Rating: 1400 · first AC: 2025-05-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, math
[jiangly's solution](#)

1906.

2114E

[Kirei Attacks the Estate](#) · [Tutorial](#)

Quality: 14,003 global accepts · Rating: 1400 · first AC: 2025-05-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, greedy, trees
[jiangly's solution](#)

1907.

2110C

[Racing](#) · [Tutorial](#)

Quality: 15,826 global accepts · Rating: 1400 · first AC: 2025-05-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[jiangly's solution](#)

1908.

2104D

[Array and GCD](#) · [Tutorial](#)

Quality: 13,229 global accepts · Rating: 1400 · first AC: 2025-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, number theory

[jiangly's solution](#)

1909.

2098B

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

Quality: 7,883 global accepts · Rating: 1400 · first AC: 2025-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, sortings

[jiangly's solution](#)

1910.

2097A

[Sports Betting](#) · [Tutorial](#)

Quality: 8,582 global accepts · Rating: 1400 · first AC: 2025-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, brute force, math, sortings

[jiangly's solution](#)

1911.

2093D

[Skibidi Table](#) · [Tutorial](#)

Quality: 12,270 global accepts · Rating: 1400 · first AC: 2025-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, implementation

[jiangly's solution](#)

1912.

2084C

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

Quality: 11,708 global accepts · Rating: 1400 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[jiangly's solution](#)

1913.

2074D

[Counting Points](#) · [Tutorial](#)

Quality: 12,064 global accepts · Rating: 1400 · first AC: 2025-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, geometry, implementation, two pointers

[jiangly's solution](#)

1914.

1097C

[Yuhao and a Parenthesis](#) · [Tutorial](#)

Quality: 8,785 global accepts · Rating: 1400 · first AC: 2025-03-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[jiangly's solution](#)

1915.

1095C

[Powers Of Two](#) · [Tutorial](#)

Quality: 19,585 global accepts · Rating: 1400 · first AC: 2025-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy

[jiangly's solution](#)

1916.

2066A

[Object Identification](#) · [Tutorial](#)

Quality: 7,172 global accepts · Rating: 1400 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, greedy, implementation, interactive

[jiangly's solution](#)

1917.

2055C

[The Trail](#) · [Tutorial](#)

Quality: 17,243 global accepts · Rating: 1400 · first AC: 2025-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, math, two pointers

[jiangly's solution](#)

1918.

2034C

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

Quality: 9,138 global accepts · Rating: 1400 · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation

[jiangly's solution](#)

1919.

2038L

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

Quality: 7,984 global accepts · Rating: 1400 · first AC: 2024-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, math, two pointers

[jiangly's solution](#)

1920.

2038C

[DIY](#) · [Tutorial](#)

Quality: 6,923 global accepts · Rating: 1400 · first AC: 2024-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, geometry, greedy, sortings

[jiangly's solution](#)

1921.

2038A

[Bonus Project](#) · [Tutorial](#)

Quality: 5,434 global accepts · Rating: 1400 · first AC: 2024-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy

[jiangly's solution](#)

1922.

2028B

[Alice's Adventures in Permuting](#) · [Tutorial](#)

Quality: 13,289 global accepts · Rating: 1400 · first AC: 2024-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, implementation, math

[jiangly's solution](#)

1923.

2032C

[Trinity](#) · [Tutorial](#)

Quality: 16,173 global accepts · Rating: 1400 · first AC: 2024-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math, sortings, two pointers

[jiangly's solution](#)

1924.

2035C

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

Quality: 11,529 global accepts · Rating: 1400 · first AC: 2024-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, math

[jiangly's solution](#)

1925.

2033C

[Sakurako's Field Trip](#) · [Tutorial](#)

Quality: 17,813 global accepts · Rating: 1400 · first AC: 2024-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, two pointers

[jiangly's solution](#)

1926.

2033E

[Sakurako, Kosuke, and the Permutation](#) · [Tutorial](#)

Quality: 14,139 global accepts · Rating: 1400 · first AC: 2024-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy, math

[jiangly's solution](#)

1927.

2020C

[Bitwise Balancing](#) · [Tutorial](#)

Quality: 18,294 global accepts · Rating: 1400 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, hashing, implementation, math, schedules, ternary search

[jiangly's solution](#)

1928.

2014D

[Robert Hood and Mrs Hood](#) · [Tutorial](#)

Quality: 15,972 global accepts · Rating: 1400 · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, sortings

[jiangly's solution](#)

1929.

2013C

[Password Cracking](#) · [Tutorial](#)

Quality: 14,580 global accepts · Rating: 1400 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, strings

[jiangly's solution](#)

1930.

2009E

[Klee's SUPER DUPER LARGE Array!!!](#) · [Tutorial](#)

Quality: 17,664 global accepts · Rating: 1400 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, ternary search

[jiangly's solution](#)

1931.

2009D

[Satyam and Counting](#) · [Tutorial](#)

Quality: 18,773 global accepts · Rating: 1400 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: geometry, math

[jiangly's solution](#)

1932.

2008F

[Sakurako's Box](#) · [Tutorial](#)

Quality: 15,665 global accepts · Rating: 1400 · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory

[jiangly's solution](#)

1933.

2010C1

[Message Transmission Error \(easy version\)](#) · [Tutorial](#)

Quality: 9,244 global accepts · Rating: 1400 · first AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, strings

[jiangly's solution](#)

1934.

2000E

[Photoshoot for Gorillas](#) · [Tutorial](#)

Quality: 16,221 global accepts · Rating: 1400 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, greedy, math

[jiangly's solution](#)

1935.

1993C

[Light Switches](#) · [Tutorial](#)

Quality: 16,178 global accepts · Rating: 1400 · first AC: 2024-08-05 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[jiangly's solution](#)

1936.

1983C

[Have Your Cake and Eat It Too](#) · [Tutorial](#)

Quality: 14,710 global accepts · Rating: 1400 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, implementation

[jiangly's solution](#)

1937.

1989C

[Two Movies](#) · [Tutorial](#)

Quality: 22,446 global accepts · Rating: 1400 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[jiangly's solution](#)

1938.

1986D

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

Quality: 17,962 global accepts · Rating: 1400 · first AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, implementation, math, two pointers

[jiangly's solution](#)

1939.

1980D

[GCD-sequence](#) · [Tutorial](#)

Quality: 17,375 global accepts · Rating: 1400 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, number theory

[jiangly's solution](#)

1940.

1974D

[Ingenuity-2](#) · [Tutorial](#)

Quality: 17,793 global accepts · Rating: 1400 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[jiangly's solution](#)

1941.

1974C

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

Quality: 19,039 global accepts · Rating: 1400 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures

[jiangly's solution](#)

1942.

1970C1

[Game on Tree \(Easy\)](#) · [Tutorial](#)

Quality: 5,035 global accepts · Rating: 1400 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: games

[jiangly's solution](#)

1943.

1967B1

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

Quality: 16,054 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[jiangly's solution](#)

1944.

1967A

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

Quality: 14,939 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, math, sortings

[jiangly's solution](#)

1945.

1965A

[Everything Nim](#) · [Tutorial](#)

Quality: 16,703 global accepts · Rating: 1400 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math, sortings

[jiangly's solution](#)

1946.

1955D

[Inaccurate Subsequence Search](#) · [Tutorial](#)

Quality: 18,579 global accepts · Rating: 1400 · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, two pointers

[jiangly's solution](#)

1947.

1951C

[Ticket Hoarding](#) · [Tutorial](#)

Quality: 13,772 global accepts · Rating: 1400 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[jiangly's solution](#)

1948.

1923C

[Find B](#) · [Tutorial](#)

Quality: 18,453 global accepts · Rating: 1400 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[jiangly's solution](#)

1949.

1883F

[You Are So Beautiful](#) · [Tutorial](#)

Quality: 11,863 global accepts · Rating: 1400 · first AC: 2024-02-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures
[jiangly's solution](#)

1950.

1904C

[Array Game](#) · [Tutorial](#)

Quality: 23,538 global accepts · Rating: 1400 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, sortings, two pointers
[jiangly's solution](#)

1951.

1932D

[Card Game](#) · [Tutorial](#)

Quality: 13,436 global accepts · Rating: 1400 · first AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[jiangly's solution](#)

1952.

1932C

[LR-remainders](#) · [Tutorial](#)

Quality: 18,927 global accepts · Rating: 1400 · first AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation, math, two pointers
[jiangly's solution](#)

1953.

1931E

[Anna and the Valentine's Day Gift](#) · [Tutorial](#)

Quality: 25,722 global accepts · Rating: 1400 · first AC: 2024-02-16 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, math, sortings
[jiangly's solution](#)

1954.

1929C

[Sasha and the Casino](#) · [Tutorial](#)

Quality: 17,284 global accepts · Rating: 1400 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, games, greedy, math
[jiangly's solution](#)

1955.

1927E

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

Quality: 17,054 global accepts · Rating: 1400 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, two pointers
[jiangly's solution](#)

1956.

1918C

[XOR-distance](#) · [Tutorial](#)

Quality: 16,656 global accepts · Rating: 1400 · first AC: 2024-01-31 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, implementation, math
[jiangly's solution](#)

1957.

1909C

[Heavy Intervals](#) · [Tutorial](#)

Quality: 13,163 global accepts · Rating: 1400 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, math, sortings
[jiangly's solution](#)

1958.

1914E2

[Game with Marbles \(Hard Version\)](#) · [Tutorial](#)

Quality: 14,748 global accepts · Rating: 1400 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, sortings
[jiangly's solution](#)

1959.

1914E1

[Game with Marbles \(Easy Version\)](#) · [Tutorial](#)

Quality: 14,241 global accepts · Rating: 1400 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, games, greedy, sortings
[jiangly's solution](#)

1960.

1905C

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

Quality: 14,211 global accepts · Rating: 1400 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings
[jiangly's solution](#)

1961.

1907D

[Jumping Through Segments](#) · [Tutorial](#)

Quality: 23,567 global accepts · Rating: 1400 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms
[jiangly's solution](#)

1962.

1901C

[Add, Divide and Floor](#) · [Tutorial](#)

Quality: 14,238 global accepts · Rating: 1400 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math
[jiangly's solution](#)

1963.

1903C

[Theofanis' Nightmare](#) · [Tutorial](#)

Quality: 14,477 global accepts · Rating: 1400 · first AC: 2023-12-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[jiangly's solution](#)

1964.

1893A

[Anonymous Informant](#) · [Tutorial](#)

Quality: 15,081 global accepts · Rating: 1400 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation
[jiangly's solution](#)

1965.

1895C

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

Quality: 13,032 global accepts · Rating: 1400 · first AC: 2023-11-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, hashing, implementation, math
[jiangly's solution](#)

1966.

1887A1

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

Rating: 1400 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings
[jiangly's solution](#)

1967.

1878E

[Iva & Pav](#) · [Tutorial](#)

Quality: 20,960 global accepts · Rating: 1400 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy
[jiangly's solution](#)

1968.

1605C

[Dominant Character](#) · [Tutorial](#)

Quality: 18,854 global accepts · Rating: 1400 · first AC: 2023-09-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, strings

[jiangly's solution](#)

1969.

1866B

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

Quality: 9,180 global accepts · Rating: 1400 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[jiangly's solution](#)

1970.

1863D

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

Quality: 10,765 global accepts · Rating: 1400 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[jiangly's solution](#)

1971.

1860C

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

Quality: 15,561 global accepts · Rating: 1400 · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, games, greedy

[jiangly's solution](#)

1972.

888C

[K-Dominant Character](#) · [Tutorial](#)

Quality: 8,980 global accepts · Rating: 1400 · first AC: 2023-08-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, two pointers

[jiangly's solution](#)

1973.

1854A1

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

Quality: 15,890 global accepts · Rating: 1400 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[jiangly's solution](#)

1974.

1847C

[Vampiric Powers, anyone?](#) · [Tutorial](#)

Quality: 14,761 global accepts · Rating: 1400 · first AC: 2023-07-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, greedy

[jiangly's solution](#)

1975.

1844D

[Row Major](#) · [Tutorial](#)

Quality: 13,838 global accepts · Rating: 1400 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory, strings

[jiangly's solution](#)

1976.

1845C

[Strong Password](#) · [Tutorial](#)

Quality: 16,787 global accepts · Rating: 1400 · first AC: 2023-07-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, strings

[jiangly's solution](#)

1977.

1838C

[No Prime Differences](#) · [Tutorial](#)

Quality: 17,319 global accepts · Rating: 1400 · first AC: 2023-06-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[jiangly's solution](#)

1978.

1840D

[Wooden Toy Festival](#) · [Tutorial](#)

Quality: 16,305 global accepts · Rating: 1400 · first AC: 2023-06-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings
[jiangly's solution](#)

1979.

1830A

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

Quality: 20,313 global accepts · Rating: 1400 · first AC: 2023-05-28 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees
[jiangly's solution](#)

1980.

1837D

[Bracket Coloring](#) · [Tutorial](#)

Quality: 21,967 global accepts · Rating: 1400 · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[jiangly's solution](#)

1981.

1833D

[Flipper](#) · [Tutorial](#)

Quality: 15,078 global accepts · Rating: 1400 · first AC: 2023-05-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy
[jiangly's solution](#)

1982.

1824A

[LuoTianyi and the Show](#) · [Tutorial](#)

Quality: 12,524 global accepts · Rating: 1400 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[jiangly's solution](#)

1983.

112C

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

Rating: 1400 · first AC: 2023-04-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[jiangly's solution](#)

1984.

158C

[Cd and pwd commands](#) · [Tutorial](#)

Quality: 10,386 global accepts · Rating: 1400 · first AC: 2023-04-26 · C++20 (GCC 11-64) (first AC) · Tags: *special, data structures, implementation
[jiangly's solution](#)

1985.

42A

[Guilty --- to the kitchen!](#) · [Tutorial](#)

Quality: 3,173 global accepts · Rating: 1400 · first AC: 2023-04-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[jiangly's solution](#)

1986.

41B

[Martian Dollar](#) · [Tutorial](#)

Quality: 4,628 global accepts · Rating: 1400 · first AC: 2023-04-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force
[jiangly's solution](#)

1987.

612C

[Replace To Make Regular Bracket Sequence](#) · [Tutorial](#)

Quality: 9,857 global accepts · Rating: 1400 · first AC: 2023-04-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, expression parsing, math
[jiangly's solution](#)

1988.

44E

[Anfisa the Monkey](#) · [Tutorial](#)

Quality: 6,116 global accepts · Rating: 1400 · first AC: 2023-04-23 · C++20 (GCC 11-64) (first AC) · Tags: dp

[jiangly's solution](#)

1989.

38C

[Blinds](#) · [Tutorial](#)

Quality: 2,561 global accepts · Rating: 1400 · first AC: 2023-04-21 · PyPy 3-64 (first AC) · Tags: brute force

[jiangly's solution](#)

1990.

30A

[Accounting](#) · [Tutorial](#)

Quality: 3,987 global accepts · Rating: 1400 · first AC: 2023-04-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[jiangly's solution](#)

1991.

26B

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

Quality: 25,848 global accepts · Rating: 1400 · first AC: 2023-04-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[jiangly's solution](#)

1992.

24A

[Ring road](#) · [Tutorial](#)

Quality: 6,855 global accepts · Rating: 1400 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: graphs

[jiangly's solution](#)

1993.

19A

[World Football Cup](#) · [Tutorial](#)

Quality: 3,141 global accepts · Rating: 1400 · first AC: 2023-04-07 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[jiangly's solution](#)

1994.

1805C

[Place for a Selfie](#) · [Tutorial](#)

Quality: 14,177 global accepts · Rating: 1400 · first AC: 2023-04-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, geometry, math

[jiangly's solution](#)

1995.

711B

[Chris and Magic Square](#) · [Tutorial](#)

Quality: 8,639 global accepts · Rating: 1400 · first AC: 2023-03-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[jiangly's solution](#)

1996.

703B

[Mishka and trip](#) · [Tutorial](#)

Quality: 6,055 global accepts · Rating: 1400 · first AC: 2023-03-14 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[jiangly's solution](#)

1997.

1800E1

[Unforgivable Curse \(easy version\)](#) · [Tutorial](#)

Quality: 15,586 global accepts · Rating: 1400 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, strings

[jiangly's solution](#)

1998.

1772D

[Absolute Sorting](#) · [Tutorial](#)

Quality: 18,505 global accepts · Rating: 1400 · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[jiangly's solution](#)

1999.

1790E

[Vlad and a Pair of Numbers](#) · [Tutorial](#)

Quality: 17,333 global accepts · Rating: 1400 · first AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms
[jiangly's solution](#)

2000.

1762C

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

Quality: 10,165 global accepts · Rating: 1400 · first AC: 2022-12-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math
[jiangly's solution](#)

2001.

1771B

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

Quality: 21,328 global accepts · Rating: 1400 · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, dp, two pointers
[jiangly's solution](#)

2002.

1773E

[Easy Assembly](#) · [Tutorial](#)

Quality: 6,093 global accepts · Rating: 1400 · first AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
[jiangly's solution](#)

2003.

1764C

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

Quality: 10,445 global accepts · Rating: 1400 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy
[jiangly's solution](#)

2004.

1758C

[Almost All Multiples](#) · [Tutorial](#)

Quality: 15,260 global accepts · Rating: 1400 · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, number theory
[jiangly's solution](#)

2005.

1761C

[Set Construction](#) · [Tutorial](#)

Quality: 10,727 global accepts · Rating: 1400 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy
[jiangly's solution](#)

2006.

1759D

[Make It Round](#) · [Tutorial](#)

Quality: 20,264 global accepts · Rating: 1400 · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, number theory
[jiangly's solution](#)

2007.

1748B

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

Quality: 16,780 global accepts · Rating: 1400 · first AC: 2022-11-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings
[jiangly's solution](#)

2008.

1750C

[Complementary XOR](#) · [Tutorial](#)

Quality: 10,479 global accepts · Rating: 1400 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation
[jiangly's solution](#)

2009.

1749C

[Number Game](#) · [Tutorial](#)

Quality: 15,729 global accepts · Rating: 1400 · first AC: 2022-10-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, games, greedy, implementation

[jiangly's solution](#)

2010.

1740C

[Bricks and Bags](#) · [Tutorial](#)

Quality: 12,333 global accepts · Rating: 1400 · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, greedy, sortings

[jiangly's solution](#)

2011.

1735C

[Phase Shift](#) · [Tutorial](#)

Quality: 10,932 global accepts · Rating: 1400 · first AC: 2022-10-04 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation, strings

[jiangly's solution](#)

2012.

1719C

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

Quality: 14,364 global accepts · Rating: 1400 · first AC: 2022-09-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, two pointers

[jiangly's solution](#)

2013.

1733D1

[Zero-One \(Easy Version\)](#) · [Tutorial](#)

Quality: 15,031 global accepts · Rating: 1400 · first AC: 2022-09-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[jiangly's solution](#)

2014.

1728C

[Digital Logarithm](#) · [Tutorial](#)

Quality: 17,879 global accepts · Rating: 1400 · first AC: 2022-09-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings

[jiangly's solution](#)

2015.

1721C

[Min-Max Array Transformation](#) · [Tutorial](#)

Quality: 14,557 global accepts · Rating: 1400 · first AC: 2022-08-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, two pointers

[jiangly's solution](#)

2016.

1714E

[Add Modulo 10](#) · [Tutorial](#)

Quality: 23,526 global accepts · Rating: 1400 · first AC: 2022-08-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[jiangly's solution](#)

2017.

1706C

[Opwoeirut And The City](#) · [Tutorial](#)

Quality: 16,143 global accepts · Rating: 1400 · first AC: 2022-07-18 · C++20 (GCC 11-64) (first AC) · Tags: dp, flows, greedy, implementation

[jiangly's solution](#)

2018.

1705C

[Mark and His Unfinished Essay](#) · [Tutorial](#)

Quality: 14,580 global accepts · Rating: 1400 · first AC: 2022-07-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[jiangly's solution](#)

2019.

1701C

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

Quality: 23,840 global accepts · Rating: 1400 · first AC: 2022-07-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy,

implementation, two pointers

[jiangly's solution](#)

2020.

1519C

[Berland Regional](#) · [Tutorial](#)

Quality: 22,460 global accepts · Rating: 1400 · first AC: 2022-06-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, number theory, sortings

[jiangly's solution](#)

2021.

1696C

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

Quality: 12,585 global accepts · Rating: 1400 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[jiangly's solution](#)

2022.

1692G

[2^Sort](#) · [Tutorial](#)

Quality: 26,402 global accepts · Rating: 1400 · first AC: 2022-06-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, sortings, two pointers

[jiangly's solution](#)

2023.

1697C

[awoo's Favorite Problem](#) · [Tutorial](#)

Quality: 15,800 global accepts · Rating: 1400 · first AC: 2022-06-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, implementation, strings, two pointers

[jiangly's solution](#)

2024.

1606C

[Banknotes](#) · [Tutorial](#)

Quality: 15,210 global accepts · Rating: 1400 · first AC: 2022-06-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy, number theory

[jiangly's solution](#)

2025.

1691C

[Sum of Substrings](#) · [Tutorial](#)

Quality: 17,221 global accepts · Rating: 1400 · first AC: 2022-05-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[jiangly's solution](#)

2026.

1682C

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

Quality: 16,471 global accepts · Rating: 1400 · first AC: 2022-05-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[jiangly's solution](#)

2027.

1684C

[Column Swapping](#) · [Tutorial](#)

Quality: 13,269 global accepts · Rating: 1400 · first AC: 2022-05-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings

[jiangly's solution](#)

2028.

1679C

[Rooks Defenders](#) · [Tutorial](#)

Quality: 11,732 global accepts · Rating: 1400 · first AC: 2022-05-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[jiangly's solution](#)

2029.

1676H1

[Maximum Crossings \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,326 global accepts · Rating: 1400 · first AC: 2022-05-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force

[jiangly's solution](#)

2030.

1670C

[Where is the Pizza?](#) · [Tutorial](#)

Quality: 10,992 global accepts · Rating: 1400 · first AC: 2022-05-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, implementation, math

[jiangly's solution](#)

2031.

1654C

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

Quality: 14,527 global accepts · Rating: 1400 · first AC: 2022-03-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation, sortings

[jiangly's solution](#)

2032.

1648A

[Weird Sum](#) · [Tutorial](#)

Quality: 18,761 global accepts · Rating: 1400 · first AC: 2022-03-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, geometry, math, matrices, sortings

[jiangly's solution](#)

2033.

1644C

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

Quality: 15,002 global accepts · Rating: 1400 · first AC: 2022-02-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation

[jiangly's solution](#)

2034.

1634B

[Fortune Telling](#) · [Tutorial](#)

Quality: 22,298 global accepts · Rating: 1400 · first AC: 2022-02-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, math

[jiangly's solution](#)

2035.

1628A

[Meximum Array](#) · [Tutorial](#)

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

[jiangly's solution](#)

2036.

1627C

[Not Assigning](#) · [Tutorial](#)

Quality: 16,241 global accepts · Rating: 1400 · first AC: 2022-01-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, number theory, trees

[jiangly's solution](#)

2037.

1624D

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

Quality: 19,078 global accepts · Rating: 1400 · first AC: 2022-01-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings, strings

[jiangly's solution](#)

2038.

1609C

[Complex Market Analysis](#) · [Tutorial](#)

Quality: 10,458 global accepts · Rating: 1400 · first AC: 2021-11-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, implementation, number theory, schedules, two pointers

[jiangly's solution](#)

2039.

1579D

[Productive Meeting](#) · [Tutorial](#)

Quality: 18,420 global accepts · Rating: 1400 · first AC: 2021-09-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[jiangly's solution](#)

2040.

1559D1

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

Quality: 16,027 global accepts · Rating: 1400 · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, trees

[jiangly's solution](#)

2041.

1548A

[Web of Lies](#) · [Tutorial](#)

Quality: 17,732 global accepts · Rating: 1400 · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, greedy

[jiangly's solution](#)

2042.

1551B2

[Wonderful Coloring - 2](#) · [Tutorial](#)

Quality: 16,663 global accepts · Rating: 1400 · first AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[jiangly's solution](#)

2043.

1091C

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

Quality: 10,558 global accepts · Rating: 1400 · first AC: 2021-07-15 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[jiangly's solution](#)

2044.

641B

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

Quality: 4,390 global accepts · Rating: 1400 · first AC: 2021-07-09 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[jiangly's solution](#)

2045.

710B

[Optimal Point on a Line](#) · [Tutorial](#)

Quality: 10,593 global accepts · Rating: 1400 · first AC: 2021-07-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, sortings

[jiangly's solution](#)

2046.

713A

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

Quality: 8,865 global accepts · Rating: 1400 · first AC: 2021-07-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation

[jiangly's solution](#)

2047.

1540A

[Great Graphs](#) · [Tutorial](#)

Quality: 14,986 global accepts · Rating: 1400 · first AC: 2021-06-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, sortings

[jiangly's solution](#)

2048.

513B1

[Permutations](#) · [Tutorial](#)

Quality: 3,833 global accepts · Rating: 1400 · first AC: 2021-06-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force

[jiangly's solution](#)

2049.

492C

[Vanya and Exams](#) · [Tutorial](#)

Quality: 15,464 global accepts · Rating: 1400 · first AC: 2021-06-24 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings
[jiangly's solution](#)

2050.

505B

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

Quality: 14,978 global accepts · Rating: 1400 · first AC: 2021-06-24 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs
[jiangly's solution](#)

2051.

493B

[Vasya and Wrestling](#) · [Tutorial](#)

Quality: 14,068 global accepts · Rating: 1400 · first AC: 2021-06-21 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[jiangly's solution](#)

2052.

1535C

[Unstable String](#) · [Tutorial](#)

Quality: 17,723 global accepts · Rating: 1400 · first AC: 2021-06-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy, implementation, strings, two pointers
[jiangly's solution](#)

2053.

1526B

[I Hate 1111](#) · [Tutorial](#)

Quality: 36,728 global accepts · Rating: 1400 · first AC: 2021-05-28 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, number theory
[jiangly's solution](#)

2054.

1520E

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

Quality: 28,605 global accepts · Rating: 1400 · first AC: 2021-05-05 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
[jiangly's solution](#)

2055.

1515C

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

Quality: 18,750 global accepts · Rating: 1400 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy
[jiangly's solution](#)

2056.

1517C

[Fillomino 2](#) · [Tutorial](#)

Quality: 14,169 global accepts · Rating: 1400 · first AC: 2021-04-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation
[jiangly's solution](#)

2057.

1505C

[Fibonacci Words](#) · [Tutorial](#)

Quality: 6,704 global accepts · Rating: 1400 · first AC: 2021-04-01 · C++17 (GCC 9-64) (first AC) · Tags: *special, implementation
[jiangly's solution](#)

2058.

1468C

[Berpizza](#) · [Tutorial](#)

Quality: 10,484 global accepts · Rating: 1400 · first AC: 2020-12-25 · GNU C++11 (first AC) · Tags: data structures, implementation
[jiangly's solution](#)

2059.

679A

[Bear and Prime 100](#) · [Tutorial](#)

Quality: 15,448 global accepts · Rating: 1400 · first AC: 2020-12-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, math

[jiangly's solution](#)

2060.

1453B

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

Quality: 14,063 global accepts · Rating: 1400 · first AC: 2020-12-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[jiangly's solution](#)

2061.

1456A

[Bouncing Ball](#) · [Tutorial](#)

Rating: 1400 · first AC: 2020-11-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, implementation

[jiangly's solution](#)

2062.

1452B

[Toy Blocks](#) · [Tutorial](#)

Quality: 15,492 global accepts · Rating: 1400 · first AC: 2020-11-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, sortings

[jiangly's solution](#)

2063.

1451C

[String Equality](#) · [Tutorial](#)

Quality: 17,293 global accepts · Rating: 1400 · first AC: 2020-11-21 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, hashing, implementation, strings

[jiangly's solution](#)

2064.

1427B

[Chess Cheater](#) · [Tutorial](#)

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2020-10-10 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings

[jiangly's solution](#)

2065.

1408B

[Arrays Sum](#) · [Tutorial](#)

Quality: 10,454 global accepts · Rating: 1400 · first AC: 2020-09-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[jiangly's solution](#)

2066.

1425F

[Flamingoes of Mystery](#) · [Tutorial](#)

Quality: 7,171 global accepts · Rating: 1400 · first AC: 2020-09-27 · C++17 (GCC 9-64) (first AC) · Tags: interactive

[jiangly's solution](#)

2067.

1425A

[Arena of Greed](#) · [Tutorial](#)

Quality: 7,216 global accepts · Rating: 1400 · first AC: 2020-09-27 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy

[jiangly's solution](#)

2068.

1393B

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

Quality: 17,365 global accepts · Rating: 1400 · first AC: 2020-08-07 · last AC: 2020-08-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[jiangly's solution](#)

2069.

1380C

[Create The Teams](#) · [Tutorial](#)

Quality: 22,710 global accepts · Rating: 1400 · first AC: 2020-07-16 · last AC: 2020-07-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[jiangly's solution](#)

2070.

1380B

[Universal Solution](#) · [Tutorial](#)

Quality: 15,282 global accepts · Rating: 1400 · first AC: 2020-07-16 · last AC: 2020-07-31 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[jiangly's solution](#)

2071.

1375C

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

Quality: 22,949 global accepts · Rating: 1400 · first AC: 2020-07-04 · last AC: 2020-07-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[jiangly's solution](#)

2072.

1374D

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

Quality: 31,084 global accepts · Rating: 1400 · first AC: 2020-06-28 · last AC: 2020-07-03 · C++17 (GCC 9-64) (first AC) · Tags: math, sortings, two pointers

[jiangly's solution](#)

2073.

1369C

[RationalLee](#) · [Tutorial](#)

Quality: 20,871 global accepts · Rating: 1400 · first AC: 2020-06-23 · last AC: 2020-06-26 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings, two pointers

[jiangly's solution](#)

2074.

1370C

[Number Game](#) · [Tutorial](#)

Quality: 27,137 global accepts · Rating: 1400 · first AC: 2020-06-22 · last AC: 2020-06-23 · C++17 (GCC 9-64) (first AC) · Tags: games, math, number theory

[jiangly's solution](#)

2075.

1350B

[Orac and Models](#) · [Tutorial](#)

Quality: 29,452 global accepts · Rating: 1400 · first AC: 2020-06-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory

[jiangly's solution](#)

2076.

1362C

[Johnny and Another Rating Drop](#) · [Tutorial](#)

Quality: 23,702 global accepts · Rating: 1400 · first AC: 2020-06-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[jiangly's solution](#)

2077.

1365C

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

Quality: 24,980 global accepts · Rating: 1400 · first AC: 2020-06-07 · last AC: 2020-06-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[jiangly's solution](#)

2078.

1363B

[Subsequence Hate](#) · [Tutorial](#)

Quality: 26,120 global accepts · Rating: 1400 · first AC: 2020-06-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[jiangly's solution](#)

2079.

1355D

[Game With Array](#) · [Tutorial](#)

Quality: 19,056 global accepts · Rating: 1400 · first AC: 2020-05-16 · last AC: 2020-05-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[jiangly's solution](#)

2080.

1354C1

[Simple Polygon Embedding](#) · [Tutorial](#)

Quality: 16,356 global accepts · Rating: 1400 · first AC: 2020-05-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, math, ternary search

[jiangly's solution](#)

2081.

1351C

[Skier](#) · [Tutorial](#)

Quality: 9,293 global accepts · Rating: 1400 · first AC: 2020-05-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation

[jiangly's solution](#)

2082.

1348B

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

Quality: 27,485 global accepts · Rating: 1400 · first AC: 2020-05-01 · last AC: 2020-05-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[jiangly's solution](#)

2083.

1332B

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

Quality: 18,953 global accepts · Rating: 1400 · first AC: 2020-03-31 · last AC: 2020-04-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[jiangly's solution](#)

2084.

1312C

[Adding Powers](#) · [Tutorial](#)

Quality: 18,346 global accepts · Rating: 1400 · first AC: 2020-03-09 · last AC: 2020-03-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, implementation, math, number theory, ternary search

[jiangly's solution](#)

2085.

1324D

[Pair of Topics](#) · [Tutorial](#)

Quality: 34,087 global accepts · Rating: 1400 · first AC: 2020-03-12 · last AC: 2020-03-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, sortings, two pointers

[jiangly's solution](#)

2086.

1316B

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

Quality: 11,723 global accepts · Rating: 1400 · first AC: 2020-03-04 · last AC: 2020-03-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, sortings, strings

[jiangly's solution](#)

2087.

1320A

[Journey Planning](#) · [Tutorial](#)

Quality: 21,656 global accepts · Rating: 1400 · first AC: 2020-03-01 · last AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math, sortings

[jiangly's solution](#)

2088.

1303B

[National Project](#) · [Tutorial](#)

Quality: 16,805 global accepts · Rating: 1400 · first AC: 2020-02-12 · last AC: 2020-02-16 · C++17 (GCC 7-32) (first AC) · Tags: math

[jiangly's solution](#)

2089.

1292A

[NEKO's Maze Game](#) · [Tutorial](#)

Quality: 13,871 global accepts · Rating: 1400 · first AC: 2020-01-19 · last AC: 2020-01-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, implementation

[jiangly's solution](#)

2090.

1285C

[Fadi and LCM](#) · [Tutorial](#)

Quality: 28,134 global accepts · Rating: 1400 · first AC: 2020-01-10 · last AC: 2020-01-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[jiangly's solution](#)

2091.

1284B

[New Year and Ascent Sequence](#) · [Tutorial](#)

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2020-01-04 · last AC: 2020-01-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, dp, implementation, sortings

[jiangly's solution](#)

2092.

1276A

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

Quality: 12,948 global accepts · Rating: 1400 · first AC: 2019-12-14 · last AC: 2019-12-31 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[jiangly's solution](#)

2093.

1270C

[Make Good](#) · [Tutorial](#)

Quality: 15,040 global accepts · Rating: 1400 · first AC: 2019-12-29 · last AC: 2019-12-31 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[jiangly's solution](#)

2094.

1282B1

[K for the Price of One \(Easy Version\)](#) · [Tutorial](#)

Quality: 12,150 global accepts · Rating: 1400 · first AC: 2019-12-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[jiangly's solution](#)

2095.

1279C

[Stack of Presents](#) · [Tutorial](#)

Quality: 12,435 global accepts · Rating: 1400 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[jiangly's solution](#)

2096.

1266C

[Diverse Matrix](#) · [Tutorial](#)

Quality: 10,068 global accepts · Rating: 1400 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[jiangly's solution](#)

2097.

1263C

[Everyone is a Winner!](#) · [Tutorial](#)

Quality: 14,663 global accepts · Rating: 1400 · first AC: 2019-11-29 · last AC: 2019-11-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, meet-in-the-middle, number theory

[jiangly's solution](#)

2098.

1263B

[PIN Codes](#) · [Tutorial](#)

Quality: 11,810 global accepts · Rating: 1400 · first AC: 2019-11-29 · last AC: 2019-11-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[jiangly's solution](#)

2099.

1253B

[Silly Mistake](#) · [Tutorial](#)

Quality: 11,705 global accepts · Rating: 1400 · first AC: 2019-11-18 · last AC: 2019-11-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[jiangly's solution](#)

2100.

1256B

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

Quality: 13,682 global accepts · Rating: 1400 · first AC: 2019-11-04 · last AC: 2019-11-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[jiangly's solution](#)

2101.

1245C

[Constanze's Machine](#) · [Tutorial](#)

Quality: 19,874 global accepts · Rating: 1400 · first AC: 2019-11-01 · last AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: dp

[jiangly's solution](#)

2102.

1251B

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

Quality: 11,619 global accepts · Rating: 1400 · first AC: 2019-10-24 · last AC: 2019-10-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[jiangly's solution](#)

2103.

1228B

[Filling the Grid](#) · [Tutorial](#)

Quality: 11,890 global accepts · Rating: 1400 · first AC: 2019-09-29 · last AC: 2019-09-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[jiangly's solution](#)

2104.

1215B

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

Quality: 18,346 global accepts · Rating: 1400 · first AC: 2019-09-15 · last AC: 2019-09-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation

[jiangly's solution](#)

2105.

1214A

[Optimal Currency Exchange](#) · [Tutorial](#)

Quality: 9,492 global accepts · Rating: 1400 · first AC: 2019-09-04 · last AC: 2019-09-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[jiangly's solution](#)

2106.

1190A

[Tokitsukaze and Discard Items](#) · [Tutorial](#)

Quality: 9,807 global accepts · Rating: 1400 · first AC: 2019-07-12 · last AC: 2019-08-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation, two pointers

[jiangly's solution](#)

2107.

1195C

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

Quality: 34,832 global accepts · Rating: 1400 · first AC: 2019-08-15 · last AC: 2019-08-26 · C++17 (GCC 7-32) (first AC) · Tags: dp

[jiangly's solution](#)

2108.

1184B1

[The Doctor Meets Vader \(Easy\)](#) · [Tutorial](#)

Quality: 6,222 global accepts · Rating: 1400 · first AC: 2019-07-08 · last AC: 2019-08-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings

[jiangly's solution](#)

2109.

1200C

[Round Corridor](#) · [Tutorial](#)

Quality: 10,636 global accepts · Rating: 1400 · first AC: 2019-08-11 · last AC: 2019-08-12 · C++17 (GCC 7-32) (first AC) · Tags: math, number

theory

[jiangly's solution](#)

2110.

1201C

[Maximum Median](#) · [Tutorial](#)

Quality: 33,228 global accepts · Rating: 1400 · first AC: 2019-08-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings

[jiangly's solution](#)

2111.

1197C

[Array Splitting](#) · [Tutorial](#)

Quality: 15,246 global accepts · Rating: 1400 · first AC: 2019-08-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[jiangly's solution](#)

2112.

1183C

[Computer Game](#) · [Tutorial](#)

Quality: 15,044 global accepts · Rating: 1400 · first AC: 2019-06-27 · last AC: 2019-07-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[jiangly's solution](#)

2113.

1183D

[Candy Box \(easy version\)](#) · [Tutorial](#)

Quality: 20,416 global accepts · Rating: 1400 · first AC: 2019-06-30 · last AC: 2019-07-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[jiangly's solution](#)

2114.

1189C

[Candies!](#) · [Tutorial](#)

Quality: 11,070 global accepts · Rating: 1400 · first AC: 2019-07-06 · last AC: 2019-07-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, math

[jiangly's solution](#)

2115.

1167C

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Quality: 25,996 global accepts · Rating: 1400 · first AC: 2019-05-15 · last AC: 2019-05-16 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs

[jiangly's solution](#)

2116.

1167B

[Lost Numbers](#) · [Tutorial](#)

Quality: 16,466 global accepts · Rating: 1400 · first AC: 2019-05-15 · last AC: 2019-05-16 · GNU C++11 (first AC) · Tags: brute force, divide and conquer, interactive, math

[jiangly's solution](#)

2117.

981C

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

Quality: 6,857 global accepts · Rating: 1400 · first AC: 2019-05-09 · GNU C++11 (first AC) · Tags: implementation, trees

[jiangly's solution](#)

2118.

1156A

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Quality: 8,709 global accepts · Rating: 1400 · first AC: 2019-05-01 · last AC: 2019-05-03 · GNU C++11 (first AC) · Tags: geometry

[jiangly's solution](#)

2119.

8B

[Obsession with Robots](#) · [Tutorial](#)

Quality: 4,965 global accepts · Rating: 1400 · first AC: 2019-04-16 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, implementation

[jiangly's solution](#)

2120.

2200E

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Quality: 8,061 global accepts · Rating: 1500 · first AC: 2026-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, math, number theory

[jiangly's solution](#)

2121.

2205C

[Simons and Posting Blogs](#) · [Tutorial](#)

Quality: 7,721 global accepts · Rating: 1500 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[jiangly's solution](#)

2122.

2203C

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Quality: 7,018 global accepts · Rating: 1500 · first AC: 2026-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, greedy, math

[jiangly's solution](#)

2123.

2195E

[Idiot First Search](#) · [Tutorial](#)

Quality: 8,544 global accepts · Rating: 1500 · first AC: 2026-02-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, trees

[jiangly's solution](#)

2124.

2185E

[The Robotic Rush](#) · [Tutorial](#)

Quality: 10,217 global accepts · Rating: 1500 · first AC: 2026-01-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, implementation, two pointers

[jiangly's solution](#)

2125.

2169D1

[Removal of a Sequence \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,539 global accepts · Rating: 1500 · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, implementation, math, number theory

[jiangly's solution](#)

2126.

2163C

[Monopati](#) · [Tutorial](#)

Quality: 9,022 global accepts · Rating: 1500 · first AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math, two pointers

[jiangly's solution](#)

2127.

2153C

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Quality: 11,771 global accepts · Rating: 1500 · first AC: 2025-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, greedy, implementation, sortings

[jiangly's solution](#)

2128.

2155C

[The Ancient Wizards' Capes](#) · [Tutorial](#)

Quality: 10,251 global accepts · Rating: 1500 · first AC: 2025-10-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation

[jiangly's solution](#)

2129.

2149E

[Hidden Knowledge of the Ancients](#) · [Tutorial](#)

Quality: 9,272 global accepts · Rating: 1500 · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, two pointers

[jiangly's solution](#)

2130.

2146D1

[Max Sum OR \(Easy Version\)](#) · [Tutorial](#)

Quality: 10,457 global accepts · Rating: 1500 · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, trees

[jiangly's solution](#)

2131.

2147C

[Rabbits](#) · [Tutorial](#)

Quality: 9,739 global accepts · Rating: 1500 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[jiangly's solution](#)

2132.

2121E

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Quality: 14,681 global accepts · Rating: 1500 · first AC: 2025-06-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation, strings

[jiangly's solution](#)

2133.

2115A

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

Quality: 14,952 global accepts · Rating: 1500 · first AC: 2025-05-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, math, number theory

[jiangly's solution](#)

2134.

2109C1

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

Quality: 11,418 global accepts · Rating: 1500 · first AC: 2025-05-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math, number theory

[jiangly's solution](#)

2135.

2107C

[Maximum Subarray Sum](#) · [Tutorial](#)

Quality: 12,094 global accepts · Rating: 1500 · first AC: 2025-05-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, dp, implementation, math

[jiangly's solution](#)

2136.

2108C

[Neo's Escape](#) · [Tutorial](#)

Quality: 14,684 global accepts · Rating: 1500 · first AC: 2025-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, graphs, greedy, implementation

[jiangly's solution](#)

2137.

2106D

[Flower Boy](#) · [Tutorial](#)

Quality: 12,269 global accepts · Rating: 1500 · first AC: 2025-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, greedy, two pointers

[jiangly's solution](#)

2138.

2093E

[Min Max MEX](#) · [Tutorial](#)

Quality: 13,438 global accepts · Rating: 1500 · first AC: 2025-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy

[jiangly's solution](#)

2139.

2075C

[Two Colors](#) · [Tutorial](#)

Quality: 14,367 global accepts · Rating: 1500 · first AC: 2025-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, math

[jiangly's solution](#)

2140.

2077A

[Breach of Faith](#) · [Tutorial](#)

Quality: 14,581 global accepts · Rating: 1500 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[jiangly's solution](#)

2141.

2070C

[Limited Repainting](#) · [Tutorial](#)

Quality: 13,824 global accepts · Rating: 1500 · first AC: 2025-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy

[jiangly's solution](#)

2142.

2072E

[Do You Love Your Hero and His Two-Hit Multi-Target Attacks?](#) · [Tutorial](#)

Quality: 12,270 global accepts · Rating: 1500 · first AC: 2025-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, dp, geometry, greedy, math

[jiangly's solution](#)

2143.

2069C

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

Quality: 14,817 global accepts · Rating: 1500 · first AC: 2025-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, two pointers

[jiangly's solution](#)

2144.

2067C

[Devyatkino](#) · [Tutorial](#)

Quality: 12,731 global accepts · Rating: 1500 · first AC: 2025-02-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, greedy, math

[jiangly's solution](#)

2145.

2060E

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

Quality: 12,248 global accepts · Rating: 1500 · first AC: 2025-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dsu, graphs, greedy

[jiangly's solution](#)

2146.

2057C

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

Quality: 13,799 global accepts · Rating: 1500 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[jiangly's solution](#)

2147.

2053C

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

Quality: 12,331 global accepts · Rating: 1500 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[jiangly's solution](#)

2148.

2049C

[MEX Cycle](#) · [Tutorial](#)

Quality: 13,639 global accepts · Rating: 1500 · first AC: 2024-12-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive

algorithms, greedy, implementation

[jiangly's solution](#)

2149.

2050E

[Three Strings](#) · [Tutorial](#)

Quality: 14,499 global accepts · Rating: 1500 · first AC: 2024-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation, strings

[jiangly's solution](#)

2150.

2026C

[Action Figures](#) · [Tutorial](#)

Quality: 12,627 global accepts · Rating: 1500 · first AC: 2024-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, implementation

[jiangly's solution](#)

2151.

2027C

[Add Zeros](#) · [Tutorial](#)

Quality: 13,676 global accepts · Rating: 1500 · first AC: 2024-10-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy

[jiangly's solution](#)

2152.

2008E

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

Quality: 13,218 global accepts · Rating: 1500 · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, strings

[jiangly's solution](#)

2153.

2007C

[Dora and C++](#) · [Tutorial](#)

Quality: 15,894 global accepts · Rating: 1500 · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[jiangly's solution](#)

2154.

2003D1

[Turtle and a MEX Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,445 global accepts · Rating: 1500 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[jiangly's solution](#)

2155.

2001C

[Guess The Tree](#) · [Tutorial](#)

Quality: 12,796 global accepts · Rating: 1500 · first AC: 2024-08-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, divide and conquer, dsu, greedy, interactive, trees

[jiangly's solution](#)

2156.

1999G1

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

Quality: 14,522 global accepts · Rating: 1500 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive

[jiangly's solution](#)

2157.

1999F

[Expected Median](#) · [Tutorial](#)

Quality: 13,958 global accepts · Rating: 1500 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[jiangly's solution](#)

2158.

1997D

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

Quality: 15,909 global accepts · Rating: 1500 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[jiangly's solution](#)

2159.

1996D

[Fun](#) · [Tutorial](#)

Quality: 19,601 global accepts · Rating: 1500 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory

[jiangly's solution](#)

2160.

1990C

[Mad MAD Sum](#) · [Tutorial](#)

Quality: 14,568 global accepts · Rating: 1500 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math

[jiangly's solution](#)

2161.

1985F

[Final Boss](#) · [Tutorial](#)

Quality: 20,013 global accepts · Rating: 1500 · first AC: 2024-06-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[jiangly's solution](#)

2162.

1971E

[Find the Car](#) · [Tutorial](#)

Quality: 18,332 global accepts · Rating: 1500 · first AC: 2024-05-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, sortings

[jiangly's solution](#)

2163.

1950E

[Nearly Shortest Repeating Substring](#) · [Tutorial](#)

Quality: 17,426 global accepts · Rating: 1500 · first AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, number theory, strings

[jiangly's solution](#)

2164.

1949B

[Charming Meals](#) · [Tutorial](#)

Quality: 4,897 global accepts · Rating: 1500 · first AC: 2024-03-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, sortings

[jiangly's solution](#)

2165.

1933E

[Turtle vs. Rabbit Race: Optimal Trainings](#) · [Tutorial](#)

Quality: 13,624 global accepts · Rating: 1500 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, math, ternary search

[jiangly's solution](#)

2166.

1883D

[In Love](#) · [Tutorial](#)

Quality: 14,529 global accepts · Rating: 1500 · first AC: 2024-02-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[jiangly's solution](#)

2167.

1926E

[Vlad and an Odd Ordering](#) · [Tutorial](#)

Quality: 14,845 global accepts · Rating: 1500 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, dp, implementation, math, number theory

[jiangly's solution](#)

2168.

1924A

[Did We Get Everything Covered?](#) · [Tutorial](#)

Quality: 16,751 global accepts · Rating: 1500 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, shortest paths, strings

[jiangly's solution](#)

2169.

1915F

[Greetings](#) · [Tutorial](#)

Quality: 22,194 global accepts · Rating: 1500 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, sortings

[jiangly's solution](#)

2170.

1898B

[Milena and Admirer](#) · [Tutorial](#)

Quality: 14,611 global accepts · Rating: 1500 · first AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[jiangly's solution](#)

2171.

1891C

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

Quality: 20,351 global accepts · Rating: 1500 · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings, two pointers

[jiangly's solution](#)

2172.

1881E

[Block Sequence](#) · [Tutorial](#)

Quality: 23,684 global accepts · Rating: 1500 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: dp

[jiangly's solution](#)

2173.

1876B

[Effects of Anti Pimples](#) · [Tutorial](#)

Quality: 10,028 global accepts · Rating: 1500 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, number theory, sortings

[jiangly's solution](#)

2174.

1882C

[Card Game](#) · [Tutorial](#)

Quality: 14,462 global accepts · Rating: 1500 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[jiangly's solution](#)

2175.

1873G

[ABBC or BACB](#) · [Tutorial](#)

Quality: 16,841 global accepts · Rating: 1500 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[jiangly's solution](#)

2176.

1872E

[Data Structures Fan](#) · [Tutorial](#)

Quality: 21,370 global accepts · Rating: 1500 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, dp

[jiangly's solution](#)

2177.

891A

[Pride](#) · [Tutorial](#)

Quality: 14,275 global accepts · Rating: 1500 · first AC: 2023-08-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math, number theory

[jiangly's solution](#)

2178.

1858B

[The Walkway](#) · [Tutorial](#)

Quality: 13,027 global accepts · Rating: 1500 · first AC: 2023-08-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math, number theory

[jiangly's solution](#)

2179.

1857E

[Power of Points](#) · [Tutorial](#)

Quality: 14,840 global accepts · Rating: 1500 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings

[jiangly's solution](#)

2180.

1851E

[Nastya and Potions](#) · [Tutorial](#)

Quality: 13,283 global accepts · Rating: 1500 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, sortings

[jiangly's solution](#)

2181.

1850G

[The Morning Star](#) · [Tutorial](#)

Quality: 15,473 global accepts · Rating: 1500 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, geometry, implementation, math, sortings

[jiangly's solution](#)

2182.

1842C

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

Quality: 16,492 global accepts · Rating: 1500 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: dp

[jiangly's solution](#)

2183.

1817A

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

Quality: 12,755 global accepts · Rating: 1500 · first AC: 2023-04-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy

[jiangly's solution](#)

2184.

282C

[XOR and OR](#) · [Tutorial](#)

Quality: 10,181 global accepts · Rating: 1500 · first AC: 2023-04-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math

[jiangly's solution](#)

2185.

282B

[Painting Eggs](#) · [Tutorial](#)

Quality: 13,971 global accepts · Rating: 1500 · first AC: 2023-04-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[jiangly's solution](#)

2186.

609C

[Load Balancing](#) · [Tutorial](#)

Quality: 7,397 global accepts · Rating: 1500 · first AC: 2023-04-24 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[jiangly's solution](#)

2187.

44B

[Cola](#) · [Tutorial](#)

Quality: 2,302 global accepts · Rating: 1500 · first AC: 2023-04-23 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[jiangly's solution](#)

2188.

39J

[Spelling Check](#) · [Tutorial](#)

Quality: 3,571 global accepts · Rating: 1500 · first AC: 2023-04-20 · PyPy 3-64 (first AC) · Tags: hashing, implementation, strings

[jiangly's solution](#)

2189.

35C

[Fire Again](#) · [Tutorial](#)

Quality: 8,616 global accepts · Rating: 1500 · first AC: 2023-04-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, shortest paths

[jiangly's solution](#)

2190.

31B

[Sysadmin Bob](#) · [Tutorial](#)

Quality: 4,743 global accepts · Rating: 1500 · first AC: 2023-04-17 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, strings

[jiangly's solution](#)

2191.

29B

[Traffic Lights](#) · [Tutorial](#)

Quality: 3,349 global accepts · Rating: 1500 · first AC: 2023-04-13 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[jiangly's solution](#)

2192.

24B

[F1 Champions](#) · [Tutorial](#)

Quality: 2,035 global accepts · Rating: 1500 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[jiangly's solution](#)

2193.

22B

[Bargaining Table](#) · [Tutorial](#)

Quality: 4,784 global accepts · Rating: 1500 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp

[jiangly's solution](#)

2194.

18A

[Triangle](#) · [Tutorial](#)

Quality: 6,952 global accepts · Rating: 1500 · first AC: 2023-04-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, geometry

[jiangly's solution](#)

2195.

17B

[Hierarchy](#) · [Tutorial](#)

Quality: 6,116 global accepts · Rating: 1500 · first AC: 2023-04-07 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, greedy, shortest paths

[jiangly's solution](#)

2196.

1814C

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

Quality: 12,469 global accepts · Rating: 1500 · first AC: 2023-04-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[jiangly's solution](#)

2197.

1811E

[Living Sequence](#) · [Tutorial](#)

Quality: 14,408 global accepts · Rating: 1500 · first AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, math, number theory

[jiangly's solution](#)

2198.

1809C

[Sum on Subarrays](#) · [Tutorial](#)

Quality: 15,174 global accepts · Rating: 1500 · first AC: 2023-03-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[jiangly's solution](#)

2199.

707C

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

Quality: 13,480 global accepts · Rating: 1500 · first AC: 2023-03-15 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[jiangly's solution](#)

2200.

1804C

[Pull Your Luck](#) · [Tutorial](#)

Quality: 13,833 global accepts · Rating: 1500 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory

[jiangly's solution](#)

2201.

1800E2

[Unforgivable Curse \(hard version\)](#) · [Tutorial](#)

Quality: 15,270 global accepts · Rating: 1500 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, greedy, strings

[jiangly's solution](#)

2202.

1789C

[Serval and Toxel's Arrays](#) · [Tutorial](#)

Quality: 9,936 global accepts · Rating: 1500 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math

[jiangly's solution](#)

2203.

1776L

[Controllers](#) · [Tutorial](#)

Quality: 11,551 global accepts · Rating: 1500 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[jiangly's solution](#)

2204.

1795C

[Tea Tasting](#) · [Tutorial](#)

Quality: 18,009 global accepts · Rating: 1500 · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation

[jiangly's solution](#)

2205.

1774B

[Coloring](#) · [Tutorial](#)

Quality: 13,991 global accepts · Rating: 1500 · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[jiangly's solution](#)

2206.

1765N

[Number Reduction](#) · [Tutorial](#)

Quality: 5,980 global accepts · Rating: 1500 · first AC: 2023-02-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[jiangly's solution](#)

2207.

1765K

[Torus Path](#) · [Tutorial](#)

Quality: 6,760 global accepts · Rating: 1500 · first AC: 2023-02-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[jiangly's solution](#)

2208.

1791F

[Range Update Point Query](#) · [Tutorial](#)

Quality: 15,526 global accepts · Rating: 1500 · first AC: 2023-02-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures

[jiangly's solution](#)

2209.

1792C

[Min Max Sort](#) · [Tutorial](#)

Quality: 16,755 global accepts · Rating: 1500 · first AC: 2023-01-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math, two pointers

[jiangly's solution](#)

2210.

1767D

[Playoff](#) · [Tutorial](#)

Quality: 11,204 global accepts · Rating: 1500 · first AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, math

[jiangly's solution](#)

2211.

1760F

[Quests](#) · [Tutorial](#)

Quality: 14,783 global accepts · Rating: 1500 · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[jiangly's solution](#)

2212.

1759E

[The Humanoid](#) · [Tutorial](#)

Quality: 12,518 global accepts · Rating: 1500 · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, sortings

[jiangly's solution](#)

2213.

1740D

[Knowledge Cards](#) · [Tutorial](#)

Quality: 9,057 global accepts · Rating: 1500 · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures

[jiangly's solution](#)

2214.

1732D1

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

Quality: 9,901 global accepts · Rating: 1500 · first AC: 2022-10-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation, number theory

[jiangly's solution](#)

2215.

1753A2

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

Quality: 11,606 global accepts · Rating: 1500 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[jiangly's solution](#)

2216.

1744E1

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

Quality: 12,649 global accepts · Rating: 1500 · first AC: 2022-10-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[jiangly's solution](#)

2217.

1742G

[Orray](#) · [Tutorial](#)

Quality: 13,263 global accepts · Rating: 1500 · first AC: 2022-10-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, greedy, math, sortings

[jiangly's solution](#)

2218.

1742F

[Smaller](#) · [Tutorial](#)

Quality: 14,014 global accepts · Rating: 1500 · first AC: 2022-10-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, strings

[jiangly's solution](#)

2219.

1738C

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

Quality: 12,772 global accepts · Rating: 1500 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, games, greedy, math
[jiangly's solution](#)

2220.

1739C

[Card Game](#) · [Tutorial](#)

Quality: 10,083 global accepts · Rating: 1500 · first AC: 2022-09-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, games
[jiangly's solution](#)

2221.

1725G

[Garage](#) · [Tutorial](#)

Quality: 6,697 global accepts · Rating: 1500 · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, math
[jiangly's solution](#)

2222.

1722G

[Even-Odd XOR](#) · [Tutorial](#)

Quality: 14,176 global accepts · Rating: 1500 · first AC: 2022-08-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy
[jiangly's solution](#)

2223.

1710A

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

Quality: 11,910 global accepts · Rating: 1500 · first AC: 2022-07-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math
[jiangly's solution](#)

2224.

1690E

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

Quality: 16,986 global accepts · Rating: 1500 · first AC: 2022-06-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, two pointers
[jiangly's solution](#)

2225.

1673C

[Palindrome Basis](#) · [Tutorial](#)

Quality: 18,007 global accepts · Rating: 1500 · first AC: 2022-05-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math, number theory
[jiangly's solution](#)

2226.

1676H2

[Maximum Crossings \(Hard Version\)](#) · [Tutorial](#)

Quality: 13,263 global accepts · Rating: 1500 · first AC: 2022-05-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, sortings
[jiangly's solution](#)

2227.

1675E

[Replace With the Previous, Minimize](#) · [Tutorial](#)

Quality: 12,086 global accepts · Rating: 1500 · first AC: 2022-05-05 · C++20 (GCC 11-64) (first AC) · Tags: dsu, greedy, strings
[jiangly's solution](#)

2228.

1659C

[Line Empire](#) · [Tutorial](#)

Quality: 15,052 global accepts · Rating: 1500 · first AC: 2022-04-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dp, greedy, implementation, math
[jiangly's solution](#)

2229.

1651C

[Fault-tolerant Network](#) · [Tutorial](#)

Quality: 11,582 global accepts · Rating: 1500 · first AC: 2022-03-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation

[jiangly's solution](#)

2230.

1646C

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

Quality: 19,511 global accepts · Rating: 1500 · first AC: 2022-03-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, math

[jiangly's solution](#)

2231.

1630A

[And Matching](#) · [Tutorial](#)

Quality: 16,150 global accepts · Rating: 1500 · first AC: 2022-01-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[jiangly's solution](#)

2232.

1621B

[Integers Shop](#) · [Tutorial](#)

Quality: 14,552 global accepts · Rating: 1500 · first AC: 2022-01-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation

[jiangly's solution](#)

2233.

1616C

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

Quality: 13,202 global accepts · Rating: 1500 · first AC: 2021-12-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, geometry, implementation, math

[jiangly's solution](#)

2234.

709B

[Checkpoints](#) · [Tutorial](#)

Quality: 5,027 global accepts · Rating: 1500 · first AC: 2021-12-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[jiangly's solution](#)

2235.

724B

[Batch Sort](#) · [Tutorial](#)

Quality: 4,243 global accepts · Rating: 1500 · first AC: 2021-12-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, math

[jiangly's solution](#)

2236.

1614C

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

Quality: 11,313 global accepts · Rating: 1500 · first AC: 2021-11-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, math

[jiangly's solution](#)

2237.

1579C

[Ticks](#) · [Tutorial](#)

Quality: 11,655 global accepts · Rating: 1500 · first AC: 2021-09-28 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[jiangly's solution](#)

2238.

1569C

[Jury Meeting](#) · [Tutorial](#)

Quality: 13,351 global accepts · Rating: 1500 · first AC: 2021-09-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[jiangly's solution](#)

2239.

1562C

[Rings](#) · [Tutorial](#)

Quality: 14,309 global accepts · Rating: 1500 · first AC: 2021-08-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[jiangly's solution](#)

2240.

1552B

[Running for Gold](#) · [Tutorial](#)

Quality: 16,931 global accepts · Rating: 1500 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, graphs, greedy, sortings
[jiangly's solution](#)

2241.

1551C

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

Quality: 14,541 global accepts · Rating: 1500 · first AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings, strings
[jiangly's solution](#)

2242.

1553D

[Backspace](#) · [Tutorial](#)

Quality: 15,086 global accepts · Rating: 1500 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, strings, two pointers
[jiangly's solution](#)

2243.

702C

[Cellular Network](#) · [Tutorial](#)

Quality: 22,883 global accepts · Rating: 1500 · first AC: 2021-07-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, two pointers
[jiangly's solution](#)

2244.

702B

[Powers of Two](#) · [Tutorial](#)

Quality: 13,628 global accepts · Rating: 1500 · first AC: 2021-07-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation, math
[jiangly's solution](#)

2245.

1545A

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

Quality: 14,881 global accepts · Rating: 1500 · first AC: 2021-07-11 · C++17 (GCC 9-64) (first AC) · Tags: sortings
[jiangly's solution](#)

2246.

710C

[Magic Odd Square](#) · [Tutorial](#)

Quality: 5,552 global accepts · Rating: 1500 · first AC: 2021-07-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[jiangly's solution](#)

2247.

1542B

[Plus and Multiply](#) · [Tutorial](#)

Quality: 26,536 global accepts · Rating: 1500 · first AC: 2021-07-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory
[jiangly's solution](#)

2248.

504A

[Misha and Forest](#) · [Tutorial](#)

Rating: 1500 · first AC: 2021-06-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy
[jiangly's solution](#)

2249.

494A

[Treasure](#) · [Tutorial](#)

Quality: 6,548 global accepts · Rating: 1500 · first AC: 2021-06-21 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[jiangly's solution](#)

2250.

496B

[Secret Combination](#) · [Tutorial](#)

Quality: 6,207 global accepts · Rating: 1500 · first AC: 2021-06-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, implementation

[jiangly's solution](#)

2251.

497A

[Removing Columns](#) · [Tutorial](#)

Rating: 1500 · first AC: 2021-06-20 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[jiangly's solution](#)

2252.

1538F

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

Quality: 22,215 global accepts · Rating: 1500 · first AC: 2021-06-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, math, number theory

[jiangly's solution](#)

2253.

1536C

[Diluc and Kaeya](#) · [Tutorial](#)

Quality: 16,119 global accepts · Rating: 1500 · first AC: 2021-06-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, hashing, number theory

[jiangly's solution](#)

2254.

1526C1

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

Quality: 27,187 global accepts · Rating: 1500 · first AC: 2021-05-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy

[jiangly's solution](#)

2255.

1515D

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

Quality: 12,820 global accepts · Rating: 1500 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings, two pointers

[jiangly's solution](#)

2256.

1473C

[No More Inversions](#) · [Tutorial](#)

Quality: 13,414 global accepts · Rating: 1500 · first AC: 2021-01-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[jiangly's solution](#)

2257.

1466D

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

Quality: 14,630 global accepts · Rating: 1500 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings, trees

[jiangly's solution](#)

2258.

1439A1

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

Quality: 9,808 global accepts · Rating: 1500 · first AC: 2020-11-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[jiangly's solution](#)

2259.

1444A

[Division](#) · [Tutorial](#)

Quality: 14,408 global accepts · Rating: 1500 · first AC: 2020-11-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory
[jiangly's solution](#)

2260.

1436C

[Binary Search](#) · [Tutorial](#)

Quality: 11,668 global accepts · Rating: 1500 · first AC: 2020-10-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics
[jiangly's solution](#)

2261.

1408C

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

Quality: 9,274 global accepts · Rating: 1500 · first AC: 2020-09-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, implementation, math, two pointers
[jiangly's solution](#)

2262.

1426D

[Non-zero Segments](#) · [Tutorial](#)

Quality: 17,599 global accepts · Rating: 1500 · first AC: 2020-09-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings
[jiangly's solution](#)

2263.

1416A

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

Quality: 16,719 global accepts · Rating: 1500 · first AC: 2020-09-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation, two pointers
[jiangly's solution](#)

2264.

1419D2

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

Quality: 17,417 global accepts · Rating: 1500 · first AC: 2020-09-19 · last AC: 2020-09-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, sortings, two pointers
[jiangly's solution](#)

2265.

1419C

[Killjoy](#) · [Tutorial](#)

Quality: 16,301 global accepts · Rating: 1500 · first AC: 2020-09-19 · last AC: 2020-09-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math
[jiangly's solution](#)

2266.

1418C

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

Quality: 28,125 global accepts · Rating: 1500 · first AC: 2020-09-14 · last AC: 2020-09-15 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, greedy, shortest paths
[jiangly's solution](#)

2267.

1404A

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

Quality: 19,390 global accepts · Rating: 1500 · first AC: 2020-09-06 · last AC: 2020-09-13 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings
[jiangly's solution](#)

2268.

1409D

[Decrease the Sum of Digits](#) · [Tutorial](#)

Quality: 21,390 global accepts · Rating: 1500 · first AC: 2020-09-04 · last AC: 2020-09-05 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
[jiangly's solution](#)

2269.

1397B

[Power Sequence](#) · [Tutorial](#)

Quality: 15,465 global accepts · Rating: 1500 · first AC: 2020-08-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory, sortings

[jiangly's solution](#)

2270.

1400C

[Binary String Reconstruction](#) · [Tutorial](#)

Quality: 18,503 global accepts · Rating: 1500 · first AC: 2020-08-25 · last AC: 2020-08-27 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, brute force, constructive algorithms, greedy

[jiangly's solution](#)

2271.

1391C

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

Quality: 16,026 global accepts · Rating: 1500 · first AC: 2020-08-09 · last AC: 2020-08-10 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, graphs, math

[jiangly's solution](#)

2272.

1399D

[Binary String To Subsequences](#) · [Tutorial](#)

Quality: 19,900 global accepts · Rating: 1500 · first AC: 2020-08-05 · last AC: 2020-08-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[jiangly's solution](#)

2273.

1372C

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

Quality: 19,091 global accepts · Rating: 1500 · first AC: 2020-07-16 · last AC: 2020-07-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[jiangly's solution](#)

2274.

1379B

[Dubious Cyrypto](#) · [Tutorial](#)

Quality: 13,180 global accepts · Rating: 1500 · first AC: 2020-07-19 · last AC: 2020-07-31 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, math, number theory

[jiangly's solution](#)

2275.

1379A

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

Quality: 12,328 global accepts · Rating: 1500 · first AC: 2020-07-19 · last AC: 2020-07-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, strings

[jiangly's solution](#)

2276.

1385D

[a-Good String](#) · [Tutorial](#)

Quality: 21,958 global accepts · Rating: 1500 · first AC: 2020-07-17 · last AC: 2020-07-31 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, implementation

[jiangly's solution](#)

2277.

1389C

[Good String](#) · [Tutorial](#)

Quality: 20,562 global accepts · Rating: 1500 · first AC: 2020-07-29 · last AC: 2020-07-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, two pointers

[jiangly's solution](#)

2278.

1368C

[Even Picture](#) · [Tutorial](#)

Quality: 14,031 global accepts · Rating: 1500 · first AC: 2020-06-18 · last AC: 2020-06-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[jiangly's solution](#)

2279.

1368B

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

Quality: 21,419 global accepts · Rating: 1500 · first AC: 2020-06-18 · last AC: 2020-06-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[jiangly's solution](#)

2280.

1366C

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

Quality: 14,260 global accepts · Rating: 1500 · first AC: 2020-06-11 · last AC: 2020-06-14 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[jiangly's solution](#)

2281.

1352F

[Binary String Reconstruction](#) · [Tutorial](#)

Quality: 19,401 global accepts · Rating: 1500 · first AC: 2020-05-09 · last AC: 2020-05-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, math

[jiangly's solution](#)

2282.

1352E

[Special Elements](#) · [Tutorial](#)

Quality: 24,013 global accepts · Rating: 1500 · first AC: 2020-05-09 · last AC: 2020-05-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, two pointers

[jiangly's solution](#)

2283.

1340A

[Nastya and Strange Generator](#) · [Tutorial](#)

Quality: 13,691 global accepts · Rating: 1500 · first AC: 2020-04-23 · last AC: 2020-04-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, implementation

[jiangly's solution](#)

2284.

1338A

[Powered Addition](#) · [Tutorial](#)

Quality: 30,344 global accepts · Rating: 1500 · first AC: 2020-04-12 · last AC: 2020-04-13 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[jiangly's solution](#)

2285.

1332C

[K-Complete Word](#) · [Tutorial](#)

Quality: 20,856 global accepts · Rating: 1500 · first AC: 2020-03-31 · last AC: 2020-04-04 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, greedy, implementation, strings

[jiangly's solution](#)

2286.

1326D1

[Prefix-Suffix Palindrome \(Easy version\)](#) · [Tutorial](#)

Quality: 13,294 global accepts · Rating: 1500 · first AC: 2020-03-19 · last AC: 2020-03-22 · C++17 (GCC 7-32) (first AC) · Tags: hashing, string suffix structures, strings

[jiangly's solution](#)

2287.

1325C

[Ehab and Path-etic MEXs](#) · [Tutorial](#)

Quality: 17,154 global accepts · Rating: 1500 · first AC: 2020-03-14 · last AC: 2020-03-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[jiangly's solution](#)

2288.

1313C1

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

Quality: 11,058 global accepts · Rating: 1500 · first AC: 2020-02-23 · last AC: 2020-02-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy

[jiangly's solution](#)

2289.

1307C

[Cow and Message](#) · [Tutorial](#)

Quality: 12,592 global accepts · Rating: 1500 · first AC: 2020-02-17 · last AC: 2020-02-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, strings

[jiangly's solution](#)

2290.

1304C

[Air Conditioner](#) · [Tutorial](#)

Quality: 17,747 global accepts · Rating: 1500 · first AC: 2020-02-15 · last AC: 2020-02-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, sortings, two pointers

[jiangly's solution](#)

2291.

1301B

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

Quality: 14,969 global accepts · Rating: 1500 · first AC: 2020-02-13 · last AC: 2020-02-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, ternary search

[jiangly's solution](#)

2292.

1299A

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

Quality: 12,550 global accepts · Rating: 1500 · first AC: 2020-02-09 · last AC: 2020-02-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[jiangly's solution](#)

2293.

1296D

[Fight with Monsters](#) · [Tutorial](#)

Quality: 15,096 global accepts · Rating: 1500 · first AC: 2020-02-04 · last AC: 2020-02-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[jiangly's solution](#)

2294.

1296C

[Yet Another Walking Robot](#) · [Tutorial](#)

Quality: 15,724 global accepts · Rating: 1500 · first AC: 2020-02-04 · last AC: 2020-02-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[jiangly's solution](#)

2295.

1287B

[Hyperset](#) · [Tutorial](#)

Quality: 9,787 global accepts · Rating: 1500 · first AC: 2020-01-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[jiangly's solution](#)

2296.

1269B

[Modulo Equality](#) · [Tutorial](#)

Quality: 9,616 global accepts · Rating: 1500 · first AC: 2020-01-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, sortings

[jiangly's solution](#)

2297.

1278B

[A and B](#) · [Tutorial](#)

Quality: 14,177 global accepts · Rating: 1500 · first AC: 2020-01-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[jiangly's solution](#)

2298.

1283C

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

Quality: 14,154 global accepts · Rating: 1500 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, math

[jiangly's solution](#)

2299.

1272D

[Remove One Element](#) · [Tutorial](#)

Quality: 19,285 global accepts · Rating: 1500 · first AC: 2019-12-12 · last AC: 2019-12-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

[jiangly's solution](#)

2300.

1264A

[Beautiful Regional Contest](#) · [Tutorial](#)

Quality: 10,440 global accepts · Rating: 1500 · first AC: 2019-12-05 · last AC: 2019-12-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[jiangly's solution](#)

2301.

1263D

[Secret Passwords](#) · [Tutorial](#)

Quality: 16,004 global accepts · Rating: 1500 · first AC: 2019-11-29 · last AC: 2019-11-30 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[jiangly's solution](#)

2302.

1253C

[Sweets Eating](#) · [Tutorial](#)

Quality: 15,301 global accepts · Rating: 1500 · first AC: 2019-11-18 · last AC: 2019-11-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, sortings

[jiangly's solution](#)

2303.

1242A

[Tile Painting](#) · [Tutorial](#)

Quality: 13,266 global accepts · Rating: 1500 · first AC: 2019-11-06 · last AC: 2019-11-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[jiangly's solution](#)

2304.

1256D

[Binary String Minimizing](#) · [Tutorial](#)

Quality: 12,748 global accepts · Rating: 1500 · first AC: 2019-11-04 · last AC: 2019-11-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[jiangly's solution](#)

2305.

1249C2

[Good Numbers \(hard version\)](#) · [Tutorial](#)

Quality: 13,535 global accepts · Rating: 1500 · first AC: 2019-10-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, meet-in-the-middle

[jiangly's solution](#)

2306.

1236B

[Alice and the List of Presents](#) · [Tutorial](#)

Quality: 12,054 global accepts · Rating: 1500 · first AC: 2019-10-17 · last AC: 2019-10-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[jiangly's solution](#)

2307.

1234C

[Pipes](#) · [Tutorial](#)

Quality: 13,485 global accepts · Rating: 1500 · first AC: 2019-10-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[jiangly's solution](#)

2308.

1218F

[Workout plan](#) · [Tutorial](#)

Quality: 3,191 global accepts · Rating: 1500 · first AC: 2019-09-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy
[jiangly's solution](#)

2309.

1219D

[Workout plan](#) · [Tutorial](#)

Rating: 1500 · first AC: 2019-09-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy
[jiangly's solution](#)

2310.

1215C

[Swap Letters](#) · [Tutorial](#)

Quality: 11,936 global accepts · Rating: 1500 · first AC: 2019-09-15 · last AC: 2019-09-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[jiangly's solution](#)

2311.

1209C

[Paint the Digits](#) · [Tutorial](#)

Quality: 7,859 global accepts · Rating: 1500 · first AC: 2019-09-14 · last AC: 2019-09-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation
[jiangly's solution](#)

2312.

1105C

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

Quality: 11,365 global accepts · Rating: 1500 · first AC: 2019-01-20 · last AC: 2019-09-06 · GNU C++11 (first AC) · Tags: combinatorics, dp, math
[jiangly's solution](#)

2313.

1208B

[Uniqueness](#) · [Tutorial](#)

Quality: 11,663 global accepts · Rating: 1500 · first AC: 2019-08-25 · last AC: 2019-09-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation, two pointers
[jiangly's solution](#)

2314.

1213D1

[Equalizing by Division \(easy version\)](#) · [Tutorial](#)

Quality: 12,079 global accepts · Rating: 1500 · first AC: 2019-08-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[jiangly's solution](#)

2315.

1195D1

[Submarine in the Rybinsk Sea \(easy edition\)](#) · [Tutorial](#)

Quality: 8,199 global accepts · Rating: 1500 · first AC: 2019-08-17 · last AC: 2019-08-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory
[jiangly's solution](#)

2316.

1207C

[Gas Pipeline](#) · [Tutorial](#)

Quality: 10,444 global accepts · Rating: 1500 · first AC: 2019-08-22 · last AC: 2019-08-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
[jiangly's solution](#)

2317.

1203E

[Boxers](#) · [Tutorial](#)

Quality: 14,957 global accepts · Rating: 1500 · first AC: 2019-08-13 · last AC: 2019-08-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[jiangly's solution](#)

2318.

1178D

[Prime Graph](#) · [Tutorial](#)

Quality: 7,925 global accepts · Rating: 1500 · first AC: 2019-08-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[jiangly's solution](#)**2319.**

1196D1

[RGB Substring \(easy version\)](#) · [Tutorial](#)

Quality: 11,131 global accepts · Rating: 1500 · first AC: 2019-08-01 · last AC: 2019-08-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[jiangly's solution](#)**2320.**

1201B

[Zero Array](#) · [Tutorial](#)

Quality: 25,463 global accepts · Rating: 1500 · first AC: 2019-08-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[jiangly's solution](#)**2321.**

1196C

[Robot Breakout](#) · [Tutorial](#)

Quality: 9,772 global accepts · Rating: 1500 · first AC: 2019-08-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[jiangly's solution](#)**2322.**

1180B

[Nick and Array](#) · [Tutorial](#)

Quality: 10,106 global accepts · Rating: 1500 · first AC: 2019-07-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[jiangly's solution](#)**2323.**

1181B

[Split a Number](#) · [Tutorial](#)

Quality: 6,609 global accepts · Rating: 1500 · first AC: 2019-06-16 · last AC: 2019-07-13 · Clang++17 Diagnostics (first AC) · Tags: greedy, implementation, strings

[jiangly's solution](#)**2324.**

1179A

[Valeriy and Deque](#) · [Tutorial](#)

Quality: 11,796 global accepts · Rating: 1500 · first AC: 2019-06-21 · last AC: 2019-07-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[jiangly's solution](#)**2325.**

1186D

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

Quality: 9,323 global accepts · Rating: 1500 · first AC: 2019-06-28 · last AC: 2019-07-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[jiangly's solution](#)**2326.**

1167D

[Bicolored RBS](#) · [Tutorial](#)

Quality: 7,370 global accepts · Rating: 1500 · first AC: 2019-05-15 · last AC: 2019-05-16 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[jiangly's solution](#)**2327.**

1158A

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

Quality: 8,337 global accepts · Rating: 1500 · first AC: 2019-05-12 · last AC: 2019-05-13 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, sortings, two pointers

[jiangly's solution](#)

2328.

10B

[Cinema Cashier](#) · [Tutorial](#)

Quality: 2,054 global accepts · Rating: 1500 · first AC: 2019-05-13 · GNU C++11 (first AC) · Tags: dp, implementation

[jiangly's solution](#)

2329.

982C

[Cut 'em all!](#) · [Tutorial](#)

Quality: 15,852 global accepts · Rating: 1500 · first AC: 2019-05-09 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[jiangly's solution](#)

2330.

696A

[Lorenzo Von Matterhorn](#) · [Tutorial](#)

Quality: 6,458 global accepts · Rating: 1500 · first AC: 2019-05-09 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation, trees

[jiangly's solution](#)

2331.

1139C

[Edgy Trees](#) · [Tutorial](#)

Quality: 16,656 global accepts · Rating: 1500 · first AC: 2019-05-09 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, math, trees

[jiangly's solution](#)

2332.

839C

[Journey](#) · [Tutorial](#)

Quality: 20,091 global accepts · Rating: 1500 · first AC: 2019-05-09 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, probabilities, trees

[jiangly's solution](#)

2333.

580C

[Kefa and Park](#) · [Tutorial](#)

Quality: 55,452 global accepts · Rating: 1500 · first AC: 2019-05-09 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

[jiangly's solution](#)

2334.

2A

[Winner](#) · [Tutorial](#)

Quality: 31,219 global accepts · Rating: 1500 · first AC: 2019-03-05 · GNU C++11 (first AC) · Tags: hashing, implementation

[jiangly's solution](#)

2335.

2207C

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

Quality: 5,438 global accepts · Rating: 1600 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dp, math

[jiangly's solution](#)

2336.

2207B

[One Night At Freddy's](#) · [Tutorial](#)

Quality: 5,800 global accepts · Rating: 1600 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, sortings

[jiangly's solution](#)

2337.

2194D

[Table Cut](#) · [Tutorial](#)

Quality: 7,847 global accepts · Rating: 1600 · first AC: 2026-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation

[jiangly's solution](#)

2338.

2193F

[Pizza Delivery](#) · [Tutorial](#)

Quality: 8,454 global accepts · Rating: 1600 · first AC: 2026-01-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy
[jiangly's solution](#)

2339.

2182D

[Christmas Tree Decoration](#) · [Tutorial](#)

Quality: 8,947 global accepts · Rating: 1600 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math
[jiangly's solution](#)

2340.

2181F

[Fragmented Nim](#) · [Tutorial](#)

Quality: 3,518 global accepts · Rating: 1600 · first AC: 2025-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games
[jiangly's solution](#)

2341.

2167E

[khba Loves to Sleep!](#) · [Tutorial](#)

Quality: 9,064 global accepts · Rating: 1600 · first AC: 2025-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, geometry, greedy, implementation
[jiangly's solution](#)

2342.

2167F

[Tree, TREE!!!](#) · [Tutorial](#)

Quality: 7,130 global accepts · Rating: 1600 · first AC: 2025-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, math, trees
[jiangly's solution](#)

2343.

2167G

[Mukhammadali and the Smooth Array](#) · [Tutorial](#)

Quality: 11,014 global accepts · Rating: 1600 · first AC: 2025-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp
[jiangly's solution](#)

2344.

2162E

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

Quality: 9,332 global accepts · Rating: 1600 · first AC: 2025-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, schedules
[jiangly's solution](#)

2345.

2132D

[From 1 to Infinity](#) · [Tutorial](#)

Quality: 8,823 global accepts · Rating: 1600 · first AC: 2025-08-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, implementation, math
[jiangly's solution](#)

2346.

2129B

[Stay or Mirror](#) · [Tutorial](#)

Quality: 13,259 global accepts · Rating: 1600 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, greedy, sortings
[jiangly's solution](#)

2347.

2128D

[Sum of LDS](#) · [Tutorial](#)

Quality: 12,284 global accepts · Rating: 1600 · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, greedy, math
[jiangly's solution](#)

2348.

2125D

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

Quality: 9,274 global accepts · Rating: 1600 · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, probabilities
[jiangly's solution](#)

2349.

2117E

[Lost Soul](#) · [Tutorial](#)

Quality: 11,855 global accepts · Rating: 1600 · first AC: 2025-06-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy
[jiangly's solution](#)

2350.

2103C

[Median Splits](#) · [Tutorial](#)

Quality: 10,551 global accepts · Rating: 1600 · first AC: 2025-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, implementation, sortings
[jiangly's solution](#)

2351.

2094F

[Trulimero Trulicina](#) · [Tutorial](#)

Quality: 11,412 global accepts · Rating: 1600 · first AC: 2025-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms
[jiangly's solution](#)

2352.

2084D

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

Quality: 8,842 global accepts · Rating: 1600 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math
[jiangly's solution](#)

2353.

2085C

[Serval and The Formula](#) · [Tutorial](#)

Quality: 13,561 global accepts · Rating: 1600 · first AC: 2025-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy
[jiangly's solution](#)

2354.

2074E

[Empty Triangle](#) · [Tutorial](#)

Quality: 6,655 global accepts · Rating: 1600 · first AC: 2025-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, interactive, probabilities
[jiangly's solution](#)

2355.

1095D

[Circular Dance](#) · [Tutorial](#)

Quality: 8,093 global accepts · Rating: 1600 · first AC: 2025-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation
[jiangly's solution](#)

2356.

2070D

[Tree Jumps](#) · [Tutorial](#)

Quality: 11,103 global accepts · Rating: 1600 · first AC: 2025-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, trees
[jiangly's solution](#)

2357.

2065E

[Skibidus and Rizz](#) · [Tutorial](#)

Quality: 11,970 global accepts · Rating: 1600 · first AC: 2025-02-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, strings
[jiangly's solution](#)

2358.

2059C

[Customer Service](#) · [Tutorial](#)

Quality: 12,535 global accepts · Rating: 1600 · first AC: 2025-02-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, graph matchings, greedy, math, sortings

[jiangly's solution](#)

2359.

2061D

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

Quality: 10,781 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures

[jiangly's solution](#)

2360.

2061C

[Kevin and Puzzle](#) · [Tutorial](#)

Quality: 9,959 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, combinatorics, dp

[jiangly's solution](#)

2361.

2051E

[Best Price](#) · [Tutorial](#)

Quality: 11,953 global accepts · Rating: 1600 · first AC: 2024-12-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[jiangly's solution](#)

2362.

2043C

[Sums on Segments](#) · [Tutorial](#)

Quality: 11,196 global accepts · Rating: 1600 · first AC: 2024-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, greedy, math

[jiangly's solution](#)

2363.

2048D

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

Quality: 8,310 global accepts · Rating: 1600 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings, two pointers

[jiangly's solution](#)

2364.

2052A

[Adrenaline Rush](#) · [Tutorial](#)

Quality: 4,239 global accepts · Rating: 1600 · first AC: 2024-12-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[jiangly's solution](#)

2365.

2040C

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

Quality: 10,782 global accepts · Rating: 1600 · first AC: 2024-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, greedy, math, two pointers

[jiangly's solution](#)

2366.

2046B

[Move Back at a Cost](#) · [Tutorial](#)

Quality: 10,866 global accepts · Rating: 1600 · first AC: 2024-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings

[jiangly's solution](#)

2367.

2034D

[Darius' Wisdom](#) · [Tutorial](#)

Quality: 6,605 global accepts · Rating: 1600 · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[jiangly's solution](#)

2368.

2037E

[Kachina's Favorite Binary String](#) · [Tutorial](#)

Quality: 7,372 global accepts · Rating: 1600 · first AC: 2024-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, interactive, two pointers

[jiangly's solution](#)

2369.

2028C

[Alice's Adventures in Cutting Cake](#) · [Tutorial](#)

Quality: 9,978 global accepts · Rating: 1600 · first AC: 2024-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, greedy, two pointers

[jiangly's solution](#)

2370.

2036E

[Reverse the Rivers](#) · [Tutorial](#)

Quality: 9,540 global accepts · Rating: 1600 · first AC: 2024-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[jiangly's solution](#)

2371.

2018A

[Cards Partition](#) · [Tutorial](#)

Quality: 12,614 global accepts · Rating: 1600 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, brute force, greedy, implementation, math

[jiangly's solution](#)

2372.

2004D

[Colored Portals](#) · [Tutorial](#)

Quality: 13,254 global accepts · Rating: 1600 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, graphs, greedy, implementation, shortest paths

[jiangly's solution](#)

2373.

1996E

[Decode](#) · [Tutorial](#)

Quality: 12,536 global accepts · Rating: 1600 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, implementation, math

[jiangly's solution](#)

2374.

1994C

[Hungry Games](#) · [Tutorial](#)

Quality: 13,539 global accepts · Rating: 1600 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, two pointers

[jiangly's solution](#)

2375.

1978D

[Elections](#) · [Tutorial](#)

Quality: 13,628 global accepts · Rating: 1600 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math

[jiangly's solution](#)

2376.

1985G

[D-Function](#) · [Tutorial](#)

Quality: 12,210 global accepts · Rating: 1600 · first AC: 2024-06-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[jiangly's solution](#)

2377.

1980E

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

Quality: 13,004 global accepts · Rating: 1600 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, hashing, implementation, math, matrices, sortings

[jiangly's solution](#)

2378.

1976C

[Job Interview](#) · [Tutorial](#)

Quality: 12,419 global accepts · Rating: 1600 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, implementation, two pointers

[jiangly's solution](#)

2379.

1971F

[Circle Perimeter](#) · [Tutorial](#)

Quality: 12,465 global accepts · Rating: 1600 · first AC: 2024-05-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, geometry, implementation, math

[jiangly's solution](#)

2380.

1968E

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

Quality: 12,638 global accepts · Rating: 1600 · first AC: 2024-05-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[jiangly's solution](#)

2381.

1957C

[How Does the Rook Move?](#) · [Tutorial](#)

Quality: 11,934 global accepts · Rating: 1600 · first AC: 2024-04-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[jiangly's solution](#)

2382.

1956C

[Nene's Magical Matrix](#) · [Tutorial](#)

Quality: 15,147 global accepts · Rating: 1600 · first AC: 2024-04-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[jiangly's solution](#)

2383.

1946C

[Tree Cutting](#) · [Tutorial](#)

Quality: 13,716 global accepts · Rating: 1600 · first AC: 2024-03-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, trees

[jiangly's solution](#)

2384.

1941E

[Rudolf and k Bridges](#) · [Tutorial](#)

Quality: 11,930 global accepts · Rating: 1600 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, two pointers

[jiangly's solution](#)

2385.

1938H

[Pho Restaurant](#) · [Tutorial](#)

Quality: 2,678 global accepts · Rating: 1600 · first AC: 2024-03-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

2386.

1910C

[Poisonous Swamp](#) · [Tutorial](#)

Quality: 736 global accepts · Rating: 1600 · first AC: 2024-02-20 · Kotlin 1.9 (first AC) · Tags: *special, implementation

[jiangly's solution](#)

2387.

1910B

[Security Guard](#) · [Tutorial](#)

Quality: 802 global accepts · Rating: 1600 · first AC: 2024-02-19 · Kotlin 1.9 (first AC) · Tags: *special, greedy

[jiangly's solution](#)

2388.

1904D1

[Set To Max \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,620 global accepts · Rating: 1600 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[jiangly's solution](#)

2389.

1932E

[Final Countdown](#) · [Tutorial](#)

Quality: 10,197 global accepts · Rating: 1600 · first AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math, number theory

[jiangly's solution](#)

2390.

1928C

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

Quality: 10,355 global accepts · Rating: 1600 · first AC: 2024-02-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[jiangly's solution](#)

2391.

1921E

[Eat the Chip](#) · [Tutorial](#)

Quality: 11,412 global accepts · Rating: 1600 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, games, greedy, math

[jiangly's solution](#)

2392.

1920C

[Partitioning the Array](#) · [Tutorial](#)

Quality: 19,913 global accepts · Rating: 1600 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[jiangly's solution](#)

2393.

1917C

[Watering an Array](#) · [Tutorial](#)

Quality: 12,386 global accepts · Rating: 1600 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, math

[jiangly's solution](#)

2394.

1907E

[Good Triples](#) · [Tutorial](#)

Quality: 15,791 global accepts · Rating: 1600 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, number theory

[jiangly's solution](#)

2395.

1899F

[Alex's whims](#) · [Tutorial](#)

Quality: 9,519 global accepts · Rating: 1600 · first AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, trees

[jiangly's solution](#)

2396.

1886C

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

Quality: 16,595 global accepts · Rating: 1600 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[jiangly's solution](#)

2397.

1878D

[Reverse Madness](#) · [Tutorial](#)

Quality: 10,107 global accepts · Rating: 1600 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[jiangly's solution](#)

2398.

1582D

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

Quality: 11,590 global accepts · Rating: 1600 · first AC: 2023-09-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[jiangly's solution](#)

2399.

1861C

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

Quality: 12,313 global accepts · Rating: 1600 · first AC: 2023-09-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, implementation, strings, trees
[jiangly's solution](#)

2400.

1862E

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

Quality: 12,784 global accepts · Rating: 1600 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy
[jiangly's solution](#)

2401.

888D

[Almost Identity Permutations](#) · [Tutorial](#)

Quality: 10,502 global accepts · Rating: 1600 · first AC: 2023-08-14 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math
[jiangly's solution](#)

2402.

1856C

[To Become Max](#) · [Tutorial](#)

Quality: 18,325 global accepts · Rating: 1600 · first AC: 2023-08-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp
[jiangly's solution](#)

2403.

1857F

[Sum and Product](#) · [Tutorial](#)

Quality: 14,326 global accepts · Rating: 1600 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, math
[jiangly's solution](#)

2404.

1849C

[Binary String Copying](#) · [Tutorial](#)

Quality: 12,530 global accepts · Rating: 1600 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, hashing, strings
[jiangly's solution](#)

2405.

154A

[Hometask](#) · [Tutorial](#)

Quality: 4,326 global accepts · Rating: 1600 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[jiangly's solution](#)

2406.

1843E

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

Quality: 17,805 global accepts · Rating: 1600 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, two pointers
[jiangly's solution](#)

2407.

1840E

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

Quality: 9,307 global accepts · Rating: 1600 · first AC: 2023-06-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing, implementation
[jiangly's solution](#)

2408.

1833E

[Round Dance](#) · [Tutorial](#)

Quality: 18,405 global accepts · Rating: 1600 · first AC: 2023-05-19 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, shortest paths

[jiangly's solution](#)

2409.

1829G

[Hits Different](#) · [Tutorial](#)

Quality: 15,126 global accepts · Rating: 1600 · first AC: 2023-05-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, implementation, math

[jiangly's solution](#)

2410.

235A

[LCM Challenge](#) · [Tutorial](#)

Quality: 20,982 global accepts · Rating: 1600 · first AC: 2023-04-30 · C++20 (GCC 11-64) (first AC) · Tags: number theory

[jiangly's solution](#)

2411.

71C

[Round Table Knights](#) · [Tutorial](#)

Quality: 7,327 global accepts · Rating: 1600 · first AC: 2023-04-26 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory

[jiangly's solution](#)

2412.

46C

[Hamsters and Tigers](#) · [Tutorial](#)

Quality: 2,877 global accepts · Rating: 1600 · first AC: 2023-04-26 · C++20 (GCC 11-64) (first AC) · Tags: two pointers

[jiangly's solution](#)

2413.

1822E

[Making Anti-Palindromes](#) · [Tutorial](#)

Quality: 12,354 global accepts · Rating: 1600 · first AC: 2023-04-25 · last AC: 2023-04-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, strings

[jiangly's solution](#)

2414.

600A

[Extract Numbers](#) · [Tutorial](#)

Quality: 5,812 global accepts · Rating: 1600 · first AC: 2023-04-24 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[jiangly's solution](#)

2415.

40B

[Repaintings](#) · [Tutorial](#)

Quality: 1,397 global accepts · Rating: 1600 · first AC: 2023-04-23 · C++20 (GCC 11-64) (first AC) · Tags: math

[jiangly's solution](#)

2416.

36B

[Fractal](#) · [Tutorial](#)

Quality: 2,034 global accepts · Rating: 1600 · first AC: 2023-04-19 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[jiangly's solution](#)

2417.

34D

[Road Map](#) · [Tutorial](#)

Quality: 6,487 global accepts · Rating: 1600 · first AC: 2023-04-19 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs

[jiangly's solution](#)

2418.

32D

[Constellation](#) · [Tutorial](#)

Quality: 1,491 global accepts · Rating: 1600 · first AC: 2023-04-18 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[jiangly's solution](#)

2419.

28B

[pSort](#) · [Tutorial](#)

Quality: 5,516 global accepts · Rating: 1600 · first AC: 2023-04-13 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs

[jiangly's solution](#)

2420.

28A

[Bender Problem](#) · [Tutorial](#)

Quality: 970 global accepts · Rating: 1600 · first AC: 2023-04-13 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[jiangly's solution](#)

2421.

23B

[Party](#) · [Tutorial](#)

Quality: 3,861 global accepts · Rating: 1600 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, math

[jiangly's solution](#)

2422.

1797C

[Li Hua and Chess](#) · [Tutorial](#)

Quality: 8,929 global accepts · Rating: 1600 · first AC: 2023-04-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, interactive

[jiangly's solution](#)

2423.

1811D

[Umka and a Long Flight](#) · [Tutorial](#)

Quality: 8,639 global accepts · Rating: 1600 · first AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math

[jiangly's solution](#)

2424.

11B

[Jumping Jack](#) · [Tutorial](#)

Quality: 5,708 global accepts · Rating: 1600 · first AC: 2023-04-03 · C++20 (GCC 11-64) (first AC) · Tags: math

[jiangly's solution](#)

2425.

1798D

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

Quality: 14,075 global accepts · Rating: 1600 · first AC: 2023-03-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[jiangly's solution](#)

2426.

1806C

[Sequence Master](#) · [Tutorial](#)

Quality: 8,650 global accepts · Rating: 1600 · first AC: 2023-03-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math

[jiangly's solution](#)

2427.

712C

[Memory and De-Evolution](#) · [Tutorial](#)

Quality: 6,202 global accepts · Rating: 1600 · first AC: 2023-03-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[jiangly's solution](#)

2428.

706C

[Hard problem](#) · [Tutorial](#)

Quality: 19,363 global accepts · Rating: 1600 · first AC: 2023-03-14 · C++20 (GCC 11-64) (first AC) · Tags: dp, strings

[jiangly's solution](#)

2429.

705C

[Thor](#) · [Tutorial](#)

Rating: 1600 · first AC: 2023-03-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation

[jiangly's solution](#)

2430.

1801A

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

Quality: 9,747 global accepts · Rating: 1600 · first AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[jiangly's solution](#)

2431.

1796C

[Maximum Set](#) · [Tutorial](#)

Quality: 12,174 global accepts · Rating: 1600 · first AC: 2023-03-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[jiangly's solution](#)

2432.

1795D

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

Quality: 13,068 global accepts · Rating: 1600 · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[jiangly's solution](#)

2433.

1774D

[Same Count One](#) · [Tutorial](#)

Quality: 9,223 global accepts · Rating: 1600 · first AC: 2023-02-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, two pointers

[jiangly's solution](#)

2434.

1778C

[Flexible String](#) · [Tutorial](#)

Quality: 11,123 global accepts · Rating: 1600 · first AC: 2023-02-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, strings

[jiangly's solution](#)

2435.

1787C

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

Quality: 8,272 global accepts · Rating: 1600 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math

[jiangly's solution](#)

2436.

1782C

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

Rating: 1600 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings, strings

[jiangly's solution](#)

2437.

1775C

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

Quality: 14,205 global accepts · Rating: 1600 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, math

[jiangly's solution](#)

2438.

1779C

[Least Prefix Sum](#) · [Tutorial](#)

Quality: 14,387 global accepts · Rating: 1600 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[jiangly's solution](#)

2439.

1766D

[Lucky Chains](#) · [Tutorial](#)

Quality: 10,546 global accepts · Rating: 1600 · first AC: 2022-12-12 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[jiangly's solution](#)

2440.

1771C

[Hossam and Trainees](#) · [Tutorial](#)

Quality: 11,595 global accepts · Rating: 1600 · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[jiangly's solution](#)

2441.

1748C

[Zero-Sum Prefixes](#) · [Tutorial](#)

Quality: 13,003 global accepts · Rating: 1600 · first AC: 2022-11-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[jiangly's solution](#)

2442.

1753B

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

Quality: 14,994 global accepts · Rating: 1600 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[jiangly's solution](#)

2443.

1741E

[Sending a Sequence Over the Network](#) · [Tutorial](#)

Quality: 17,793 global accepts · Rating: 1600 · first AC: 2022-10-11 · C++20 (GCC 11-64) (first AC) · Tags: dp

[jiangly's solution](#)

2444.

1730B

[Meeting on the Line](#) · [Tutorial](#)

Quality: 17,259 global accepts · Rating: 1600 · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, greedy, implementation, math, ternary search

[jiangly's solution](#)

2445.

1511D

[Min Cost String](#) · [Tutorial](#)

Quality: 12,450 global accepts · Rating: 1600 · first AC: 2022-09-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, strings

[jiangly's solution](#)

2446.

1722E

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

Quality: 13,365 global accepts · Rating: 1600 · first AC: 2022-08-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, implementation

[jiangly's solution](#)

2447.

1714D

[Color with Occurrences](#) · [Tutorial](#)

Quality: 10,321 global accepts · Rating: 1600 · first AC: 2022-08-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, strings

[jiangly's solution](#)

2448.

1707A

[Doremy's IQ](#) · [Tutorial](#)

Quality: 15,443 global accepts · Rating: 1600 · first AC: 2022-07-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[jiangly's solution](#)

2449.

1703G

[Good Key, Bad Key](#) · [Tutorial](#)

Quality: 12,743 global accepts · Rating: 1600 · first AC: 2022-07-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, greedy,

math

[jiangly's solution](#)

2450.

1702E

[Split Into Two Sets](#) · [Tutorial](#)

Quality: 17,844 global accepts · Rating: 1600 · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs

[jiangly's solution](#)

2451.

1698D

[Fixed Point Guessing](#) · [Tutorial](#)

Quality: 12,084 global accepts · Rating: 1600 · first AC: 2022-07-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[jiangly's solution](#)

2452.

1519D

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

Quality: 17,630 global accepts · Rating: 1600 · first AC: 2022-06-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, implementation, math, two pointers

[jiangly's solution](#)

2453.

1555D

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

Quality: 15,467 global accepts · Rating: 1600 · first AC: 2022-06-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, strings

[jiangly's solution](#)

2454.

1689C

[Infected Tree](#) · [Tutorial](#)

Quality: 13,471 global accepts · Rating: 1600 · first AC: 2022-06-10 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees

[jiangly's solution](#)

2455.

1622C

[Set or Decrease](#) · [Tutorial](#)

Quality: 15,540 global accepts · Rating: 1600 · first AC: 2022-06-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, sortings

[jiangly's solution](#)

2456.

1687A

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

Quality: 11,396 global accepts · Rating: 1600 · first AC: 2022-06-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[jiangly's solution](#)

2457.

1671D

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

Quality: 8,457 global accepts · Rating: 1600 · first AC: 2022-05-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[jiangly's solution](#)

2458.

1680C

[Binary String](#) · [Tutorial](#)

Quality: 11,129 global accepts · Rating: 1600 · first AC: 2022-05-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, strings, two pointers

[jiangly's solution](#)

2459.

1677A

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

Quality: 9,354 global accepts · Rating: 1600 · first AC: 2022-05-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp
[jiangly's solution](#)

2460.

1665C

[Tree Infection](#) · [Tutorial](#)

Quality: 9,862 global accepts · Rating: 1600 · first AC: 2022-04-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings, trees
[jiangly's solution](#)

2461.

1660E

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

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

2462.

1660D

[Maximum Product Strikes Back](#) · [Tutorial](#)

Quality: 11,495 global accepts · Rating: 1600 · first AC: 2022-04-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, two pointers
[jiangly's solution](#)

2463.

1658D1

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

Quality: 10,003 global accepts · Rating: 1600 · first AC: 2022-03-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, math
[jiangly's solution](#)

2464.

1633D

[Make Them Equal](#) · [Tutorial](#)

Quality: 18,688 global accepts · Rating: 1600 · first AC: 2022-01-31 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy
[jiangly's solution](#)

2465.

1632C

[Strange Test](#) · [Tutorial](#)

Quality: 14,072 global accepts · Rating: 1600 · first AC: 2022-01-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, dp, math
[jiangly's solution](#)

2466.

1623C

[Balanced Stone Heaps](#) · [Tutorial](#)

Quality: 14,313 global accepts · Rating: 1600 · first AC: 2021-12-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy
[jiangly's solution](#)

2467.

1615C

[Menorah](#) · [Tutorial](#)

Quality: 9,194 global accepts · Rating: 1600 · first AC: 2021-12-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, graphs, greedy, math
[jiangly's solution](#)

2468.

734C

[Anton and Making Potions](#) · [Tutorial](#)

Quality: 5,684 global accepts · Rating: 1600 · first AC: 2021-12-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, two pointers
[jiangly's solution](#)

2469.

1609D

[Social Network](#) · [Tutorial](#)

Quality: 8,399 global accepts · Rating: 1600 · first AC: 2021-11-28 · C++20 (GCC 11-64) (first AC) · Tags: dsu, graphs, greedy, implementation, trees

[jiangly's solution](#)

2470.

1610C

[Keshi Is Throwing a Party](#) · [Tutorial](#)

Quality: 15,620 global accepts · Rating: 1600 · first AC: 2021-11-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy

[jiangly's solution](#)

2471.

1612D

[X-Magic Pair](#) · [Tutorial](#)

Quality: 10,261 global accepts · Rating: 1600 · first AC: 2021-11-22 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[jiangly's solution](#)

2472.

1603B

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

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

[jiangly's solution](#)

2473.

1566D2

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

Quality: 8,334 global accepts · Rating: 1600 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

[jiangly's solution](#)

2474.

1567C

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

Quality: 13,154 global accepts · Rating: 1600 · first AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[jiangly's solution](#)

2475.

913C

[Party Lemonade](#) · [Tutorial](#)

Quality: 8,463 global accepts · Rating: 1600 · first AC: 2021-07-21 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, greedy

[jiangly's solution](#)

2476.

364A

[Matrix](#) · [Tutorial](#)

Quality: 4,957 global accepts · Rating: 1600 · first AC: 2021-07-19 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, implementation

[jiangly's solution](#)

2477.

1530D

[Secret Santa](#) · [Tutorial](#)

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

[jiangly's solution](#)

2478.

1096C

[Polygon for the Angle](#) · [Tutorial](#)

Quality: 7,239 global accepts · Rating: 1600 · first AC: 2021-07-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry

[jiangly's solution](#)

2479.

1085C

[Connect Three](#) · [Tutorial](#)

Quality: 5,643 global accepts · Rating: 1600 · first AC: 2021-07-15 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[jiangly's solution](#)

2480.

715A

[Plus and Square Root](#) · [Tutorial](#)

Quality: 5,866 global accepts · Rating: 1600 · first AC: 2021-07-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[jiangly's solution](#)

2481.

725C

[Hidden Word](#) · [Tutorial](#)

Quality: 2,885 global accepts · Rating: 1600 · first AC: 2021-07-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, implementation, strings
[jiangly's solution](#)

2482.

1542C

[Strange Function](#) · [Tutorial](#)

Quality: 16,181 global accepts · Rating: 1600 · first AC: 2021-07-03 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory
[jiangly's solution](#)

2483.

500C

[New Year Book Reading](#) · [Tutorial](#)

Quality: 6,032 global accepts · Rating: 1600 · first AC: 2021-06-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[jiangly's solution](#)

2484.

500B

[New Year Permutation](#) · [Tutorial](#)

Quality: 9,600 global accepts · Rating: 1600 · first AC: 2021-06-22 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, math, sortings
[jiangly's solution](#)

2485.

493C

[Vasya and Basketball](#) · [Tutorial](#)

Quality: 7,504 global accepts · Rating: 1600 · first AC: 2021-06-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, implementation, sortings, two pointers
[jiangly's solution](#)

2486.

495B

[Modular Equations](#) · [Tutorial](#)

Quality: 8,264 global accepts · Rating: 1600 · first AC: 2021-06-21 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory
[jiangly's solution](#)

2487.

1539D

[PriceFixed](#) · [Tutorial](#)

Quality: 12,723 global accepts · Rating: 1600 · first AC: 2021-06-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, implementation, sortings, two pointers
[jiangly's solution](#)

2488.

377A

[Maze](#) · [Tutorial](#)

Quality: 27,048 global accepts · Rating: 1600 · first AC: 2021-06-19 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar
[jiangly's solution](#)

2489.

1537E1

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

Quality: 16,311 global accepts · Rating: 1600 · first AC: 2021-06-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, dp, greedy, hashing, implementation, string suffix structures, strings, two pointers
[jiangly's solution](#)

2490.

1523C

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

Quality: 9,181 global accepts · Rating: 1600 · first AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, implementation, trees

[jiangly's solution](#)

2491.

1526C2

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

Quality: 29,724 global accepts · Rating: 1600 · first AC: 2021-05-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[jiangly's solution](#)

2492.

1528A

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

Quality: 18,982 global accepts · Rating: 1600 · first AC: 2021-05-24 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, greedy, trees

[jiangly's solution](#)

2493.

1527C

[Sequence Pair Weight](#) · [Tutorial](#)

Quality: 14,976 global accepts · Rating: 1600 · first AC: 2021-05-20 · C++17 (GCC 9-64) (first AC) · Tags: hashing, implementation, math

[jiangly's solution](#)

2494.

1520F1

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

Quality: 14,391 global accepts · Rating: 1600 · first AC: 2021-05-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive

[jiangly's solution](#)

2495.

1503A

[Balance the Bits](#) · [Tutorial](#)

Quality: 14,606 global accepts · Rating: 1600 · first AC: 2021-04-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[jiangly's solution](#)

2496.

1505B

[DMCA](#) · [Tutorial](#)

Quality: 6,523 global accepts · Rating: 1600 · first AC: 2021-04-01 · C++17 (GCC 9-64) (first AC) · Tags: *special, implementation, number theory

[jiangly's solution](#)

2497.

830B

[Cards Sorting](#) · [Tutorial](#)

Quality: 3,055 global accepts · Rating: 1600 · first AC: 2021-03-31 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, sortings

[jiangly's solution](#)

2498.

1483A

[Basic Diplomacy](#) · [Tutorial](#)

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

[jiangly's solution](#)

2499.

793B

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

Quality: 4,829 global accepts · Rating: 1600 · first AC: 2021-01-03 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[jiangly's solution](#)

2500.

1469C

[Building a Fence](#) · [Tutorial](#)

Quality: 11,680 global accepts · Rating: 1600 · first AC: 2020-12-28 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation, two pointers

[jiangly's solution](#)

2501.

1468K

[The Robot](#) · [Tutorial](#)

Quality: 5,604 global accepts · Rating: 1600 · first AC: 2020-12-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[jiangly's solution](#)

2502.

1458A

[Row GCD](#) · [Tutorial](#)

Quality: 25,291 global accepts · Rating: 1600 · first AC: 2020-12-19 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[jiangly's solution](#)

2503.

788A

[Functions again](#) · [Tutorial](#)

Quality: 10,205 global accepts · Rating: 1600 · first AC: 2020-12-03 · C++17 (GCC 9-64) (first AC) · Tags: dp, two pointers

[jiangly's solution](#)

2504.

1455D

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

Quality: 13,204 global accepts · Rating: 1600 · first AC: 2020-11-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, sortings

[jiangly's solution](#)

2505.

1452D

[Radio Towers](#) · [Tutorial](#)

Quality: 8,685 global accepts · Rating: 1600 · first AC: 2020-11-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[jiangly's solution](#)

2506.

1437D

[Minimal Height Tree](#) · [Tutorial](#)

Quality: 14,373 global accepts · Rating: 1600 · first AC: 2020-10-27 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy, shortest paths, trees

[jiangly's solution](#)

2507.

1423K

[Lonely Numbers](#) · [Tutorial](#)

Quality: 5,451 global accepts · Rating: 1600 · first AC: 2020-10-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math, number theory, two pointers

[jiangly's solution](#)

2508.

1407C

[Chocolate Bunny](#) · [Tutorial](#)

Quality: 14,801 global accepts · Rating: 1600 · first AC: 2020-09-08 · last AC: 2020-09-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, math, two pointers

[jiangly's solution](#)

2509.

1396A

[Multiples of Length](#) · [Tutorial](#)

Quality: 16,684 global accepts · Rating: 1600 · first AC: 2020-08-30 · last AC: 2020-08-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, number theory

[jiangly's solution](#)

2510.

1395C

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

Quality: 15,209 global accepts · Rating: 1600 · first AC: 2020-08-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy
[jiangly's solution](#)

2511.

1398C

[Good Subarrays](#) · [Tutorial](#)

Quality: 36,584 global accepts · Rating: 1600 · first AC: 2020-08-14 · last AC: 2020-08-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, math
[jiangly's solution](#)

2512.

1389B

[Array Walk](#) · [Tutorial](#)

Quality: 20,343 global accepts · Rating: 1600 · first AC: 2020-07-29 · last AC: 2020-07-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy
[jiangly's solution](#)

2513.

1374E1

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

Quality: 14,977 global accepts · Rating: 1600 · first AC: 2020-06-28 · last AC: 2020-07-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings
[jiangly's solution](#)

2514.

1371D

[Grid-00100](#) · [Tutorial](#)

Quality: 13,707 global accepts · Rating: 1600 · first AC: 2020-07-01 · last AC: 2020-07-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation
[jiangly's solution](#)

2515.

1373D

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

Quality: 17,665 global accepts · Rating: 1600 · first AC: 2020-06-25 · last AC: 2020-06-27 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, dp, greedy, implementation
[jiangly's solution](#)

2516.

1364C

[Ehab and Prefix MEXs](#) · [Tutorial](#)

Quality: 14,359 global accepts · Rating: 1600 · first AC: 2020-06-13 · last AC: 2020-06-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy
[jiangly's solution](#)

2517.

1363C

[Game On Leaves](#) · [Tutorial](#)

Quality: 21,073 global accepts · Rating: 1600 · first AC: 2020-06-01 · C++17 (GCC 7-32) (first AC) · Tags: games, trees
[jiangly's solution](#)

2518.

1358C

[Celex Update](#) · [Tutorial](#)

Quality: 18,344 global accepts · Rating: 1600 · first AC: 2020-05-27 · C++17 (GCC 7-32) (first AC) · Tags: math
[jiangly's solution](#)

2519.

1353D

[Constructing the Array](#) · [Tutorial](#)

Quality: 20,278 global accepts · Rating: 1600 · first AC: 2020-05-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, sortings
[jiangly's solution](#)

2520.

1344A

[Hilbert's Hotel](#) · [Tutorial](#)

Quality: 16,503 global accepts · Rating: 1600 · first AC: 2020-05-06 · last AC: 2020-05-13 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory, sortings

[jiangly's solution](#)

2521.

1352G

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

Quality: 24,798 global accepts · Rating: 1600 · first AC: 2020-05-09 · last AC: 2020-05-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[jiangly's solution](#)

2522.

1349A

[Orac and LCM](#) · [Tutorial](#)

Quality: 21,632 global accepts · Rating: 1600 · first AC: 2020-05-12 · last AC: 2020-05-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math, number theory

[jiangly's solution](#)

2523.

1348C

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

Quality: 15,481 global accepts · Rating: 1600 · first AC: 2020-05-01 · last AC: 2020-05-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[jiangly's solution](#)

2524.

1342C

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

Quality: 14,996 global accepts · Rating: 1600 · first AC: 2020-04-26 · last AC: 2020-04-30 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[jiangly's solution](#)

2525.

1336A

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

Quality: 24,664 global accepts · Rating: 1600 · first AC: 2020-04-15 · last AC: 2020-04-16 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[jiangly's solution](#)

2526.

1334C

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

Quality: 17,924 global accepts · Rating: 1600 · first AC: 2020-04-10 · last AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[jiangly's solution](#)

2527.

1327C

[Game with Chips](#) · [Tutorial](#)

Quality: 14,086 global accepts · Rating: 1600 · first AC: 2020-03-23 · last AC: 2020-03-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[jiangly's solution](#)

2528.

1305C

[Kuroni and Impossible Calculation](#) · [Tutorial](#)

Quality: 18,780 global accepts · Rating: 1600 · first AC: 2020-03-03 · last AC: 2020-03-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, math, number theory

[jiangly's solution](#)

2529.

1303C

[Perfect Keyboard](#) · [Tutorial](#)

Quality: 12,859 global accepts · Rating: 1600 · first AC: 2020-02-12 · last AC: 2020-02-16 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, implementation

[jiangly's solution](#)

2530.

1294D

[MEX maximizing](#) · [Tutorial](#)

Quality: 12,677 global accepts · Rating: 1600 · first AC: 2020-02-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, math

[jiangly's solution](#)

2531.

1290A

[Mind Control](#) · [Tutorial](#)

Quality: 8,900 global accepts · Rating: 1600 · first AC: 2020-02-02 · last AC: 2020-02-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[jiangly's solution](#)

2532.

1288C

[Two Arrays](#) · [Tutorial](#)

Quality: 15,273 global accepts · Rating: 1600 · first AC: 2020-01-14 · last AC: 2020-02-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[jiangly's solution](#)

2533.

1295C

[Obtain The String](#) · [Tutorial](#)

Quality: 13,841 global accepts · Rating: 1600 · first AC: 2020-01-29 · last AC: 2020-02-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings

[jiangly's solution](#)

2534.

1281B

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

Quality: 8,686 global accepts · Rating: 1600 · first AC: 2020-01-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[jiangly's solution](#)

2535.

1284C

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

Quality: 8,740 global accepts · Rating: 1600 · first AC: 2020-01-04 · last AC: 2020-01-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[jiangly's solution](#)

2536.

1282B2

[K for the Price of One \(Hard Version\)](#) · [Tutorial](#)

Quality: 11,009 global accepts · Rating: 1600 · first AC: 2019-12-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[jiangly's solution](#)

2537.

1227D1

[Optimal Subsequences \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,831 global accepts · Rating: 1600 · first AC: 2019-11-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[jiangly's solution](#)

2538.

1261B1

[Optimal Subsequences \(Easy Version\)](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[jiangly's solution](#)

2539.

1255C

[League of Leesins](#) · [Tutorial](#)

Quality: 7,223 global accepts · Rating: 1600 · first AC: 2019-11-20 · last AC: 2019-11-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[jiangly's solution](#)

2540.

1243B2

[Character Swap \(Hard Version\)](#) · [Tutorial](#)

Quality: 7,307 global accepts · Rating: 1600 · first AC: 2019-11-14 · last AC: 2019-11-14 · C++17 (GCC 7-32) (first AC) · Tags: strings

[jiangly's solution](#)

2541.

1140C

[Playlist](#) · [Tutorial](#)

Quality: 10,400 global accepts · Rating: 1600 · first AC: 2019-11-13 · last AC: 2019-11-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, sortings

[jiangly's solution](#)

2542.

1252C

[Even Path](#) · [Tutorial](#)

Quality: 3,982 global accepts · Rating: 1600 · first AC: 2019-10-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[jiangly's solution](#)

2543.

1225C

[p-binary](#) · [Tutorial](#)

Quality: 9,788 global accepts · Rating: 1600 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, math

[jiangly's solution](#)

2544.

1246A

[p-binary](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-10-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, math

[jiangly's solution](#)

2545.

1251C

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

Quality: 14,335 global accepts · Rating: 1600 · first AC: 2019-10-24 · last AC: 2019-10-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers

[jiangly's solution](#)

2546.

1238C

[Standard Free2play](#) · [Tutorial](#)

Quality: 7,852 global accepts · Rating: 1600 · first AC: 2019-10-08 · last AC: 2019-10-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[jiangly's solution](#)

2547.

1223C

[Save the Nature](#) · [Tutorial](#)

Quality: 9,761 global accepts · Rating: 1600 · first AC: 2019-10-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[jiangly's solution](#)

2548.

1240A

[Save the Nature](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-10-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[jiangly's solution](#)

2549.

1234D

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

Quality: 18,587 global accepts · Rating: 1600 · first AC: 2019-10-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[jiangly's solution](#)

2550.

1137A

[Skyscrapers](#) · [Tutorial](#)

Quality: 4,677 global accepts · Rating: 1600 · first AC: 2019-09-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings
[jiangly's solution](#)

2551.

1217B

[Zmei Gorynich](#) · [Tutorial](#)

Quality: 11,857 global accepts · Rating: 1600 · first AC: 2019-09-05 · last AC: 2019-09-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[jiangly's solution](#)

2552.

1213D2

[Equalizing by Division \(hard version\)](#) · [Tutorial](#)

Quality: 12,197 global accepts · Rating: 1600 · first AC: 2019-08-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, sortings
[jiangly's solution](#)

2553.

1184C1

[Heidi and the Turing Test \(Easy\)](#) · [Tutorial](#)

Quality: 2,938 global accepts · Rating: 1600 · first AC: 2019-07-10 · last AC: 2019-08-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[jiangly's solution](#)

2554.

1203D1

[Remove the Substring \(easy version\)](#) · [Tutorial](#)

Quality: 9,485 global accepts · Rating: 1600 · first AC: 2019-08-13 · last AC: 2019-08-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[jiangly's solution](#)

2555.

1188A1

[Add on a Tree](#) · [Tutorial](#)

Quality: 8,934 global accepts · Rating: 1600 · first AC: 2019-07-05 · last AC: 2019-08-06 · C++17 (GCC 7-32) (first AC) · Tags: trees
[jiangly's solution](#)

2556.

1196D2

[RGB Substring \(hard version\)](#) · [Tutorial](#)

Quality: 10,436 global accepts · Rating: 1600 · first AC: 2019-08-01 · last AC: 2019-08-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, two pointers
[jiangly's solution](#)

2557.

1198B

[Welfare State](#) · [Tutorial](#)

Quality: 9,987 global accepts · Rating: 1600 · first AC: 2019-07-30 · last AC: 2019-08-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, sortings
[jiangly's solution](#)

2558.

1198A

[MP3](#) · [Tutorial](#)

Quality: 10,133 global accepts · Rating: 1600 · first AC: 2019-07-30 · last AC: 2019-08-06 · C++17 (GCC 7-32) (first AC) · Tags: sortings, two pointers
[jiangly's solution](#)

2559.

1175B

[Catch Overflow!](#) · [Tutorial](#)

Quality: 12,430 global accepts · Rating: 1600 · first AC: 2019-06-08 · last AC: 2019-06-08 · Clang++17 Diagnostics (first AC) · Tags: data structures, expression parsing, implementation
[jiangly's solution](#)

2560.

1175C

[Electrification](#) · [Tutorial](#)

Quality: 7,260 global accepts · Rating: 1600 · first AC: 2019-06-08 · last AC: 2019-06-08 · Clang++17 Diagnostics (first AC) · Tags: binary search, brute force, greedy

[jiangly's solution](#)

2561.

1148B

[Born This Way](#) · [Tutorial](#)

Quality: 7,940 global accepts · Rating: 1600 · first AC: 2019-06-03 · last AC: 2019-06-04 · Clang++17 Diagnostics (first AC) · Tags: binary search, brute force, two pointers

[jiangly's solution](#)

2562.

1165E

[Two Arrays and Sum of Functions](#) · [Tutorial](#)

Quality: 10,017 global accepts · Rating: 1600 · first AC: 2019-05-16 · last AC: 2019-05-16 · GNU C++11 (first AC) · Tags: greedy, math, sortings

[jiangly's solution](#)

2563.

1165D

[Almost All Divisors](#) · [Tutorial](#)

Quality: 19,718 global accepts · Rating: 1600 · first AC: 2019-05-16 · last AC: 2019-05-16 · GNU C++11 (first AC) · Tags: math, number theory

[jiangly's solution](#)

2564.

780C

[Andryusha and Colored Balloons](#) · [Tutorial](#)

Quality: 10,017 global accepts · Rating: 1600 · first AC: 2019-05-09 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, greedy, trees

[jiangly's solution](#)

2565.

7B

[Memory Manager](#) · [Tutorial](#)

Quality: 2,957 global accepts · Rating: 1600 · first AC: 2019-04-02 · GNU C++11 (first AC) · Tags: implementation

[jiangly's solution](#)

2566.

1138D

[Camp Schedule](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-03-08 · GNU C++11 (first AC) · Tags: greedy, hashing, string suffix structures, strings

[jiangly's solution](#)

2567.

1138C

[Skyscrapers](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-03-08 · GNU C++11 (first AC) · Tags: implementation, sortings

[jiangly's solution](#)

2568.

1B

[Spreadsheet](#) · [Tutorial](#)

Quality: 26,312 global accepts · Rating: 1600 · first AC: 2019-03-02 · GNU C++11 (first AC) · Tags: implementation, math

[jiangly's solution](#)

2569.

454C

[Little Pony and Expected Maximum](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-03-01 · GNU C++11 (first AC) · Tags: combinatorics, math, probabilities

[jiangly's solution](#)

2570.

453A

[Little Pony and Expected Maximum](#) · [Tutorial](#)

Quality: 12,438 global accepts · Rating: 1600 · first AC: 2019-03-01 · GNU C++11 (first AC) · Tags: probabilities

[jiangly's solution](#)

2571.

2206J

[Worldwide Playlist](#) · [Tutorial](#)

Quality: 1,006 global accepts · Rating: 1700 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: math

[jiangly's solution](#)

2572.

2205D

[Simons and Beating Peaks](#) · [Tutorial](#)

Quality: 4,916 global accepts · Rating: 1700 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dp, greedy, implementation, trees

[jiangly's solution](#)

2573.

2203D

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

Quality: 5,427 global accepts · Rating: 1700 · first AC: 2026-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, games, greedy, number theory

[jiangly's solution](#)

2574.

2201B

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

Quality: 4,948 global accepts · Rating: 1700 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[jiangly's solution](#)

2575.

2201A2

[Lost Civilization \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,080 global accepts · Rating: 1700 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[jiangly's solution](#)

2576.

2185F

[BattleCows](#) · [Tutorial](#)

Quality: 5,007 global accepts · Rating: 1700 · first AC: 2026-01-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, implementation

[jiangly's solution](#)

2577.

2178D

[Xmas or Hysteria](#) · [Tutorial](#)

Quality: 6,697 global accepts · Rating: 1700 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[jiangly's solution](#)

2578.

2181M

[Medical Parity](#) · [Tutorial](#)

Quality: 3,489 global accepts · Rating: 1700 · first AC: 2025-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, strings

[jiangly's solution](#)

2579.

2163B

[Siga ta Kymata](#) · [Tutorial](#)

Quality: 9,129 global accepts · Rating: 1700 · first AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[jiangly's solution](#)

2580.

2161B

[Make Connected](#) · [Tutorial](#)

Quality: 5,372 global accepts · Rating: 1700 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation

[jiangly's solution](#)

2581.

2159A

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

Quality: 8,130 global accepts · Rating: 1700 · first AC: 2025-10-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, interactive

[jiangly's solution](#)

2582.

2152D

[Division Versus Addition](#) · [Tutorial](#)

Quality: 6,747 global accepts · Rating: 1700 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, math

[jiangly's solution](#)

2583.

2150B

[Grid Counting](#) · [Tutorial](#)

Quality: 6,048 global accepts · Rating: 1700 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, implementation, math

[jiangly's solution](#)

2584.

2147D

[Game on Array](#) · [Tutorial](#)

Quality: 7,487 global accepts · Rating: 1700 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy

[jiangly's solution](#)

2585.

2135B

[For the Champion](#) · [Tutorial](#)

Quality: 7,337 global accepts · Rating: 1700 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, math

[jiangly's solution](#)

2586.

2132E

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

Quality: 7,592 global accepts · Rating: 1700 · first AC: 2025-08-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings, ternary search

[jiangly's solution](#)

2587.

1474C

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

Quality: 14,158 global accepts · Rating: 1700 · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation, sortings

[jiangly's solution](#)

2588.

2112D

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

Quality: 9,440 global accepts · Rating: 1700 · first AC: 2025-06-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[jiangly's solution](#)

2589.

2113C

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

Quality: 7,974 global accepts · Rating: 1700 · first AC: 2025-06-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy

[jiangly's solution](#)

2590.

2118D1

[Red Light, Green Light \(Easy version\)](#) · [Tutorial](#)

Quality: 8,454 global accepts · Rating: 1700 · first AC: 2025-06-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, graphs, implementation, number theory

[jiangly's solution](#)

2591.

2110D

[Fewer Batteries](#) · [Tutorial](#)

Quality: 8,606 global accepts · Rating: 1700 · first AC: 2025-05-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, dp, graphs, greedy, hashing

[jiangly's solution](#)

2592.

2109C2

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

Quality: 8,637 global accepts · Rating: 1700 · first AC: 2025-05-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, math, number theory

[jiangly's solution](#)

2593.

2104E

[Unpleasant Strings](#) · [Tutorial](#)

Quality: 8,089 global accepts · Rating: 1700 · first AC: 2025-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, greedy, strings

[jiangly's solution](#)

2594.

2094G

[Chimpanzini Bananini](#) · [Tutorial](#)

Quality: 7,846 global accepts · Rating: 1700 · first AC: 2025-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, math

[jiangly's solution](#)

2595.

2086D

[Even String](#) · [Tutorial](#)

Quality: 8,361 global accepts · Rating: 1700 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math, strings

[jiangly's solution](#)

2596.

2089A

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

Quality: 7,191 global accepts · Rating: 1700 · first AC: 2025-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, number theory

[jiangly's solution](#)

2597.

2080B

[Best Runner](#) · [Tutorial](#)

Quality: 496 global accepts · Rating: 1700 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special

[jiangly's solution](#)

2598.

1092C

[Prefixes and Suffixes](#) · [Tutorial](#)

Quality: 6,347 global accepts · Rating: 1700 · first AC: 2025-03-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: strings

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2599.

2071C

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Quality: 9,696 global accepts · Rating: 1700 · first AC: 2025-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, sortings, trees

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2600.

2072F

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Quality: 8,444 global accepts · Rating: 1700 · first AC: 2025-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, bitmasks, combinatorics, constructive algorithms, fft, math, number theory

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2601.

2065F

[Skibidus and Slay](#) · [Tutorial](#)

Quality: 7,091 global accepts · Rating: 1700 · first AC: 2025-02-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, trees

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2602.

2065G

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Quality: 6,282 global accepts · Rating: 1700 · first AC: 2025-02-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, number theory

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2603.

2053D

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Quality: 7,685 global accepts · Rating: 1700 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, math, schedules, sortings

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2604.

2052F

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Quality: 3,742 global accepts · Rating: 1700 · first AC: 2024-12-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, graphs

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2605.

2044G1

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Quality: 7,315 global accepts · Rating: 1700 · first AC: 2024-12-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graph matchings, graphs, implementation, trees

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2606.

2050F

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Quality: 10,598 global accepts · Rating: 1700 · first AC: 2024-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, math, number theory

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2607.

2041D

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Quality: 4,785 global accepts · Rating: 1700 · first AC: 2024-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, graphs, shortest paths

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2608.

2031D

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Quality: 9,675 global accepts · Rating: 1700 · first AC: 2024-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dfs and similar, dp, dsu, greedy, implementation, two pointers

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2609.

2039D

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Quality: 6,969 global accepts · Rating: 1700 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[jiangly's solution](#)

2610.

2029C

[New Rating](#) · [Tutorial](#)

Quality: 7,585 global accepts · Rating: 1700 · first AC: 2024-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy

[jiangly's solution](#)

2611.

2027D1

[The Endspeaker \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,965 global accepts · Rating: 1700 · first AC: 2024-10-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, graphs, greedy, implementation, two pointers

[jiangly's solution](#)

2612.

2023B

[Skipping](#) · [Tutorial](#)

Quality: 7,080 global accepts · Rating: 1700 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, graphs, shortest paths

[jiangly's solution](#)

2613.

2030D

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Quality: 8,612 global accepts · Rating: 1700 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, sortings

[jiangly's solution](#)

2614.

2018C

[Tree Pruning](#) · [Tutorial](#)

Quality: 9,645 global accepts · Rating: 1700 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, greedy, sortings, trees

[jiangly's solution](#)

2615.

2009F

[Firefly's Queries](#) · [Tutorial](#)

Quality: 8,488 global accepts · Rating: 1700 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, flows, math

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2616.

2006A

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Quality: 9,365 global accepts · Rating: 1700 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, trees

[jiangly's solution](#)

2617.

2010C2

[Message Transmission Error \(hard version\)](#) · [Tutorial](#)

Quality: 4,581 global accepts · Rating: 1700 · first AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: hashing, string suffix structures, strings, two pointers

[jiangly's solution](#)

2618.

1999G2

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

Quality: 11,021 global accepts · Rating: 1700 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive, ternary search

[jiangly's solution](#)

2619.

1995B2

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

Quality: 10,149 global accepts · Rating: 1700 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures,

greedy, math, sortings, two pointers

[jiangly's solution](#)

2620.

1992E

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Quality: 10,758 global accepts · Rating: 1700 · first AC: 2024-07-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, implementation, math, strings

[jiangly's solution](#)

2621.

1983D

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Quality: 11,048 global accepts · Rating: 1700 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, math, sortings

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2622.

1982D

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Quality: 9,762 global accepts · Rating: 1700 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, math, number theory

[jiangly's solution](#)

2623.

1986E

[Beautiful Array](#) · [Tutorial](#)

Quality: 10,862 global accepts · Rating: 1700 · first AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory, sortings

[jiangly's solution](#)

2624.

1985H1

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[jiangly's solution](#)

2625.

1984C2

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[jiangly's solution](#)

2626.

1973C

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Quality: 9,850 global accepts · Rating: 1700 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math, sortings

[jiangly's solution](#)

2627.

1971G

[XOUR](#) · [Tutorial](#)

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2628.

1970C2

[Game on Tree \(Medium\)](#) · [Tutorial](#)

Quality: 4,339 global accepts · Rating: 1700 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, trees

[jiangly's solution](#)

2629.

1969C

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[jiangly's solution](#)

2630.

1955E

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2631.

1942C2

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2632.

1950F

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Quality: 11,277 global accepts · Rating: 1700 · first AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, implementation, trees

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2633.

1945E

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2634.

1948D

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2635.

1934C

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2636.

1936A

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Quality: 8,660 global accepts · Rating: 1700 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, interactive, math

[jiangly's solution](#)

2637.

1883E

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[jiangly's solution](#)

2638.

1930C

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2639.

1931F

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2640.

1916D

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1906M

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2642.

1901D

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2643.

1903D1

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2644.

1898C

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2645.

1893B

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2646.

1884C

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2647.

1592C

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2648.

1594D

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2649.

1881F

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[jiangly's solution](#)

2650.

1879D

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2651.

1873H

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2652.

1868B1

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2653.

1688C

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2654.

1864D

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2655.

900C

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2656.

896A

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2657.

895B

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2658.

1849D

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2659.

1850H

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1835A

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2661.

1833F

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2662.

118D

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2663.

1826D

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2664.

1829H

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2665.

281B

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2666.

339D

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2667.

339C

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Quality: 8,761 global accepts · Rating: 1700 · first AC: 2023-04-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, shortest paths

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2668.

42B

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2669.

1822G1

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2670.

1822F

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2671.

598D

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2672.

44H

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[jiangly's solution](#)

2673.

35D

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2674.

35B

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2675.

32C

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2676.

31C

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2677.

30B

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[jiangly's solution](#)

2678.

29C

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2679.

22C

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2680.

20A

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2681.

18B

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2682.

1814B

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2683.

14C

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2684.

1810D

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2685.

1798C

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2686.

1807F

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2687.

711C

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2688.

1799C

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1776F

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1772E

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2691.

1765D

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1792D

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Quality: 8,038 global accepts · Rating: 1700 · first AC: 2023-01-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, hashing, math, sortings

[jiangly's solution](#)

2693.

1777C

[Quiz Master](#) · [Tutorial](#)

Quality: 12,294 global accepts · Rating: 1700 · first AC: 2023-01-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math, number theory, sortings, two pointers

[jiangly's solution](#)

2694.

1783C

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

Quality: 10,882 global accepts · Rating: 1700 · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[jiangly's solution](#)

2695.

1779D

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

Quality: 9,052 global accepts · Rating: 1700 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dp, dsu, greedy, sortings

[jiangly's solution](#)

2696.

1770C

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

Quality: 9,664 global accepts · Rating: 1700 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[jiangly's solution](#)

2697.

1731D

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

Quality: 8,498 global accepts · Rating: 1700 · first AC: 2022-12-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[jiangly's solution](#)

2698.

1731C

[Even Subarrays](#) · [Tutorial](#)

Quality: 12,133 global accepts · Rating: 1700 · first AC: 2022-12-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, hashing, math, number theory

[jiangly's solution](#)

2699.

1760G

[SlavicG's Favorite Problem](#) · [Tutorial](#)

Quality: 10,312 global accepts · Rating: 1700 · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, graphs
[jiangly's solution](#)

2700.

1743D

[Problem with Random Tests](#) · [Tutorial](#)

Quality: 8,366 global accepts · Rating: 1700 · first AC: 2022-10-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, probabilities
[jiangly's solution](#)

2701.

1735D

[Meta-set](#) · [Tutorial](#)

Quality: 6,772 global accepts · Rating: 1700 · first AC: 2022-10-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data structures, hashing, math
[jiangly's solution](#)

2702.

1722F

[L-shapes](#) · [Tutorial](#)

Quality: 8,008 global accepts · Rating: 1700 · first AC: 2022-08-30 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, implementation
[jiangly's solution](#)

2703.

1715C

[Monoblock](#) · [Tutorial](#)

Quality: 10,375 global accepts · Rating: 1700 · first AC: 2022-08-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, implementation, math
[jiangly's solution](#)

2704.

1714G

[Path Prefixes](#) · [Tutorial](#)

Quality: 9,703 global accepts · Rating: 1700 · first AC: 2022-08-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, trees
[jiangly's solution](#)

2705.

1709D

[Rorororobot](#) · [Tutorial](#)

Quality: 10,208 global accepts · Rating: 1700 · first AC: 2022-07-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, math
[jiangly's solution](#)

2706.

1706D1

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

Quality: 7,716 global accepts · Rating: 1700 · first AC: 2022-07-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, number theory
[jiangly's solution](#)

2707.

1702F

[Equate Multisets](#) · [Tutorial](#)

Quality: 9,450 global accepts · Rating: 1700 · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, math, number theory
[jiangly's solution](#)

2708.

1699C

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

Quality: 10,721 global accepts · Rating: 1700 · first AC: 2022-07-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math
[jiangly's solution](#)

2709.

1700C

[Helping the Nature](#) · [Tutorial](#)

Quality: 12,161 global accepts · Rating: 1700 · first AC: 2022-06-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[jiangly's solution](#)

2710.

1695C

[Zero Path](#) · [Tutorial](#)

Quality: 14,052 global accepts · Rating: 1700 · first AC: 2022-06-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, graphs, greedy, shortest paths

[jiangly's solution](#)

2711.

1693B

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

Quality: 9,582 global accepts · Rating: 1700 · first AC: 2022-06-16 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[jiangly's solution](#)

2712.

1692H

[Gambling](#) · [Tutorial](#)

Quality: 9,600 global accepts · Rating: 1700 · first AC: 2022-06-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, math

[jiangly's solution](#)

2713.

1598D

[Training Session](#) · [Tutorial](#)

Quality: 10,484 global accepts · Rating: 1700 · first AC: 2022-06-09 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, geometry, implementation, math

[jiangly's solution](#)

2714.

1690F

[Shifting String](#) · [Tutorial](#)

Quality: 8,880 global accepts · Rating: 1700 · first AC: 2022-06-07 · C++20 (GCC 11-64) (first AC) · Tags: graphs, math, number theory, strings

[jiangly's solution](#)

2715.

1687B

[Railway System](#) · [Tutorial](#)

Quality: 4,136 global accepts · Rating: 1700 · first AC: 2022-06-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[jiangly's solution](#)

2716.

1681D

[Required Length](#) · [Tutorial](#)

Quality: 10,753 global accepts · Rating: 1700 · first AC: 2022-05-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, hashing, shortest paths

[jiangly's solution](#)

2717.

1684D

[Traps](#) · [Tutorial](#)

Quality: 10,753 global accepts · Rating: 1700 · first AC: 2022-05-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[jiangly's solution](#)

2718.

1677B

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

Quality: 4,550 global accepts · Rating: 1700 · first AC: 2022-05-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math

[jiangly's solution](#)

2719.

1670D

[Very Suspicious](#) · [Tutorial](#)

Quality: 5,655 global accepts · Rating: 1700 · first AC: 2022-05-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, geometry, greedy, implementation, math

[jiangly's solution](#)

2720.

1672D

[Cyclic Rotation](#) · [Tutorial](#)

Quality: 6,939 global accepts · Rating: 1700 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers

[jiangly's solution](#)

2721.

1661C

[Water the Trees](#) · [Tutorial](#)

Quality: 10,537 global accepts · Rating: 1700 · first AC: 2022-04-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math

[jiangly's solution](#)

2722.

1660F1

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

Quality: 7,958 global accepts · Rating: 1700 · first AC: 2022-04-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, strings

[jiangly's solution](#)

2723.

1658C

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

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

[jiangly's solution](#)

2724.

1644D

[Cross Coloring](#) · [Tutorial](#)

Quality: 7,876 global accepts · Rating: 1700 · first AC: 2022-02-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math

[jiangly's solution](#)

2725.

1628B

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

Quality: 12,714 global accepts · Rating: 1700 · first AC: 2022-01-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[jiangly's solution](#)

2726.

1626C

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

Quality: 11,809 global accepts · Rating: 1700 · first AC: 2022-01-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, math, two pointers

[jiangly's solution](#)

2727.

1625C

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

Quality: 13,286 global accepts · Rating: 1700 · first AC: 2022-01-12 · C++20 (GCC 11-64) (first AC) · Tags: dp

[jiangly's solution](#)

2728.

1621C

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

Quality: 7,508 global accepts · Rating: 1700 · first AC: 2022-01-03 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, interactive, math

[jiangly's solution](#)

2729.

734D

[Anton and Chess](#) · [Tutorial](#)

Quality: 3,917 global accepts · Rating: 1700 · first AC: 2021-12-23 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[jiangly's solution](#)

2730.

1618E

[Singers' Tour](#) · [Tutorial](#)

Quality: 7,789 global accepts · Rating: 1700 · first AC: 2021-12-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[jiangly's solution](#)

2731.

1619E

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

Quality: 10,207 global accepts · Rating: 1700 · first AC: 2021-12-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation, math, sortings
[jiangly's solution](#)

2732.

1586C

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

Rating: 1700 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy, implementation, two pointers
[jiangly's solution](#)

2733.

1578H

[Higher Order Functions](#) · [Tutorial](#)

Quality: 2,169 global accepts · Rating: 1700 · first AC: 2021-10-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[jiangly's solution](#)

2734.

1580A

[Portal](#) · [Tutorial](#)

Quality: 3,924 global accepts · Rating: 1700 · first AC: 2021-09-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation
[jiangly's solution](#)

2735.

1579E2

[Array Optimization by Deque](#) · [Tutorial](#)

Quality: 7,368 global accepts · Rating: 1700 · first AC: 2021-09-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy
[jiangly's solution](#)

2736.

1579F

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

Quality: 5,363 global accepts · Rating: 1700 · first AC: 2021-09-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, math, number theory, shortest paths
[jiangly's solution](#)

2737.

1562D1

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

Quality: 6,650 global accepts · Rating: 1700 · first AC: 2021-08-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, math
[jiangly's solution](#)

2738.

1557C

[Moamen and XOR](#) · [Tutorial](#)

Quality: 10,500 global accepts · Rating: 1700 · first AC: 2021-08-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, matrices
[jiangly's solution](#)

2739.

1551D1

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

Quality: 7,573 global accepts · Rating: 1700 · first AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[jiangly's solution](#)

2740.

773A

[Success Rate](#) · [Tutorial](#)

Quality: 4,788 global accepts · Rating: 1700 · first AC: 2021-07-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math
[jiangly's solution](#)

2741.

1091D

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

Quality: 7,474 global accepts · Rating: 1700 · first AC: 2021-07-15 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math
[jiangly's solution](#)

2742.

1085D

[Minimum Diameter Tree](#) · [Tutorial](#)

Quality: 5,907 global accepts · Rating: 1700 · first AC: 2021-07-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, trees
[jiangly's solution](#)

2743.

1550C

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

Quality: 10,847 global accepts · Rating: 1700 · first AC: 2021-07-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, greedy, implementation
[jiangly's solution](#)

2744.

765D

[Artsem and Saunders](#) · [Tutorial](#)

Quality: 2,600 global accepts · Rating: 1700 · first AC: 2021-07-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dsu, math
[jiangly's solution](#)

2745.

1543D1

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

Quality: 8,000 global accepts · Rating: 1700 · first AC: 2021-07-07 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math
[jiangly's solution](#)

2746.

498A

[Crazy Town](#) · [Tutorial](#)

Quality: 6,874 global accepts · Rating: 1700 · first AC: 2021-06-21 · C++17 (GCC 9-64) (first AC) · Tags: geometry
[jiangly's solution](#)

2747.

493D

[Vasya and Chess](#) · [Tutorial](#)

Quality: 10,200 global accepts · Rating: 1700 · first AC: 2021-06-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, math
[jiangly's solution](#)

2748.

1537D

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

Quality: 13,613 global accepts · Rating: 1700 · first AC: 2021-06-18 · C++17 (GCC 9-64) (first AC) · Tags: games, math, number theory
[jiangly's solution](#)

2749.

1538D

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

Quality: 15,265 global accepts · Rating: 1700 · first AC: 2021-06-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory
[jiangly's solution](#)

2750.

1528B

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

Quality: 10,664 global accepts · Rating: 1700 · first AC: 2021-05-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math
[jiangly's solution](#)

2751.

1503B

[3-Coloring](#) · [Tutorial](#)

Quality: 7,680 global accepts · Rating: 1700 · first AC: 2021-04-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, interactive
[jiangly's solution](#)

2752.

827A

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

Quality: 4,331 global accepts · Rating: 1700 · first AC: 2021-03-31 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings, strings
[jiangly's solution](#)

2753.

1491C

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

Quality: 8,394 global accepts · Rating: 1700 · first AC: 2021-02-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation
[jiangly's solution](#)

2754.

1485C

[Floor and Mod](#) · [Tutorial](#)

Quality: 11,005 global accepts · Rating: 1700 · first AC: 2021-02-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, math, number theory
[jiangly's solution](#)

2755.

1479A

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

Quality: 13,085 global accepts · Rating: 1700 · first AC: 2021-02-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive, ternary search
[jiangly's solution](#)

2756.

1473D

[Program](#) · [Tutorial](#)

Quality: 10,968 global accepts · Rating: 1700 · first AC: 2021-01-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, implementation, strings
[jiangly's solution](#)

2757.

1472E

[Correct Placement](#) · [Tutorial](#)

Quality: 8,850 global accepts · Rating: 1700 · first AC: 2021-01-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, sortings, two pointers
[jiangly's solution](#)

2758.

1469D

[Ceil Divisions](#) · [Tutorial](#)

Quality: 10,208 global accepts · Rating: 1700 · first AC: 2020-12-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory
[jiangly's solution](#)

2759.

1468D

[Firecrackers](#) · [Tutorial](#)

Quality: 5,274 global accepts · Rating: 1700 · first AC: 2020-12-25 · GNU C++11 (first AC) · Tags: binary search, sortings

[jiangly's solution](#)

2760.

1468F

[Full Turn](#) · [Tutorial](#)

Quality: 4,221 global accepts · Rating: 1700 · first AC: 2020-12-25 · C++17 (GCC 7-32) (first AC) · Tags: geometry, hashing, number theory

[jiangly's solution](#)

2761.

1464A

[Peaceful Rooks](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-12-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs

[jiangly's solution](#)

2762.

1453C

[Triangles](#) · [Tutorial](#)

Quality: 6,260 global accepts · Rating: 1700 · first AC: 2020-12-04 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[jiangly's solution](#)

2763.

789B

[Masha and geometric depression](#) · [Tutorial](#)

Quality: 4,927 global accepts · Rating: 1700 · first AC: 2020-12-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math

[jiangly's solution](#)

2764.

1451D

[Circle Game](#) · [Tutorial](#)

Quality: 10,149 global accepts · Rating: 1700 · first AC: 2020-11-21 · C++17 (GCC 9-64) (first AC) · Tags: games, geometry, math

[jiangly's solution](#)

2765.

1434B

[Shurikens](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-10-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation

[jiangly's solution](#)

2766.

1430D

[String Deletion](#) · [Tutorial](#)

Quality: 9,303 global accepts · Rating: 1700 · first AC: 2020-10-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, two pointers

[jiangly's solution](#)

2767.

1422C

[Bargain](#) · [Tutorial](#)

Quality: 8,842 global accepts · Rating: 1700 · first AC: 2020-10-04 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[jiangly's solution](#)

2768.

1168A

[Increasing by Modulo](#) · [Tutorial](#)

Quality: 7,595 global accepts · Rating: 1700 · first AC: 2020-09-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy

[jiangly's solution](#)

2769.

1406C

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

Quality: 11,777 global accepts · Rating: 1700 · first AC: 2020-09-12 · last AC: 2020-09-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[jiangly's solution](#)

2770.

1400B

[RPG Protagonist](#) · [Tutorial](#)

Quality: 11,696 global accepts · Rating: 1700 · first AC: 2020-08-25 · last AC: 2020-08-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math

[jiangly's solution](#)

2771.

1392D

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

Quality: 9,765 global accepts · Rating: 1700 · first AC: 2020-08-17 · last AC: 2020-08-18 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[jiangly's solution](#)

2772.

1393C

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

Quality: 11,045 global accepts · Rating: 1700 · first AC: 2020-08-07 · last AC: 2020-08-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[jiangly's solution](#)

2773.

1381A2

[Prefix Flip \(Hard Version\)](#) · [Tutorial](#)

Quality: 14,323 global accepts · Rating: 1700 · first AC: 2020-07-21 · last AC: 2020-07-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, implementation, strings, two pointers

[jiangly's solution](#)

2774.

1383A

[String Transformation 1](#) · [Tutorial](#)

Quality: 11,265 global accepts · Rating: 1700 · first AC: 2020-07-24 · last AC: 2020-07-31 · C++17 (GCC 9-64) (first AC) · Tags: dsu, graphs, greedy, sortings, strings, trees, two pointers

[jiangly's solution](#)

2775.

1368D

[AND, OR and square sum](#) · [Tutorial](#)

Quality: 13,656 global accepts · Rating: 1700 · first AC: 2020-06-18 · last AC: 2020-06-19 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math

[jiangly's solution](#)

2776.

1365D

[Solve The Maze](#) · [Tutorial](#)

Quality: 20,816 global accepts · Rating: 1700 · first AC: 2020-06-07 · last AC: 2020-06-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, shortest paths

[jiangly's solution](#)

2777.

1361A

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

Quality: 8,843 global accepts · Rating: 1700 · first AC: 2020-06-04 · last AC: 2020-06-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, sortings

[jiangly's solution](#)

2778.

1359C

[Mixing Water](#) · [Tutorial](#)

Quality: 15,297 global accepts · Rating: 1700 · first AC: 2020-06-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[jiangly's solution](#)

2779.

1360F

[Spy-string](#) · [Tutorial](#)

Quality: 13,519 global accepts · Rating: 1700 · first AC: 2020-05-24 · last AC: 2020-05-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, hashing, strings

[jiangly's solution](#)

2780.

1343D

[Constant Palindrome Sum](#) · [Tutorial](#)

Quality: 13,538 global accepts · Rating: 1700 · first AC: 2020-04-21 · last AC: 2020-04-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, two pointers

[jiangly's solution](#)

2781.

1340B

[Nastya and Scoreboard](#) · [Tutorial](#)

Quality: 8,311 global accepts · Rating: 1700 · first AC: 2020-04-24 · last AC: 2020-04-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, graphs, greedy

[jiangly's solution](#)

2782.

1336B

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

Quality: 12,128 global accepts · Rating: 1700 · first AC: 2020-04-15 · last AC: 2020-04-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, sortings, two pointers

[jiangly's solution](#)

2783.

1335E1

[Three Blocks Palindrome \(easy version\)](#) · [Tutorial](#)

Quality: 11,747 global accepts · Rating: 1700 · first AC: 2020-04-13 · last AC: 2020-04-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[jiangly's solution](#)

2784.

1333C

[Eugene and an array](#) · [Tutorial](#)

Quality: 13,362 global accepts · Rating: 1700 · first AC: 2020-04-08 · last AC: 2020-04-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation, two pointers

[jiangly's solution](#)

2785.

1329B

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

Quality: 7,056 global accepts · Rating: 1700 · first AC: 2020-04-03 · last AC: 2020-04-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, math

[jiangly's solution](#)

2786.

1332D

[Walk on Matrix](#) · [Tutorial](#)

Quality: 8,444 global accepts · Rating: 1700 · first AC: 2020-03-31 · last AC: 2020-04-04 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[jiangly's solution](#)

2787.

1325D

[Ehab the Xorcist](#) · [Tutorial](#)

Quality: 13,589 global accepts · Rating: 1700 · first AC: 2020-03-14 · last AC: 2020-03-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[jiangly's solution](#)

2788.

1312D

[Count the Arrays](#) · [Tutorial](#)

Quality: 10,527 global accepts · Rating: 1700 · first AC: 2020-03-09 · last AC: 2020-03-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[jiangly's solution](#)

2789.

1324E

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

Quality: 17,009 global accepts · Rating: 1700 · first AC: 2020-03-12 · last AC: 2020-03-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[jiangly's solution](#)

2790.

1320B

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

Quality: 6,439 global accepts · Rating: 1700 · first AC: 2020-03-01 · last AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[jiangly's solution](#)

2791.

1313B

[Different Rules](#) · [Tutorial](#)

Quality: 7,008 global accepts · Rating: 1700 · first AC: 2020-02-23 · last AC: 2020-02-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[jiangly's solution](#)

2792.

1310A

[Recommendations](#) · [Tutorial](#)

Quality: 5,582 global accepts · Rating: 1700 · first AC: 2020-02-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[jiangly's solution](#)

2793.

1314A

[Recommendations](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[jiangly's solution](#)

2794.

1301C

[Ayoub's function](#) · [Tutorial](#)

Quality: 9,877 global accepts · Rating: 1700 · first AC: 2020-02-13 · last AC: 2020-02-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, greedy, math, strings

[jiangly's solution](#)

2795.

1295B

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

Quality: 9,872 global accepts · Rating: 1700 · first AC: 2020-01-29 · last AC: 2020-02-03 · C++17 (GCC 7-32) (first AC) · Tags: math, strings

[jiangly's solution](#)

2796.

1292B

[Aroma's Search](#) · [Tutorial](#)

Quality: 6,768 global accepts · Rating: 1700 · first AC: 2020-01-19 · last AC: 2020-01-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, geometry, greedy, implementation

[jiangly's solution](#)

2797.

1268A

[Long Beautiful Integer](#) · [Tutorial](#)

Quality: 9,069 global accepts · Rating: 1700 · first AC: 2019-12-21 · last AC: 2020-01-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[jiangly's solution](#)

2798.

1278C

[Berry Jam](#) · [Tutorial](#)

Quality: 8,576 global accepts · Rating: 1700 · first AC: 2020-01-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, implementation

[jiangly's solution](#)

2799.

1280A

[Cut and Paste](#) · [Tutorial](#)

Quality: 5,843 global accepts · Rating: 1700 · first AC: 2019-12-15 · last AC: 2019-12-31 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[jiangly's solution](#)

2800.

1279D

[Santa's Bot](#) · [Tutorial](#)

Quality: 7,290 global accepts · Rating: 1700 · first AC: 2019-12-30 · last AC: 2019-12-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities

[jiangly's solution](#)

2801.

1267E

[Elections](#) · [Tutorial](#)

Quality: 3,518 global accepts · Rating: 1700 · first AC: 2019-12-01 · last AC: 2019-12-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[jiangly's solution](#)

2802.

1260C

[Infinite Fence](#) · [Tutorial](#)

Quality: 8,783 global accepts · Rating: 1700 · first AC: 2019-11-27 · last AC: 2019-11-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[jiangly's solution](#)

2803.

1227C

[Messy](#) · [Tutorial](#)

Quality: 5,790 global accepts · Rating: 1700 · first AC: 2019-11-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[jiangly's solution](#)

2804.

1261A

[Messy](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[jiangly's solution](#)

2805.

1254A

[Feeding Chicken](#) · [Tutorial](#)

Quality: 5,515 global accepts · Rating: 1700 · first AC: 2019-11-19 · last AC: 2019-11-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[jiangly's solution](#)

2806.

1253D

[Harmonious Graph](#) · [Tutorial](#)

Quality: 10,248 global accepts · Rating: 1700 · first AC: 2019-11-18 · last AC: 2019-11-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, sortings

[jiangly's solution](#)

2807.

1257D

[Yet Another Monster Killing Problem](#) · [Tutorial](#)

Quality: 8,172 global accepts · Rating: 1700 · first AC: 2019-11-13 · last AC: 2019-11-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers

[jiangly's solution](#)

2808.

1153C

[Serval and Parenthesis Sequence](#) · [Tutorial](#)

Quality: 7,793 global accepts · Rating: 1700 · first AC: 2019-11-10 · last AC: 2019-11-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[jiangly's solution](#)

2809.

1256C

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

Quality: 7,320 global accepts · Rating: 1700 · first AC: 2019-11-04 · last AC: 2019-11-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[jiangly's solution](#)

2810.

1239A

[Ivan the Fool and the Probability Theory](#) · [Tutorial](#)

Quality: 7,790 global accepts · Rating: 1700 · first AC: 2019-10-20 · last AC: 2019-10-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[jiangly's solution](#)

2811.

1249E

[By Elevator or Stairs?](#) · [Tutorial](#)

Quality: 10,998 global accepts · Rating: 1700 · first AC: 2019-10-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, shortest paths

[jiangly's solution](#)

2812.

1237C1

[Balanced Removals \(Easier\)](#) · [Tutorial](#)

Quality: 6,301 global accepts · Rating: 1700 · first AC: 2019-10-16 · last AC: 2019-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy

[jiangly's solution](#)

2813.

1228C

[Primes and Multiplication](#) · [Tutorial](#)

Quality: 9,634 global accepts · Rating: 1700 · first AC: 2019-09-29 · last AC: 2019-09-29 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[jiangly's solution](#)

2814.

1230C

[Anadi and Domino](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-09-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs

[jiangly's solution](#)

2815.

1229A

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

Rating: 1700 · first AC: 2019-09-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy

[jiangly's solution](#)

2816.

1216C

[White Sheet](#) · [Tutorial](#)

Quality: 10,360 global accepts · Rating: 1700 · first AC: 2019-09-21 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[jiangly's solution](#)

2817.

1219C

[Periodic integer number](#) · [Tutorial](#)

Quality: 2,477 global accepts · Rating: 1700 · first AC: 2019-09-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[jiangly's solution](#)

2818.

1215D

[Ticket Game](#) · [Tutorial](#)

Quality: 6,564 global accepts · Rating: 1700 · first AC: 2019-09-15 · last AC: 2019-09-15 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math

[jiangly's solution](#)

2819.

1209D

[Cow and Snacks](#) · [Tutorial](#)

Quality: 10,725 global accepts · Rating: 1700 · first AC: 2019-09-14 · last AC: 2019-09-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[jiangly's solution](#)

2820.

1217C

[The Number Of Good Substrings](#) · [Tutorial](#)

Quality: 7,856 global accepts · Rating: 1700 · first AC: 2019-09-05 · last AC: 2019-09-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force

[jiangly's solution](#)

2821.

1185C2

[Exam in BerSU \(hard version\)](#) · [Tutorial](#)

Quality: 7,818 global accepts · Rating: 1700 · first AC: 2019-07-29 · last AC: 2019-08-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, math

[jiangly's solution](#)

2822.

1194D

[1-2-K Game](#) · [Tutorial](#)

Quality: 7,178 global accepts · Rating: 1700 · first AC: 2019-08-24 · C++17 (GCC 7-32) (first AC) · Tags: games, math

[jiangly's solution](#)

2823.

1204C

[Anna, Svyatoslav and Maps](#) · [Tutorial](#)

Quality: 7,209 global accepts · Rating: 1700 · first AC: 2019-08-20 · last AC: 2019-08-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, shortest paths

[jiangly's solution](#)

2824.

1203D2

[Remove the Substring \(hard version\)](#) · [Tutorial](#)

Quality: 8,118 global accepts · Rating: 1700 · first AC: 2019-08-13 · last AC: 2019-08-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, two pointers

[jiangly's solution](#)

2825.

1202B

[You Are Given a Decimal String...](#) · [Tutorial](#)

Quality: 4,844 global accepts · Rating: 1700 · first AC: 2019-08-07 · last AC: 2019-08-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, shortest paths

[jiangly's solution](#)

2826.

1185D

[Extra Element](#) · [Tutorial](#)

Quality: 7,058 global accepts · Rating: 1700 · first AC: 2019-07-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[jiangly's solution](#)

2827.

1148C

[Crazy Diamond](#) · [Tutorial](#)

Quality: 5,627 global accepts · Rating: 1700 · first AC: 2019-06-03 · last AC: 2019-06-04 · Clang++17 Diagnostics (first AC) · Tags: constructive algorithms, sortings

[jiangly's solution](#)

2828.

126B

[Password](#) · [Tutorial](#)

Quality: 24,761 global accepts · Rating: 1700 · first AC: 2019-05-09 · last AC: 2019-05-09 · GNU C++11 (first AC) · Tags: binary search, dp, hashing, string suffix structures, strings

[jiangly's solution](#)

2829.

4D

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

Quality: 12,112 global accepts · Rating: 1700 · first AC: 2019-03-31 · GNU C++11 (first AC) · Tags: dp, sortings

[jiangly's solution](#)

2830.

2208D1

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

Quality: 4,196 global accepts · Rating: 1800 · first AC: 2026-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, matrices, trees

[jiangly's solution](#)

2831.

2209D

[Ghostfires](#) · [Tutorial](#)

Quality: 5,317 global accepts · Rating: 1800 · first AC: 2026-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[jiangly's solution](#)

2832.

2204E

[Sum of Digits \(and Again\)](#) · [Tutorial](#)

Quality: 4,776 global accepts · Rating: 1800 · first AC: 2026-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math

[jiangly's solution](#)

2833.

2206H

[Reflect Sort](#) · [Tutorial](#)

Quality: 853 global accepts · Rating: 1800 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: number theory

[jiangly's solution](#)

2834.

2187B

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

Quality: 5,284 global accepts · Rating: 1800 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[jiangly's solution](#)

2835.

2189C2

[XOR-convenience \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,208 global accepts · Rating: 1800 · first AC: 2026-01-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, math

[jiangly's solution](#)

2836.

2185G

[Mixing MEXes](#) · [Tutorial](#)

Quality: 3,306 global accepts · Rating: 1800 · first AC: 2026-01-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, math

[jiangly's solution](#)

2837.

2182E

[New Year's Gifts](#) · [Tutorial](#)

Quality: 5,566 global accepts · Rating: 1800 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers

[jiangly's solution](#)

2838.

2153D

[Not Alone](#) · [Tutorial](#)

Quality: 6,293 global accepts · Rating: 1800 · first AC: 2025-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[jiangly's solution](#)

2839.

2145D

[Inversion Value of a Permutation](#) · [Tutorial](#)

Quality: 6,660 global accepts · Rating: 1800 · first AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dp

[jiangly's solution](#)

2840.

2155D

[Batteries](#) · [Tutorial](#)

Quality: 5,864 global accepts · Rating: 1800 · first AC: 2025-10-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, graph matchings, graphs, interactive, math

[jiangly's solution](#)

2841.

2148F

[Gravity Falls](#) · [Tutorial](#)

Quality: 6,594 global accepts · Rating: 1800 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, sortings

[jiangly's solution](#)

2842.

2143D1

[Inversion Graph Coloring \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,393 global accepts · Rating: 1800 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp, greedy, two pointers

[jiangly's solution](#)

2843.

2144D

[Price Tags](#) · [Tutorial](#)

Quality: 6,999 global accepts · Rating: 1800 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math

[jiangly's solution](#)

2844.

2138C1

[Maple and Tree Beauty \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,425 global accepts · Rating: 1800 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[jiangly's solution](#)

2845.

2127D

[Root was Built by Love, Broken by Destiny](#) · [Tutorial](#)

Quality: 6,186 global accepts · Rating: 1800 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[jiangly's solution](#)

2846.

2121F

[Yamakasi](#) · [Tutorial](#)

Quality: 8,119 global accepts · Rating: 1800 · first AC: 2025-06-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, two pointers

[jiangly's solution](#)

2847.

2117F

[Wildflower](#) · [Tutorial](#)

Quality: 5,929 global accepts · Rating: 1800 · first AC: 2025-06-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, trees

[jiangly's solution](#)

2848.

2101B

[Quartet Swapping](#) · [Tutorial](#)

Quality: 6,825 global accepts · Rating: 1800 · first AC: 2025-05-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, greedy, sortings

[jiangly's solution](#)

2849.

2106E

[Wolf](#) · [Tutorial](#)

Quality: 5,935 global accepts · Rating: 1800 · first AC: 2025-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math
[jiangly's solution](#)

2850.

2093F

[Hackers and Neural Networks](#) · [Tutorial](#)

Quality: 5,882 global accepts · Rating: 1800 · first AC: 2025-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, greedy
[jiangly's solution](#)

2851.

2092D

[Mishkin Energizer](#) · [Tutorial](#)

Quality: 6,880 global accepts · Rating: 1800 · first AC: 2025-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings
[jiangly's solution](#)

2852.

2091F

[Igor and Mountain](#) · [Tutorial](#)

Quality: 6,156 global accepts · Rating: 1800 · first AC: 2025-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dp
[jiangly's solution](#)

2853.

2079D

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

Quality: 683 global accepts · Rating: 1800 · first AC: 2025-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, sortings
[jiangly's solution](#)

2854.

2071D1

[Infinite Sequence \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,692 global accepts · Rating: 1800 · first AC: 2025-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, implementation, math
[jiangly's solution](#)

2855.

2069D

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

Quality: 7,047 global accepts · Rating: 1800 · first AC: 2025-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, hashing, strings, two pointers
[jiangly's solution](#)

2856.

2043D

[Problem about GCD](#) · [Tutorial](#)

Quality: 7,678 global accepts · Rating: 1800 · first AC: 2024-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, flows, math, number theory
[jiangly's solution](#)

2857.

2042C

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

Quality: 8,643 global accepts · Rating: 1800 · first AC: 2024-12-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy
[jiangly's solution](#)

2858.

2039C2

[Shohag Loves XOR \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,969 global accepts · Rating: 1800 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, math, number theory
[jiangly's solution](#)

2859.

2032D

[Genokraken](#) · [Tutorial](#)

Quality: 6,200 global accepts · Rating: 1800 · first AC: 2024-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, interactive, trees, two pointers

[jiangly's solution](#)

2860.

2035D

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

Quality: 5,829 global accepts · Rating: 1800 · first AC: 2024-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation, math

[jiangly's solution](#)

2861.

2033F

[Kosuke's Sloth](#) · [Tutorial](#)

Quality: 7,127 global accepts · Rating: 1800 · first AC: 2024-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory

[jiangly's solution](#)

2862.

2025D

[Attribute Checks](#) · [Tutorial](#)

Quality: 7,877 global accepts · Rating: 1800 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, implementation, math, two pointers

[jiangly's solution](#)

2863.

2022C

[Gerrymandering](#) · [Tutorial](#)

Quality: 6,408 global accepts · Rating: 1800 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[jiangly's solution](#)

2864.

2020D

[Connect the Dots](#) · [Tutorial](#)

Quality: 7,420 global accepts · Rating: 1800 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, dsu, graphs, math, trees

[jiangly's solution](#)

2865.

2014E

[Rendez-vous de Marian et Robin](#) · [Tutorial](#)

Quality: 8,723 global accepts · Rating: 1800 · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, shortest paths

[jiangly's solution](#)

2866.

2005C

[Lazy Narek](#) · [Tutorial](#)

Quality: 8,680 global accepts · Rating: 1800 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, strings

[jiangly's solution](#)

2867.

2008G

[Sakurako's Task](#) · [Tutorial](#)

Quality: 6,671 global accepts · Rating: 1800 · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, number theory

[jiangly's solution](#)

2868.

2006B

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

Quality: 4,357 global accepts · Rating: 1800 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, math, trees

[jiangly's solution](#)

2869.

1987D

[World is Mine](#) · [Tutorial](#)

Quality: 8,700 global accepts · Rating: 1800 · first AC: 2024-08-28 · C++20 (GCC 13-64) (first AC) · Tags: dp, games

[jiangly's solution](#)

2870.

1995C

[Squaring](#) · [Tutorial](#)

Quality: 10,289 global accepts · Rating: 1800 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math, number theory

[jiangly's solution](#)

2871.

1990D

[Grid Puzzle](#) · [Tutorial](#)

Quality: 7,718 global accepts · Rating: 1800 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation

[jiangly's solution](#)

2872.

1979D

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

Quality: 7,853 global accepts · Rating: 1800 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, hashing, strings

[jiangly's solution](#)

2873.

1981C

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

Quality: 6,339 global accepts · Rating: 1800 · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation, math

[jiangly's solution](#)

2874.

1974E

[Money Buys Happiness](#) · [Tutorial](#)

Quality: 11,317 global accepts · Rating: 1800 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: dp

[jiangly's solution](#)

2875.

1970E1

[Trails \(Easy\)](#) · [Tutorial](#)

Quality: 3,426 global accepts · Rating: 1800 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: dp

[jiangly's solution](#)

2876.

1968F

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

Quality: 6,927 global accepts · Rating: 1800 · first AC: 2024-05-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[jiangly's solution](#)

2877.

1965B

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

Quality: 8,123 global accepts · Rating: 1800 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[jiangly's solution](#)

2878.

1954D

[Colored Balls](#) · [Tutorial](#)

Quality: 8,076 global accepts · Rating: 1800 · first AC: 2024-04-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, sortings

[jiangly's solution](#)

2879.

1955F

[Unfair Game](#) · [Tutorial](#)

Quality: 8,713 global accepts · Rating: 1800 · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, greedy, math, schedules
[jiangly's solution](#)

2880.

1949I

[Disks](#) · [Tutorial](#)

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1941F

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2886.

1904D2

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2887.

1930D1

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2888.

1922E

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2890.

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2891.

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2892.

1870D

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2893.

1582F1

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2894.

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2895.

1872F

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2896.

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2897.

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2898.

894B

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2899.

888E

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2900.

1859D

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2901.

1856E1

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2902.

1851F

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2903.

1852B

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2904.

1852A

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2905.

1848C

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2906.

1846F

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2907.

1846E2

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2908.

1845D

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2909.

1843F1

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2910.

1841C

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2911.

1833G

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2912.

1824B1

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2913.

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2914.

46D

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2915.

612D

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2916.

600C

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44D

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2918.

38E

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2919.

37B

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2920.

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2921.

33B

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2922.

30C

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2923.

24C

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2924.

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2925.

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2926.

1805D

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2927.

1809D

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2928.

706D

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2929.

1801B

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2930.

1793D

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2931.

1780D

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2932.

1782D

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2933.

1775D

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2934.

1768D

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2935.

1758D

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2936.

1759F

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2937.

1750D

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2938.

1740E

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2939.

1732C1

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2940.

1734D

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2941.

1729E

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2942.

1728D

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2943.

1725H

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2944.

1725M

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2945.

1721D

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2946.

1720D1

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2947.

1718A1

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2948.

1713D

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2949.

1709C

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2950.

1705D

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2951.

1525D

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2952.

1691D

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2953.

1678B2

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2954.

1675F

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2955.

1674F

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2956.

1666L

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2957.

1666C

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2958.

1648B

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2959.

1635D

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2960.

1637D

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2961.

1630B

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[jiangly's solution](#)

2962.

1617D1

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2963.

724C

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Quality: 2,281 global accepts · Rating: 1800 · first AC: 2021-12-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, hashing, implementation, math, number theory, sortings

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2964.

1619D

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[jiangly's solution](#)

2965.

1620C

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2966.

1586D

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Rating: 1800 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, interactive, math

[jiangly's solution](#)

2967.

1572A

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2968.

1556D

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2969.

1556C

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Quality: 6,216 global accepts · Rating: 1800 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

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2970.

1560E

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Quality: 8,862 global accepts · Rating: 1800 · first AC: 2021-08-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, sortings, strings

[jiangly's solution](#)

2971.

1548B

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Quality: 11,348 global accepts · Rating: 1800 · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, math, number theory, two pointers

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2972.

1552D

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[jiangly's solution](#)

2973.

1552C

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Quality: 6,286 global accepts · Rating: 1800 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, geometry, greedy, sortings

[jiangly's solution](#)

2974.

913D

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Quality: 5,131 global accepts · Rating: 1800 · first AC: 2021-07-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

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2975.

1096D

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Quality: 9,398 global accepts · Rating: 1800 · first AC: 2021-07-15 · C++17 (GCC 9-64) (first AC) · Tags: dp

[jiangly's solution](#)

2976.

641C

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Quality: 3,191 global accepts · Rating: 1800 · first AC: 2021-07-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, implementation

[jiangly's solution](#)

2977.

725D

[Contest Balloons](#) · [Tutorial](#)

Quality: 3,093 global accepts · Rating: 1800 · first AC: 2021-07-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[jiangly's solution](#)

2978.

513B2

[Permutations](#) · [Tutorial](#)

Quality: 2,930 global accepts · Rating: 1800 · first AC: 2021-06-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, divide and conquer, math

[jiangly's solution](#)

2979.

487A

[Fight the Monster](#) · [Tutorial](#)

Quality: 3,952 global accepts · Rating: 1800 · first AC: 2021-06-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, implementation

[jiangly's solution](#)

2980.

492D

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Quality: 3,322 global accepts · Rating: 1800 · first AC: 2021-06-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, math, sortings

[jiangly's solution](#)

2981.

1534D

[Lost Tree](#) · [Tutorial](#)

Quality: 6,810 global accepts · Rating: 1800 · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, trees

[jiangly's solution](#)

2982.

1535D

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

Quality: 8,494 global accepts · Rating: 1800 · first AC: 2021-06-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, implementation, trees

[jiangly's solution](#)

2983.

1517D

[Explorer Space](#) · [Tutorial](#)

Quality: 9,240 global accepts · Rating: 1800 · first AC: 2021-04-23 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, shortest paths

[jiangly's solution](#)

2984.

1508B

[Almost Sorted](#) · [Tutorial](#)

Quality: 4,431 global accepts · Rating: 1800 · first AC: 2021-04-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation

[jiangly's solution](#)

2985.

1505E

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Quality: 1,923 global accepts · Rating: 1800 · first AC: 2021-04-01 · C++17 (GCC 9-64) (first AC) · Tags: *special, greedy, implementation, shortest paths

[jiangly's solution](#)

2986.

827B

[High Load](#) · [Tutorial](#)

Quality: 3,697 global accepts · Rating: 1800 · first AC: 2021-03-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, trees

[jiangly's solution](#)

2987.

830A

[Office Keys](#) · [Tutorial](#)

Quality: 8,227 global accepts · Rating: 1800 · first AC: 2021-03-31 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, dp, greedy, sortings

[jiangly's solution](#)

2988.

1500A

[Going Home](#) · [Tutorial](#)

Quality: 9,508 global accepts · Rating: 1800 · first AC: 2021-03-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, hashing, implementation, math

[jiangly's solution](#)

2989.

1491D

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

Quality: 8,285 global accepts · Rating: 1800 · first AC: 2021-02-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[jiangly's solution](#)

2990.

1477A

[Nezzar and Board](#) · [Tutorial](#)

Quality: 6,525 global accepts · Rating: 1800 · first AC: 2021-01-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[jiangly's solution](#)

2991.

800A

[Voltage Keepsake](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-01-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy

[jiangly's solution](#)

2992.

800B

[Volatile Kite](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-01-03 · C++17 (GCC 9-64) (first AC) · Tags: geometry

[jiangly's solution](#)

2993.

1466E

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

Quality: 8,363 global accepts · Rating: 1800 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, math

[jiangly's solution](#)

2994.

1468J

[Road Reform](#) · [Tutorial](#)

Quality: 5,903 global accepts · Rating: 1800 · first AC: 2020-12-25 · C++17 (GCC 9-64) (first AC) · Tags: dsu, graphs, greedy

[jiangly's solution](#)

2995.

1450D

[Rating Compression](#) · [Tutorial](#)

Quality: 5,805 global accepts · Rating: 1800 · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, implementation, two pointers

[jiangly's solution](#)

2996.

1446B

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Quality: 9,038 global accepts · Rating: 1800 · first AC: 2020-11-15 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings

[jiangly's solution](#)

2997.

1442B

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Quality: 5,292 global accepts · Rating: 1800 · first AC: 2020-11-02 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, dsu, greedy, implementation

[jiangly's solution](#)

2998.

1442A

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

Quality: 9,720 global accepts · Rating: 1800 · first AC: 2020-11-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy

[jiangly's solution](#)

2999.

1437C

[Chef Monocarp](#) · [Tutorial](#)

Quality: 12,185 global accepts · Rating: 1800 · first AC: 2020-10-27 · C++17 (GCC 9-64) (first AC) · Tags: dp, flows, graph matchings, greedy, math, sortings

[jiangly's solution](#)

3000.

1426E

[Rock, Paper, Scissors](#) · [Tutorial](#)

Quality: 8,138 global accepts · Rating: 1800 · first AC: 2020-09-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, flows, greedy, math

[jiangly's solution](#)

3001.

1420D

[Rescue Nibel!](#) · [Tutorial](#)

Quality: 8,327 global accepts · Rating: 1800 · first AC: 2020-09-24 · last AC: 2020-09-26 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, sortings

[jiangly's solution](#)

3002.

1409E

[Two Platforms](#) · [Tutorial](#)

Quality: 8,457 global accepts · Rating: 1800 · first AC: 2020-09-04 · last AC: 2020-09-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, sortings, two pointers

[jiangly's solution](#)

3003.

1396B

[Stoned Game](#) · [Tutorial](#)

Quality: 12,930 global accepts · Rating: 1800 · first AC: 2020-08-30 · last AC: 2020-08-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, games, greedy

[jiangly's solution](#)

3004.

1402A

[Fancy Fence](#) · [Tutorial](#)

Quality: 1,354 global accepts · Rating: 1800 · first AC: 2020-08-26 · C++17 (GCC 9-64) (first AC) · Tags: *special, data structures, dsu, implementation, math, sortings

[jiangly's solution](#)

3005.

1401D

[Maximum Distributed Tree](#) · [Tutorial](#)

Quality: 10,527 global accepts · Rating: 1800 · first AC: 2020-08-21 · last AC: 2020-08-22 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, implementation, math, number theory, sortings, trees

[jiangly's solution](#)

3006.

1398D

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

Quality: 12,540 global accepts · Rating: 1800 · first AC: 2020-08-14 · last AC: 2020-08-18 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, sortings

[jiangly's solution](#)

3007.

1394A

[Boboniu Chats with Du](#) · [Tutorial](#)

Quality: 7,122 global accepts · Rating: 1800 · first AC: 2020-08-12 · last AC: 2020-08-18 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, sortings, two pointers

[jiangly's solution](#)

3008.

1388C

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

Quality: 10,413 global accepts · Rating: 1800 · first AC: 2020-07-30 · last AC: 2020-08-07 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, greedy, math, trees

[jiangly's solution](#)

3009.

1381B

[Unmerge](#) · [Tutorial](#)

Quality: 9,564 global accepts · Rating: 1800 · first AC: 2020-07-21 · last AC: 2020-07-31 · C++17 (GCC 9-64) (first AC) · Tags: dp

[jiangly's solution](#)

3010.

1367D

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

Quality: 8,808 global accepts · Rating: 1800 · first AC: 2020-06-16 · last AC: 2020-06-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[jiangly's solution](#)

3011.

1355C

[Count Triangles](#) · [Tutorial](#)

Quality: 11,948 global accepts · Rating: 1800 · first AC: 2020-05-16 · last AC: 2020-05-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, math, two pointers

[jiangly's solution](#)

3012.

1335E2

[Three Blocks Palindrome \(hard version\)](#) · [Tutorial](#)

Quality: 9,375 global accepts · Rating: 1800 · first AC: 2020-04-13 · last AC: 2020-04-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, two pointers

[jiangly's solution](#)

3013.

1338B

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

Quality: 9,521 global accepts · Rating: 1800 · first AC: 2020-04-12 · last AC: 2020-04-13 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, greedy, math, trees

[jiangly's solution](#)

3014.

1334D

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

Quality: 7,723 global accepts · Rating: 1800 · first AC: 2020-04-10 · last AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[jiangly's solution](#)

3015.

1329A

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

Quality: 9,669 global accepts · Rating: 1800 · first AC: 2020-04-03 · last AC: 2020-04-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[jiangly's solution](#)

3016.

1327E

[Count The Blocks](#) · [Tutorial](#)

Quality: 9,599 global accepts · Rating: 1800 · first AC: 2020-03-23 · last AC: 2020-03-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[jiangly's solution](#)

3017.

1328D

[Carousel](#) · [Tutorial](#)

Quality: 14,524 global accepts · Rating: 1800 · first AC: 2020-03-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, graphs, greedy, math

[jiangly's solution](#)

3018.

1326D2

[Prefix-Suffix Palindrome \(Hard version\)](#) · [Tutorial](#)

Quality: 11,754 global accepts · Rating: 1800 · first AC: 2020-03-19 · last AC: 2020-03-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, hashing, string suffix structures, strings

[jiangly's solution](#)

3019.

1324F

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

Quality: 13,069 global accepts · Rating: 1800 · first AC: 2020-03-12 · last AC: 2020-03-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[jiangly's solution](#)

3020.

1316C

[Primitive Primes](#) · [Tutorial](#)

Quality: 7,592 global accepts · Rating: 1800 · first AC: 2020-03-04 · last AC: 2020-03-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, ternary search

[jiangly's solution](#)

3021.

1304D

[Shortest and Longest LIS](#) · [Tutorial](#)

Quality: 6,682 global accepts · Rating: 1800 · first AC: 2020-02-15 · last AC: 2020-02-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, two pointers

[jiangly's solution](#)

3022.

1299B

[Aerodynamic](#) · [Tutorial](#)

Quality: 5,611 global accepts · Rating: 1800 · first AC: 2020-02-09 · last AC: 2020-02-16 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[jiangly's solution](#)

3023.

1296E1

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

Quality: 8,209 global accepts · Rating: 1800 · first AC: 2020-02-04 · last AC: 2020-02-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, graphs, greedy, sortings

[jiangly's solution](#)

3024.

1290B

[Irreducible Anagrams](#) · [Tutorial](#)

Quality: 7,153 global accepts · Rating: 1800 · first AC: 2020-02-02 · last AC: 2020-02-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, strings, two pointers

[jiangly's solution](#)

3025.

1295D

[Same GCDs](#) · [Tutorial](#)

Quality: 10,214 global accepts · Rating: 1800 · first AC: 2020-01-29 · last AC: 2020-02-03 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[jiangly's solution](#)

3026.

1286B

[Numbers on Tree](#) · [Tutorial](#)

Quality: 5,468 global accepts · Rating: 1800 · first AC: 2020-01-05 · last AC: 2020-01-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs, greedy, trees

[jiangly's solution](#)

3027.

1286A

[Garland](#) · [Tutorial](#)

Quality: 9,647 global accepts · Rating: 1800 · first AC: 2020-01-05 · last AC: 2020-01-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy,

sortings

[jiangly's solution](#)

3028.

1280B

[Beingawesomeism](#) · [Tutorial](#)

Quality: 4,203 global accepts · Rating: 1800 · first AC: 2019-12-15 · last AC: 2019-12-31 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[jiangly's solution](#)

3029.

1282C

[Petya and Exam](#) · [Tutorial](#)

Quality: 4,582 global accepts · Rating: 1800 · first AC: 2019-12-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers

[jiangly's solution](#)

3030.

1283E

[New Year Parties](#) · [Tutorial](#)

Quality: 7,327 global accepts · Rating: 1800 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[jiangly's solution](#)

3031.

1283D

[Christmas Trees](#) · [Tutorial](#)

Quality: 9,440 global accepts · Rating: 1800 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, shortest paths

[jiangly's solution](#)

3032.

1267J

[Just Arrange the Icons](#) · [Tutorial](#)

Quality: 3,057 global accepts · Rating: 1800 · first AC: 2019-12-01 · last AC: 2019-12-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[jiangly's solution](#)

3033.

1267L

[Lexicography](#) · [Tutorial](#)

Quality: 3,357 global accepts · Rating: 1800 · first AC: 2019-12-01 · last AC: 2019-12-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings

[jiangly's solution](#)

3034.

1227D2

[Optimal Subsequences \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,729 global accepts · Rating: 1800 · first AC: 2019-11-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[jiangly's solution](#)

3035.

1261B2

[Optimal Subsequences \(Hard Version\)](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings

[jiangly's solution](#)

3036.

1254B1

[Send Boxes to Alice \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,006 global accepts · Rating: 1800 · first AC: 2019-11-19 · last AC: 2019-11-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers

[jiangly's solution](#)

3037.

1252H

[Twin Buildings](#) · [Tutorial](#)

Quality: 2,846 global accepts · Rating: 1800 · first AC: 2019-10-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[jiangly's solution](#)

3038.

1225D

[Power Products](#) · [Tutorial](#)

Quality: 10,040 global accepts · Rating: 1800 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: hashing, math, number theory

[jiangly's solution](#)

3039.

1246B

[Power Products](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-10-26 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, math

[jiangly's solution](#)

3040.

1249D2

[Too Many Segments \(hard version\)](#) · [Tutorial](#)

Quality: 5,777 global accepts · Rating: 1800 · first AC: 2019-10-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[jiangly's solution](#)

3041.

1249D1

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

Quality: 5,508 global accepts · Rating: 1800 · first AC: 2019-10-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[jiangly's solution](#)

3042.

1244D

[Paint the Tree](#) · [Tutorial](#)

Quality: 8,301 global accepts · Rating: 1800 · first AC: 2019-10-13 · last AC: 2019-10-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, trees

[jiangly's solution](#)

3043.

1221D

[Make The Fence Great Again](#) · [Tutorial](#)

Quality: 10,195 global accepts · Rating: 1800 · first AC: 2019-09-19 · last AC: 2019-09-20 · C++17 (GCC 7-32) (first AC) · Tags: dp

[jiangly's solution](#)

3044.

1208C

[Magic Grid](#) · [Tutorial](#)

Quality: 6,364 global accepts · Rating: 1800 · first AC: 2019-08-25 · last AC: 2019-09-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[jiangly's solution](#)

3045.

1213G

[Path Queries](#) · [Tutorial](#)

Quality: 9,533 global accepts · Rating: 1800 · first AC: 2019-08-31 · last AC: 2019-09-04 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dsu, graphs, sortings, trees

[jiangly's solution](#)

3046.

1190B

[Tokitsukaze, CSL and Stone Game](#) · [Tutorial](#)

Quality: 6,831 global accepts · Rating: 1800 · first AC: 2019-07-12 · last AC: 2019-08-26 · C++17 (GCC 7-32) (first AC) · Tags: games

[jiangly's solution](#)

3047.

1195D2

[Submarine in the Rybinsk Sea \(hard edition\)](#) · [Tutorial](#)

Quality: 4,898 global accepts · Rating: 1800 · first AC: 2019-08-17 · last AC: 2019-08-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[jiangly's solution](#)

3048.

1207D

[Number Of Permutations](#) · [Tutorial](#)

Quality: 6,700 global accepts · Rating: 1800 · first AC: 2019-08-22 · last AC: 2019-08-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics
[jiangly's solution](#)

3049.

1196E

[Connected Component on a Chessboard](#) · [Tutorial](#)

Quality: 3,915 global accepts · Rating: 1800 · first AC: 2019-08-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[jiangly's solution](#)

3050.

1172A

[Nauuo and Cards](#) · [Tutorial](#)

Quality: 5,176 global accepts · Rating: 1800 · first AC: 2019-06-07 · last AC: 2019-07-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[jiangly's solution](#)

3051.

1179B

[Tolik and His Uncle](#) · [Tutorial](#)

Quality: 4,592 global accepts · Rating: 1800 · first AC: 2019-06-21 · last AC: 2019-07-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[jiangly's solution](#)

3052.

1186C

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

Quality: 6,546 global accepts · Rating: 1800 · first AC: 2019-06-28 · last AC: 2019-07-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[jiangly's solution](#)

3053.

1187C

[Vasya And Array](#) · [Tutorial](#)

Quality: 6,764 global accepts · Rating: 1800 · first AC: 2019-06-30 · last AC: 2019-07-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation
[jiangly's solution](#)

3054.

1177B

[Digits Sequence \(Hard Edition\)](#) · [Tutorial](#)

Quality: 2,941 global accepts · Rating: 1800 · first AC: 2019-07-11 · last AC: 2019-07-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, divide and conquer, implementation
[jiangly's solution](#)

3055.

1148D

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

Quality: 5,263 global accepts · Rating: 1800 · first AC: 2019-06-03 · last AC: 2019-06-04 · Clang++17 Diagnostics (first AC) · Tags: greedy, sortings
[jiangly's solution](#)

3056.

1156B

[Ugly Pairs](#) · [Tutorial](#)

Quality: 6,575 global accepts · Rating: 1800 · first AC: 2019-05-01 · last AC: 2019-05-03 · GNU C++11 (first AC) · Tags: dfs and similar, greedy, implementation, sortings, strings
[jiangly's solution](#)

3057.

700B

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

Quality: 4,641 global accepts · Rating: 1800 · first AC: 2019-04-26 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, trees

[jiangly's solution](#)

3058.

7C

[Line](#) · [Tutorial](#)

Quality: 5,479 global accepts · Rating: 1800 · first AC: 2019-04-02 · GNU C++11 (first AC) · Tags: math, number theory

[jiangly's solution](#)

3059.

3C

[Tic-tac-toe](#) · [Tutorial](#)

Quality: 8,278 global accepts · Rating: 1800 · first AC: 2019-03-06 · GNU C++11 (first AC) · Tags: brute force, games, implementation

[jiangly's solution](#)

3060.

459D

[Pashmak and Parmida's problem](#) · [Tutorial](#)

Quality: 12,805 global accepts · Rating: 1800 · first AC: 2019-03-01 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, sortings

[jiangly's solution](#)

3061.

2200F

[Mooclear Reactor 2](#) · [Tutorial](#)

Quality: 2,884 global accepts · Rating: 1900 · first AC: 2026-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[jiangly's solution](#)

3062.

2189D1

[Little String \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,959 global accepts · Rating: 1900 · first AC: 2026-01-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math, number theory

[jiangly's solution](#)

3063.

2190B2

[Sub-RBS \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,179 global accepts · Rating: 1900 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games, implementation, strings

[jiangly's solution](#)

3064.

2180C

[XOR-factorization](#) · [Tutorial](#)

Quality: 6,463 global accepts · Rating: 1900 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, number theory

[jiangly's solution](#)

3065.

2180D

[Insolvable Disks](#) · [Tutorial](#)

Quality: 4,253 global accepts · Rating: 1900 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy, math

[jiangly's solution](#)

3066.

2156D

[Find the Last Number](#) · [Tutorial](#)

Quality: 5,370 global accepts · Rating: 1900 · first AC: 2025-10-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[jiangly's solution](#)

3067.

2154D

[Catshock](#) · [Tutorial](#)

Quality: 4,764 global accepts · Rating: 1900 · first AC: 2025-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs

and similar, graphs, trees, two pointers

[jiangly's solution](#)

3068.

2149F

[Nezuko in the Clearing](#) · [Tutorial](#)

Quality: 4,812 global accepts · Rating: 1900 · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math, ternary search

[jiangly's solution](#)

3069.

2148G

[Farmer John's Last Wish](#) · [Tutorial](#)

Quality: 4,191 global accepts · Rating: 1900 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, math, number theory

[jiangly's solution](#)

3070.

2138B

[Antiamuny Wants to Learn Swap](#) · [Tutorial](#)

Quality: 5,330 global accepts · Rating: 1900 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, two pointers

[jiangly's solution](#)

3071.

2133D

[Chicken Jockey](#) · [Tutorial](#)

Quality: 7,485 global accepts · Rating: 1900 · first AC: 2025-08-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[jiangly's solution](#)

3072.

2131F

[Unjust Binary Life](#) · [Tutorial](#)

Quality: 4,722 global accepts · Rating: 1900 · first AC: 2025-08-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[jiangly's solution](#)

3073.

2129C1

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

Quality: 3,858 global accepts · Rating: 1900 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[jiangly's solution](#)

3074.

2128E1

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

Quality: 6,541 global accepts · Rating: 1900 · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy, math

[jiangly's solution](#)

3075.

2121G

[Gangsta](#) · [Tutorial](#)

Quality: 5,361 global accepts · Rating: 1900 · first AC: 2025-06-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, math, sortings

[jiangly's solution](#)

3076.

2117G

[Omg Graph](#) · [Tutorial](#)

Quality: 5,146 global accepts · Rating: 1900 · first AC: 2025-06-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dsu, graphs, greedy, shortest paths, sortings

[jiangly's solution](#)

3077.

2111E

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

Quality: 5,407 global accepts · Rating: 1900 · first AC: 2025-06-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, implementation, sortings, strings

[jiangly's solution](#)

3078.

2109D

[D/D/D](#) · [Tutorial](#)

Quality: 5,618 global accepts · Rating: 1900 · first AC: 2025-05-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[jiangly's solution](#)

3079.

2106F

[Goblin](#) · [Tutorial](#)

Quality: 4,420 global accepts · Rating: 1900 · first AC: 2025-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, dsu, greedy, math

[jiangly's solution](#)

3080.

2094H

[La Vaca Saturno Saturnita](#) · [Tutorial](#)

Quality: 3,785 global accepts · Rating: 1900 · first AC: 2025-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, math, number theory

[jiangly's solution](#)

3081.

2093G

[Shorten the Array](#) · [Tutorial](#)

Quality: 3,805 global accepts · Rating: 1900 · first AC: 2025-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, data structures, dfs and similar, greedy, strings, trees, two pointers

[jiangly's solution](#)

3082.

2089B1

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

Quality: 3,234 global accepts · Rating: 1900 · first AC: 2025-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, flows, greedy, two pointers

[jiangly's solution](#)

3083.

2077B

[Finding OR Sum](#) · [Tutorial](#)

Quality: 3,656 global accepts · Rating: 1900 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive, math

[jiangly's solution](#)

3084.

1092F

[Tree with Maximum Cost](#) · [Tutorial](#)

Quality: 10,840 global accepts · Rating: 1900 · first AC: 2025-03-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, trees

[jiangly's solution](#)

3085.

1095F

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

Quality: 7,572 global accepts · Rating: 1900 · first AC: 2025-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dsu, graphs, greedy

[jiangly's solution](#)

3086.

1095E

[Almost Regular Bracket Sequence](#) · [Tutorial](#)

Quality: 4,481 global accepts · Rating: 1900 · first AC: 2025-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[jiangly's solution](#)

3087.

2068F

[Mascot Naming](#) · [Tutorial](#)

Quality: 1,483 global accepts · Rating: 1900 · first AC: 2025-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, strings

[jiangly's solution](#)

3088.

2064D

[Eating](#) · [Tutorial](#)

Quality: 5,877 global accepts · Rating: 1900 · first AC: 2025-02-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp, greedy, trees, two pointers

[jiangly's solution](#)

3089.

2066B

[White Magic](#) · [Tutorial](#)

Quality: 5,459 global accepts · Rating: 1900 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[jiangly's solution](#)

3090.

2059D

[Graph and Graph](#) · [Tutorial](#)

Quality: 6,563 global accepts · Rating: 1900 · first AC: 2025-02-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, graphs, greedy, shortest paths

[jiangly's solution](#)

3091.

2053E

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

Quality: 4,514 global accepts · Rating: 1900 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, games, graphs, greedy, trees

[jiangly's solution](#)

3092.

2049D

[Shift + Esc](#) · [Tutorial](#)

Quality: 6,019 global accepts · Rating: 1900 · first AC: 2024-12-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp

[jiangly's solution](#)

3093.

2052E

[Expression Correction](#) · [Tutorial](#)

Quality: 1,511 global accepts · Rating: 1900 · first AC: 2024-12-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, expression parsing, strings

[jiangly's solution](#)

3094.

2044G2

[Medium Demon Problem \(hard version\)](#) · [Tutorial](#)

Quality: 3,824 global accepts · Rating: 1900 · first AC: 2024-12-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation, trees

[jiangly's solution](#)

3095.

2044F

[Easy Demon Problem](#) · [Tutorial](#)

Quality: 6,042 global accepts · Rating: 1900 · first AC: 2024-12-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, math, number theory

[jiangly's solution](#)

3096.

2040D

[Non Prime Tree](#) · [Tutorial](#)

Quality: 5,847 global accepts · Rating: 1900 · first AC: 2024-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive

algorithms, dfs and similar, greedy, number theory, trees, two pointers

[jiangly's solution](#)

3097.

2050G

[Tree Destruction](#) · [Tutorial](#)

Quality: 5,381 global accepts · Rating: 1900 · first AC: 2024-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, trees

[jiangly's solution](#)

3098.

2042D

[Recommendations](#) · [Tutorial](#)

Quality: 5,236 global accepts · Rating: 1900 · first AC: 2024-12-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, sortings, two pointers

[jiangly's solution](#)

3099.

2038G

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

Quality: 2,954 global accepts · Rating: 1900 · first AC: 2024-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, interactive

[jiangly's solution](#)

3100.

2029D

[Cool Graph](#) · [Tutorial](#)

Quality: 3,925 global accepts · Rating: 1900 · first AC: 2024-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, greedy, trees

[jiangly's solution](#)

3101.

2036F

[XORificator 3000](#) · [Tutorial](#)

Quality: 5,262 global accepts · Rating: 1900 · first AC: 2024-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, number theory, two pointers

[jiangly's solution](#)

3102.

2026D

[Sums of Segments](#) · [Tutorial](#)

Quality: 5,854 global accepts · Rating: 1900 · first AC: 2024-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, implementation, math

[jiangly's solution](#)

3103.

2022D1

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

Quality: 4,017 global accepts · Rating: 1900 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, implementation, interactive

[jiangly's solution](#)

3104.

2021C2

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

Quality: 4,510 global accepts · Rating: 1900 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[jiangly's solution](#)

3105.

2018B

[Speedbreaker](#) · [Tutorial](#)

Quality: 5,188 global accepts · Rating: 1900 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[jiangly's solution](#)

3106.

2014H

[Robin Hood Archery](#) · [Tutorial](#)

Quality: 5,686 global accepts · Rating: 1900 · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, greedy, hashing

[jiangly's solution](#)

3107.

2013D

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

Quality: 7,469 global accepts · Rating: 1900 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy

[jiangly's solution](#)

3108.

2009G1

[Yunli's Subarray Queries \(easy version\)](#) · [Tutorial](#)

Quality: 5,367 global accepts · Rating: 1900 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, two pointers

[jiangly's solution](#)

3109.

2001D

[Longest Max Min Subsequence](#) · [Tutorial](#)

Quality: 6,384 global accepts · Rating: 1900 · first AC: 2024-08-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation

[jiangly's solution](#)

3110.

2000F

[Color Rows and Columns](#) · [Tutorial](#)

Quality: 6,953 global accepts · Rating: 1900 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, math

[jiangly's solution](#)

3111.

1998C

[Perform Operations to Maximize Score](#) · [Tutorial](#)

Quality: 7,092 global accepts · Rating: 1900 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation

[jiangly's solution](#)

3112.

2002D1

[DFS Checker \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,088 global accepts · Rating: 1900 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, hashing, trees

[jiangly's solution](#)

3113.

1991E

[Coloring Game](#) · [Tutorial](#)

Quality: 5,125 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, interactive

[jiangly's solution](#)

3114.

1991D

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

Quality: 7,886 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, math, number theory

[jiangly's solution](#)

3115.

1996F

[Bomb](#) · [Tutorial](#)

Quality: 6,321 global accepts · Rating: 1900 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math

[jiangly's solution](#)

3116.

1994D

[Funny Game](#) · [Tutorial](#)

Quality: 7,393 global accepts · Rating: 1900 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, trees

[jiangly's solution](#)

3117.

1992F

[Valuable Cards](#) · [Tutorial](#)

Quality: 7,409 global accepts · Rating: 1900 · first AC: 2024-07-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, number theory, two pointers

[jiangly's solution](#)

3118.

1989D

[Smithing Skill](#) · [Tutorial](#)

Quality: 7,099 global accepts · Rating: 1900 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, math, sortings, two pointers

[jiangly's solution](#)

3119.

1986F

[Non-academic Problem](#) · [Tutorial](#)

Quality: 6,431 global accepts · Rating: 1900 · first AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, trees

[jiangly's solution](#)

3120.

1980F1

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

Quality: 4,389 global accepts · Rating: 1900 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math, sortings

[jiangly's solution](#)

3121.

1977C

[Nikita and LCM](#) · [Tutorial](#)

Quality: 8,039 global accepts · Rating: 1900 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, math, number theory, sortings

[jiangly's solution](#)

3122.

1974F

[Cutting Game](#) · [Tutorial](#)

Quality: 4,402 global accepts · Rating: 1900 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, implementation, sortings, two pointers

[jiangly's solution](#)

3123.

1970G1

[Min-Fund Prison \(Easy\)](#) · [Tutorial](#)

Quality: 1,925 global accepts · Rating: 1900 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, trees

[jiangly's solution](#)

3124.

1970B1

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

Quality: 1,640 global accepts · Rating: 1900 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[jiangly's solution](#)

3125.

1970C3

[Game on Tree \(Hard\)](#) · [Tutorial](#)

Quality: 2,444 global accepts · Rating: 1900 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, trees

[jiangly's solution](#)

3126.

1968G1

[Division + LCP \(easy version\)](#) · [Tutorial](#)

Quality: 5,297 global accepts · Rating: 1900 · first AC: 2024-05-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, hashing, string suffix structures, strings

[jiangly's solution](#)

3127.

1969D

[Shop Game](#) · [Tutorial](#)

Quality: 5,706 global accepts · Rating: 1900 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math, sortings

[jiangly's solution](#)

3128.

1957D

[A BIT of an Inequality](#) · [Tutorial](#)

Quality: 5,811 global accepts · Rating: 1900 · first AC: 2024-04-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, math

[jiangly's solution](#)

3129.

1955G

[GCD on a grid](#) · [Tutorial](#)

Quality: 5,898 global accepts · Rating: 1900 · first AC: 2024-04-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, implementation, math, number theory

[jiangly's solution](#)

3130.

1950G

[Shuffling Songs](#) · [Tutorial](#)

Quality: 6,075 global accepts · Rating: 1900 · first AC: 2024-03-28 · last AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs, hashing, implementation, strings

[jiangly's solution](#)

3131.

1949C

[Annual Ants' Gathering](#) · [Tutorial](#)

Quality: 2,527 global accepts · Rating: 1900 · first AC: 2024-03-25 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[jiangly's solution](#)

3132.

1946D

[Birthday Gift](#) · [Tutorial](#)

Quality: 5,608 global accepts · Rating: 1900 · first AC: 2024-03-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation

[jiangly's solution](#)

3133.

1945F

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

Quality: 5,102 global accepts · Rating: 1900 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings

[jiangly's solution](#)

3134.

1938C

[Bit Counting Sequence](#) · [Tutorial](#)

Quality: 1,829 global accepts · Rating: 1900 · first AC: 2024-03-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

3135.

1926G

[Vlad and Trouble at MIT](#) · [Tutorial](#)

Quality: 4,536 global accepts · Rating: 1900 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, flows, graphs, greedy, implementation, trees

[jiangly's solution](#)

3136.

1925D

[Good Trip](#) · [Tutorial](#)

Quality: 4,776 global accepts · Rating: 1900 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities
[jiangly's solution](#)

3137.

1932F

[Feed Cats](#) · [Tutorial](#)

Quality: 5,632 global accepts · Rating: 1900 · first AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, sortings
[jiangly's solution](#)

3138.

1929D

[Sasha and a Walk in the City](#) · [Tutorial](#)

Quality: 5,757 global accepts · Rating: 1900 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, trees
[jiangly's solution](#)

3139.

1928D

[Lonely Mountain Dungeons](#) · [Tutorial](#)

Quality: 5,165 global accepts · Rating: 1900 · first AC: 2024-02-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, math, ternary search
[jiangly's solution](#)

3140.

1927F

[Microcycle](#) · [Tutorial](#)

Quality: 5,386 global accepts · Rating: 1900 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, implementation, sortings, trees
[jiangly's solution](#)

3141.

1918D

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

Quality: 6,191 global accepts · Rating: 1900 · first AC: 2024-01-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation, two pointers
[jiangly's solution](#)

3142.

1922D

[Berserk Monsters](#) · [Tutorial](#)

Quality: 6,770 global accepts · Rating: 1900 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dsu, implementation, math
[jiangly's solution](#)

3143.

1921F

[Sum of Progression](#) · [Tutorial](#)

Quality: 5,010 global accepts · Rating: 1900 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, implementation, math
[jiangly's solution](#)

3144.

1920D

[Array Repetition](#) · [Tutorial](#)

Quality: 6,493 global accepts · Rating: 1900 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dsu, implementation, math
[jiangly's solution](#)

3145.

1909D

[Split Plus K](#) · [Tutorial](#)

Quality: 5,124 global accepts · Rating: 1900 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory
[jiangly's solution](#)

3146.

1914F

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

Quality: 5,008 global accepts · Rating: 1900 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, trees

[jiangly's solution](#)

3147.

1912D

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

Quality: 1,977 global accepts · Rating: 1900 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: math

[jiangly's solution](#)

3148.

1912A

[Accumulator Apex](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 1900 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, sortings

[jiangly's solution](#)

3149.

1906E

[Merge Not Sort](#) · [Tutorial](#)

Quality: 2,424 global accepts · Rating: 1900 · first AC: 2023-12-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp

[jiangly's solution](#)

3150.

1902E

[Collapsing Strings](#) · [Tutorial](#)

Quality: 5,617 global accepts · Rating: 1900 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, strings, trees

[jiangly's solution](#)

3151.

1902D

[Robot Queries](#) · [Tutorial](#)

Quality: 5,323 global accepts · Rating: 1900 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation

[jiangly's solution](#)

3152.

1899G

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

Quality: 4,030 global accepts · Rating: 1900 · first AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, shortest paths, sortings, trees, two pointers

[jiangly's solution](#)

3153.

1898D

[Absolute Beauty](#) · [Tutorial](#)

Quality: 6,631 global accepts · Rating: 1900 · first AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[jiangly's solution](#)

3154.

1895D

[XOR Construction](#) · [Tutorial](#)

Quality: 7,131 global accepts · Rating: 1900 · first AC: 2023-11-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures, math, string suffix structures, trees

[jiangly's solution](#)

3155.

1891D

[Suspicious logarithms](#) · [Tutorial](#)

Quality: 4,557 global accepts · Rating: 1900 · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math

[jiangly's solution](#)

3156.

1887B

[Time Travel](#) · [Tutorial](#)

Quality: 3,902 global accepts · Rating: 1900 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, graphs, shortest paths
[jiangly's solution](#)

3157.

1887A2

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

Rating: 1900 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation, sortings
[jiangly's solution](#)

3158.

1878F

[Vasillije Loves Number Theory](#) · [Tutorial](#)

Quality: 4,933 global accepts · Rating: 1900 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory
[jiangly's solution](#)

3159.

1882D

[Tree XOR](#) · [Tutorial](#)

Quality: 7,097 global accepts · Rating: 1900 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy, trees
[jiangly's solution](#)

3160.

1602D

[Frog Traveler](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-09-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, graphs, greedy, shortest paths
[jiangly's solution](#)

3161.

1591D

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

Rating: 1900 · first AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, math, sortings
[jiangly's solution](#)

3162.

1647D

[Madoka and the Best School in Russia](#) · [Tutorial](#)

Quality: 5,701 global accepts · Rating: 1900 · first AC: 2023-09-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, math, number theory
[jiangly's solution](#)

3163.

1866C

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

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893D

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3165.

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3166.

1854A2

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3167.

1847D

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3168.

1846G

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3169.

1842D

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3170.

1834D

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3171.

118C

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3172.

1817B

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3173.

1823D

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3174.

112D

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3175.

158E

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3176.

46E

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3177.

41E

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3178.

37C

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3179.

1821D

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3180.

1819B

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3181.

25D

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3182.

25C

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3183.

22D

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3184.

21A

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3185.

1797D

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3186.

19B

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3187.

20C

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3188.

16E

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3189.

14D

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3190.

1808C

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3191.

717D

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3192.

711D

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1801C

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1794D

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1800F

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3196.

1799D1

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3197.

1774E

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3198.

1785B

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Rating: 1900 · first AC: 2023-02-05 · last AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation
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3199.

1791G2

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3200.

1787D

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[jiangly's solution](#)

3201.

1777D

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3202.

1773K

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[jiangly's solution](#)

3203.

1773A

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[jiangly's solution](#)

3204.

1759G

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[jiangly's solution](#)

3205.

1747D

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

Quality: 5,559 global accepts · Rating: 1900 · first AC: 2022-11-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures
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3206.

1749D

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3207.

1744E2

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[jiangly's solution](#)

3208.

1746D

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

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3209.

1738D

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3210.

1739D

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3211.

1729F

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3212.

1717D

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[jiangly's solution](#)

3213.

1715D

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3214.

1718A2

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3215.

1714F

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3216.

1704D

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3217.

1707B

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3218.

1702G1

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[jiangly's solution](#)

3219.

1701D

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3220.

1696D

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3221.

1700D

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3222.

1697D

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3223.

1689D

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1673D

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3225.

1679D

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3226.

1677C

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3227.

1659D

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1661D

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3229.

1656D

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3230.

1651D

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3231.

1650E

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3232.

1648C

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[jiangly's solution](#)

3233.

1644E

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Quality: 3,490 global accepts · Rating: 1900 · first AC: 2022-02-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data structures, implementation, math

[jiangly's solution](#)

3234.

1627D

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Quality: 9,368 global accepts · Rating: 1900 · first AC: 2022-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math, number theory

[jiangly's solution](#)

3235.

1624G

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Quality: 7,595 global accepts · Rating: 1900 · first AC: 2022-01-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy

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3236.

708B

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[jiangly's solution](#)

3237.

724D

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3238.

1620E

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Quality: 9,669 global accepts · Rating: 1900 · first AC: 2021-12-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, implementation

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3239.

1613D

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3240.

1569D

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3241.

1558B

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Quality: 5,271 global accepts · Rating: 1900 · first AC: 2021-08-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math, number theory, two pointers

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3242.

1560F1

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Quality: 6,760 global accepts · Rating: 1900 · first AC: 2021-08-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, dfs and similar, greedy

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3243.

702D

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3244.

1545B

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Quality: 6,762 global accepts · Rating: 1900 · first AC: 2021-07-11 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

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3245.

1543C

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Quality: 5,625 global accepts · Rating: 1900 · first AC: 2021-07-07 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, implementation, math, probabilities

[jiangly's solution](#)

3246.

488B

[Candy Boxes](#) · [Tutorial](#)

Quality: 2,263 global accepts · Rating: 1900 · first AC: 2021-06-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, math

[jiangly's solution](#)

3247.

506A

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

Rating: 1900 · first AC: 2021-06-24 · C++17 (GCC 9-64) (first AC) · Tags: dp

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3248.

500D

[New Year Santa Network](#) · [Tutorial](#)

Quality: 3,277 global accepts · Rating: 1900 · first AC: 2021-06-22 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

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3249.

497B

[Tennis Game](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-06-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, implementation

[jiangly's solution](#)

3250.

377B

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Quality: 2,448 global accepts · Rating: 1900 · first AC: 2021-06-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, sortings

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3251.

1527B2

[Palindrome Game \(hard version\)](#) · [Tutorial](#)

Quality: 8,696 global accepts · Rating: 1900 · first AC: 2021-05-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games

[jiangly's solution](#)

3252.

1508A

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

Quality: 6,671 global accepts · Rating: 1900 · first AC: 2021-04-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings, two pointers

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3253.

1483B

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Rating: 1900 · first AC: 2021-03-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, implementation

[jiangly's solution](#)

3254.

1495B

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

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3255.

1479B1

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Quality: 7,472 global accepts · Rating: 1900 · first AC: 2021-02-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

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3256.

1477B

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Quality: 3,550 global accepts · Rating: 1900 · first AC: 2021-01-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

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3257.

1470B

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Quality: 6,776 global accepts · Rating: 1900 · first AC: 2021-01-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, graphs, hashing, math, number theory

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3258.

1453D

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Quality: 4,438 global accepts · Rating: 1900 · first AC: 2020-12-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, probabilities

[jiangly's solution](#)

3259.

1439A2

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

Quality: 5,399 global accepts · Rating: 1900 · first AC: 2020-11-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[jiangly's solution](#)

3260.

1444B

[Divide and Sum](#) · [Tutorial](#)

Quality: 6,773 global accepts · Rating: 1900 · first AC: 2020-11-01 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, sortings

[jiangly's solution](#)

3261.

1434A

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Rating: 1900 · first AC: 2020-10-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dp, greedy, sortings, two pointers

[jiangly's solution](#)

3262.

1436D

[Bandit in a City](#) · [Tutorial](#)

Quality: 6,499 global accepts · Rating: 1900 · first AC: 2020-10-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, graphs, greedy, trees

[jiangly's solution](#)

3263.

1430E

[String Reversal](#) · [Tutorial](#)

Quality: 7,331 global accepts · Rating: 1900 · first AC: 2020-10-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, strings

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3264.

1423B

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Quality: 2,104 global accepts · Rating: 1900 · first AC: 2020-10-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, flows, graph matchings, graphs

[jiangly's solution](#)

3265.

1168B

[Good Triple](#) · [Tutorial](#)

Quality: 3,811 global accepts · Rating: 1900 · first AC: 2020-09-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, two pointers

[jiangly's solution](#)

3266.

1404B

[Tree Tag](#) · [Tutorial](#)

Quality: 8,184 global accepts · Rating: 1900 · first AC: 2020-09-06 · last AC: 2020-09-13 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, games, trees

[jiangly's solution](#)

3267.

1400D

[Zigzags](#) · [Tutorial](#)

Quality: 11,392 global accepts · Rating: 1900 · first AC: 2020-08-25 · last AC: 2020-08-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, data structures, math, two pointers

[jiangly's solution](#)

3268.

448C

[Painting Fence](#) · [Tutorial](#)

Quality: 10,791 global accepts · Rating: 1900 · first AC: 2020-08-25 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp, greedy

[jiangly's solution](#)

3269.

1383B

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Quality: 5,441 global accepts · Rating: 1900 · first AC: 2020-07-24 · last AC: 2020-07-31 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, games, greedy, math

[jiangly's solution](#)

3270.

1375D

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Quality: 10,142 global accepts · Rating: 1900 · first AC: 2020-07-04 · last AC: 2020-07-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, sortings

[jiangly's solution](#)

3271.

1371E1

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

Quality: 5,527 global accepts · Rating: 1900 · first AC: 2020-07-01 · last AC: 2020-07-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, sortings

[jiangly's solution](#)

3272.

1369D

[TediousLee](#) · [Tutorial](#)

Quality: 9,228 global accepts · Rating: 1900 · first AC: 2020-06-23 · last AC: 2020-06-26 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, greedy, math, trees

[jiangly's solution](#)

3273.

1367E

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Quality: 5,840 global accepts · Rating: 1900 · first AC: 2020-06-16 · last AC: 2020-06-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, number theory

[jiangly's solution](#)

3274.

1365E

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

Quality: 8,318 global accepts · Rating: 1900 · first AC: 2020-06-07 · last AC: 2020-06-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms

[jiangly's solution](#)

3275.

1361B

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

Quality: 3,858 global accepts · Rating: 1900 · first AC: 2020-06-04 · last AC: 2020-06-05 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math, sortings

[jiangly's solution](#)

3276.

1360G

[A/B Matrix](#) · [Tutorial](#)

Quality: 8,349 global accepts · Rating: 1900 · first AC: 2020-05-24 · last AC: 2020-05-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive

algorithms, greedy, math

[jiangly's solution](#)

3277.

1358D

[The Best Vacation](#) · [Tutorial](#)

Quality: 8,724 global accepts · Rating: 1900 · first AC: 2020-05-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, implementation, two pointers

[jiangly's solution](#)

3278.

1353E

[K-periodic Garland](#) · [Tutorial](#)

Quality: 7,796 global accepts · Rating: 1900 · first AC: 2020-05-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy

[jiangly's solution](#)

3279.

1354D

[Multiset](#) · [Tutorial](#)

Quality: 10,167 global accepts · Rating: 1900 · first AC: 2020-05-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[jiangly's solution](#)

3280.

1348D

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

Quality: 9,342 global accepts · Rating: 1900 · first AC: 2020-05-01 · last AC: 2020-05-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[jiangly's solution](#)

3281.

1342D

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

Quality: 6,365 global accepts · Rating: 1900 · first AC: 2020-04-26 · last AC: 2020-04-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings, two pointers

[jiangly's solution](#)

3282.

1328E

[Tree Queries](#) · [Tutorial](#)

Quality: 11,718 global accepts · Rating: 1900 · first AC: 2020-03-29 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[jiangly's solution](#)

3283.

1305D

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

Quality: 5,364 global accepts · Rating: 1900 · first AC: 2020-03-03 · last AC: 2020-03-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, trees

[jiangly's solution](#)

3284.

1313C2

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

Quality: 7,288 global accepts · Rating: 1900 · first AC: 2020-02-23 · last AC: 2020-02-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[jiangly's solution](#)

3285.

1311F

[Moving Points](#) · [Tutorial](#)

Quality: 4,842 global accepts · Rating: 1900 · first AC: 2020-02-25 · last AC: 2020-02-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, implementation, sortings

[jiangly's solution](#)

3286.

1307D

[Cow and Fields](#) · [Tutorial](#)

Quality: 7,171 global accepts · Rating: 1900 · first AC: 2020-02-17 · last AC: 2020-02-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, shortest paths, sortings

[jiangly's solution](#)

3287.

1303D

[Fill The Bag](#) · [Tutorial](#)

Quality: 7,706 global accepts · Rating: 1900 · first AC: 2020-02-12 · last AC: 2020-02-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy

[jiangly's solution](#)

3288.

1294E

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Quality: 5,179 global accepts · Rating: 1900 · first AC: 2020-02-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[jiangly's solution](#)

3289.

1285D

[Dr. Evil Underscores](#) · [Tutorial](#)

Quality: 8,611 global accepts · Rating: 1900 · first AC: 2020-01-10 · last AC: 2020-01-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, divide and conquer, dp, greedy, strings, trees

[jiangly's solution](#)

3290.

1276B

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Quality: 5,668 global accepts · Rating: 1900 · first AC: 2019-12-14 · last AC: 2019-12-31 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs

[jiangly's solution](#)

3291.

1270D

[Strange Device](#) · [Tutorial](#)

Quality: 4,868 global accepts · Rating: 1900 · first AC: 2019-12-29 · last AC: 2019-12-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math, sortings

[jiangly's solution](#)

3292.

1272E

[Nearest Opposite Parity](#) · [Tutorial](#)

Quality: 7,932 global accepts · Rating: 1900 · first AC: 2019-12-12 · last AC: 2019-12-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[jiangly's solution](#)

3293.

1264B

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

Quality: 6,046 global accepts · Rating: 1900 · first AC: 2019-12-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[jiangly's solution](#)

3294.

1260D

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Quality: 4,193 global accepts · Rating: 1900 · first AC: 2019-11-27 · last AC: 2019-11-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, sortings

[jiangly's solution](#)

3295.

1153D

[Serval and Rooted Tree](#) · [Tutorial](#)

Quality: 5,539 global accepts · Rating: 1900 · first AC: 2019-11-10 · last AC: 2019-11-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[jiangly's solution](#)

3296.

1242B

[0-1 MST](#) · [Tutorial](#)

Quality: 9,243 global accepts · Rating: 1900 · first AC: 2019-11-06 · last AC: 2019-11-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, sortings

[jiangly's solution](#)

3297.

1245D

[Shichikuji and Power Grid](#) · [Tutorial](#)

Quality: 9,602 global accepts · Rating: 1900 · first AC: 2019-11-01 · last AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy, shortest paths, trees

[jiangly's solution](#)

3298.

1251D

[Salary Changing](#) · [Tutorial](#)

Quality: 6,466 global accepts · Rating: 1900 · first AC: 2019-10-24 · last AC: 2019-10-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[jiangly's solution](#)

3299.

1237C2

[Balanced Removals \(Harder\)](#) · [Tutorial](#)

Quality: 4,534 global accepts · Rating: 1900 · first AC: 2019-10-16 · last AC: 2019-10-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, greedy, implementation, sortings

[jiangly's solution](#)

3300.

1238D

[AB-string](#) · [Tutorial](#)

Quality: 6,442 global accepts · Rating: 1900 · first AC: 2019-10-08 · last AC: 2019-10-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, dp, strings

[jiangly's solution](#)

3301.

1228D

[Complete Tripartite](#) · [Tutorial](#)

Quality: 5,419 global accepts · Rating: 1900 · first AC: 2019-09-29 · last AC: 2019-09-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, hashing, implementation

[jiangly's solution](#)

3302.

1216E1

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

Quality: 3,731 global accepts · Rating: 1900 · first AC: 2019-09-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math

[jiangly's solution](#)

3303.

1220D

[Alex and Julian](#) · [Tutorial](#)

Quality: 4,140 global accepts · Rating: 1900 · first AC: 2019-09-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math, number theory

[jiangly's solution](#)

3304.

1119E

[Pavel and Triangles](#) · [Tutorial](#)

Quality: 5,561 global accepts · Rating: 1900 · first AC: 2019-09-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, fft, greedy, ternary search

[jiangly's solution](#)

3305.

1214D

[Treasure Island](#) · [Tutorial](#)

Quality: 7,169 global accepts · Rating: 1900 · first AC: 2019-09-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, flows, hashing

[jiangly's solution](#)

3306.

1105D

[Kilani and the Game](#) · [Tutorial](#)

Quality: 4,423 global accepts · Rating: 1900 · first AC: 2019-01-20 · last AC: 2019-09-06 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[jiangly's solution](#)

3307.

1208D

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

Quality: 5,459 global accepts · Rating: 1900 · first AC: 2019-08-25 · last AC: 2019-09-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation

[jiangly's solution](#)

3308.

1213E

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

Quality: 5,467 global accepts · Rating: 1900 · first AC: 2019-08-31 · last AC: 2019-09-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[jiangly's solution](#)

3309.

1207E

[XOR Guessing](#) · [Tutorial](#)

Quality: 6,655 global accepts · Rating: 1900 · first AC: 2019-08-22 · last AC: 2019-08-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, interactive, math

[jiangly's solution](#)

3310.

1205B

[Shortest Cycle](#) · [Tutorial](#)

Quality: 7,448 global accepts · Rating: 1900 · first AC: 2019-08-18 · last AC: 2019-08-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, graphs, shortest paths

[jiangly's solution](#)

3311.

1200D

[White Lines](#) · [Tutorial](#)

Quality: 4,402 global accepts · Rating: 1900 · first AC: 2019-08-11 · last AC: 2019-08-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, implementation, two pointers

[jiangly's solution](#)

3312.

1202D

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Quality: 5,462 global accepts · Rating: 1900 · first AC: 2019-08-07 · last AC: 2019-08-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math, strings

[jiangly's solution](#)

3313.

1178E

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Quality: 4,504 global accepts · Rating: 1900 · first AC: 2019-08-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, strings

[jiangly's solution](#)

3314.

1197D

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[jiangly's solution](#)

3315.

1172B

[Nauuo and Circle](#) · [Tutorial](#)

Quality: 4,404 global accepts · Rating: 1900 · first AC: 2019-06-07 · last AC: 2019-07-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics,

dfs and similar, dp, trees

[jiangly's solution](#)

3316.

1181C

[Flag](#) · [Tutorial](#)

Quality: 3,403 global accepts · Rating: 1900 · first AC: 2019-06-16 · last AC: 2019-07-13 · Clang++17 Diagnostics (first AC) · Tags: brute force, combinatorics, dp, implementation

[jiangly's solution](#)

3317.

1183H

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

Quality: 3,641 global accepts · Rating: 1900 · first AC: 2019-07-01 · last AC: 2019-07-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[jiangly's solution](#)

3318.

409F

[000001](#) · [Tutorial](#)

Quality: 2,173 global accepts · Rating: 1900 · first AC: 2019-06-11 · C++17 (GCC 7-32) (first AC) · Tags: *special

[jiangly's solution](#)

3319.

1175D

[Array Splitting](#) · [Tutorial](#)

Quality: 7,063 global accepts · Rating: 1900 · first AC: 2019-06-08 · last AC: 2019-06-08 · Clang++17 Diagnostics (first AC) · Tags: greedy, sortings

[jiangly's solution](#)

3320.

63D

[Dividing Island](#) · [Tutorial](#)

Quality: 1,447 global accepts · Rating: 1900 · first AC: 2019-05-15 · GNU C++11 (first AC) · Tags: constructive algorithms

[jiangly's solution](#)

3321.

45C

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Quality: 1,147 global accepts · Rating: 1900 · first AC: 2019-05-14 · last AC: 2019-05-15 · GNU C++11 (first AC) · Tags: data structures

[jiangly's solution](#)

3322.

41D

[Pawn](#) · [Tutorial](#)

Quality: 2,897 global accepts · Rating: 1900 · first AC: 2019-05-14 · GNU C++11 (first AC) · Tags: dp

[jiangly's solution](#)

3323.

38D

[Vasya the Architect](#) · [Tutorial](#)

Quality: 1,075 global accepts · Rating: 1900 · first AC: 2019-05-14 · GNU C++11 (first AC) · Tags: implementation

[jiangly's solution](#)

3324.

27C

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

Quality: 3,064 global accepts · Rating: 1900 · first AC: 2019-05-13 · last AC: 2019-05-13 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[jiangly's solution](#)

3325.

16D

[Logging](#) · [Tutorial](#)

Quality: 1,866 global accepts · Rating: 1900 · first AC: 2019-05-13 · GNU C++11 (first AC) · Tags: implementation, strings

[jiangly's solution](#)

3326.

14E

[Camels](#) · [Tutorial](#)

Quality: 2,061 global accepts · Rating: 1900 · first AC: 2019-05-13 · GNU C++11 (first AC) · Tags: dp

[jiangly's solution](#)

3327.

9D

[How many trees?](#) · [Tutorial](#)

Quality: 4,504 global accepts · Rating: 1900 · first AC: 2019-05-12 · GNU C++11 (first AC) · Tags: combinatorics, divide and conquer, dp

[jiangly's solution](#)

3328.

633C

[Spy Syndrome 2](#) · [Tutorial](#)

Quality: 3,375 global accepts · Rating: 1900 · first AC: 2019-05-09 · GNU C++11 (first AC) · Tags: data structures, dp, hashing, implementation, sortings, string suffix structures, strings

[jiangly's solution](#)

3329.

1155D

[Beautiful Array](#) · [Tutorial](#)

Quality: 7,718 global accepts · Rating: 1900 · first AC: 2019-04-23 · GNU C++11 (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy

[jiangly's solution](#)

3330.

6E

[Exposition](#) · [Tutorial](#)

Quality: 3,864 global accepts · Rating: 1900 · first AC: 2019-04-02 · GNU C++11 (first AC) · Tags: binary search, data structures, dsu, trees, two pointers

[jiangly's solution](#)

3331.

5C

[Longest Regular Bracket Sequence](#) · [Tutorial](#)

Quality: 18,066 global accepts · Rating: 1900 · first AC: 2019-04-01 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, dp, greedy, sortings, strings

[jiangly's solution](#)

3332.

3B

[Lorry](#) · [Tutorial](#)

Quality: 5,232 global accepts · Rating: 1900 · first AC: 2019-03-06 · GNU C++11 (first AC) · Tags: greedy, sortings

[jiangly's solution](#)

3333.

459E

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

Quality: 5,971 global accepts · Rating: 1900 · first AC: 2019-03-01 · GNU C++11 (first AC) · Tags: dp, sortings

[jiangly's solution](#)

3334.

459C

[Pashmak and Buses](#) · [Tutorial](#)

Quality: 6,482 global accepts · Rating: 1900 · first AC: 2019-03-01 · GNU C++11 (first AC) · Tags: combinatorics, constructive algorithms, math

[jiangly's solution](#)

3335.

2201C

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

Quality: 1,987 global accepts · Rating: 2000 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy

[jiangly's solution](#)

3336.

2195F

[Parabola Independence](#) · [Tutorial](#)

Quality: 2,702 global accepts · Rating: 2000 · first AC: 2026-02-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graphs, greedy, math, sortings

[jiangly's solution](#)

3337.

2194E

[The Turtle Strikes Back](#) · [Tutorial](#)

Quality: 2,613 global accepts · Rating: 2000 · first AC: 2026-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graphs, greedy, implementation

[jiangly's solution](#)

3338.

2178E

[Flatten or Concatenate](#) · [Tutorial](#)

Quality: 3,686 global accepts · Rating: 2000 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, interactive

[jiangly's solution](#)

3339.

2181D

[Doorway](#) · [Tutorial](#)

Quality: 1,357 global accepts · Rating: 2000 · first AC: 2025-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, sortings

[jiangly's solution](#)

3340.

2154C2

[No Cost Too Great \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,511 global accepts · Rating: 2000 · first AC: 2025-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory

[jiangly's solution](#)

3341.

2146D2

[Max Sum OR \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,034 global accepts · Rating: 2000 · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy

[jiangly's solution](#)

3342.

2138C2

[Maple and Tree Beauty \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,369 global accepts · Rating: 2000 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, fft, trees

[jiangly's solution](#)

3343.

2135C

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

Quality: 3,885 global accepts · Rating: 2000 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, combinatorics, dfs and similar, dsu, graphs, math

[jiangly's solution](#)

3344.

730I

[Olympiad in Programming and Sports](#) · [Tutorial](#)

Quality: 2,743 global accepts · Rating: 2000 · first AC: 2025-08-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, flows, graphs, greedy

[jiangly's solution](#)

3345.

2131G

[Wafu!](#) · [Tutorial](#)

Quality: 3,771 global accepts · Rating: 2000 · first AC: 2025-08-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, dp, math

[jiangly's solution](#)

3346.

2129C2

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

Quality: 2,503 global accepts · Rating: 2000 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[jiangly's solution](#)

3347.

2126F

[1-1-1, Free Tree!](#) · [Tutorial](#)

Quality: 4,306 global accepts · Rating: 2000 · first AC: 2025-07-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, implementation, trees

[jiangly's solution](#)

3348.

2114F

[Small Operations](#) · [Tutorial](#)

Quality: 5,504 global accepts · Rating: 2000 · first AC: 2025-05-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dfs and similar, dp, math, number theory, sortings

[jiangly's solution](#)

3349.

2103D

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

Quality: 3,982 global accepts · Rating: 2000 · first AC: 2025-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, implementation, two pointers

[jiangly's solution](#)

3350.

2085D

[Serval and Kaitenzushi Buffet](#) · [Tutorial](#)

Quality: 5,307 global accepts · Rating: 2000 · first AC: 2025-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, graph matchings, greedy

[jiangly's solution](#)

3351.

2075D

[Equalization](#) · [Tutorial](#)

Quality: 5,826 global accepts · Rating: 2000 · first AC: 2025-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, graphs, math

[jiangly's solution](#)

3352.

2074F

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3353.

1092E

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3354.

2068J

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3355.

2062E1

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3356.

2061E

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3357.

2055D

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3358.

2057D

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3359.

2051F

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3360.

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3362.

2041M

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3363.

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3364.

2037G

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3365.

2028D

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3366.

2020E

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3367.

2014F

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3368.

1987E

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3369.

1994E

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3370.

1988D

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3371.

1992G

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3372.

1978E

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3373.

1984D

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3374.

1976D

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3375.

1974G

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3376.

1970E2

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3377.

1956D

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3378.

1951E

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3379.

1951D

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3380.

1943B

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3381.

1941G

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3382.

1936B

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3385.

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3388.

1900D

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3389.

1893C

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3390.

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3391.

1881G

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3392.

1582E

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3393.

1867E1

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3394.

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3395.

1862G

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3396.

900D

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3397.

896B

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895C

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3399.

893E

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3400.

891B

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3401.

889B

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3402.

1857G

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3403.

1851G

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3404.

1841D

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1830B

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3406.

1827B1

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3407.

118E

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3408.

235B

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3409.

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43D

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3411.

609D

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598E

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3414.

39E

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39A

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34E

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3417.

29D

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3418.

975D

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380C

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3420.

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3421.

27E

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26C

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3423.

1815B

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3424.

21C

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3425.

21B

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3426.

20B

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3427.

18E

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3428.

18D

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[jiangly's solution](#)

3429.

113B

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3430.

1019B

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[jiangly's solution](#)

3431.

109D

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3432.

63E

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[jiangly's solution](#)

3433.

533B

[Work Group](#) · [Tutorial](#)

Quality: 2,687 global accepts · Rating: 2000 · first AC: 2023-03-30 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, strings, trees

[jiangly's solution](#)

3434.

1804D

[Accommodation](#) · [Tutorial](#)

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3435.

1796D

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Quality: 5,450 global accepts · Rating: 2000 · first AC: 2023-03-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, two pointers

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3436.

1788D

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Quality: 4,655 global accepts · Rating: 2000 · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, combinatorics, math, two pointers

[jiangly's solution](#)

3437.

1772F

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3438.

1763C

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

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3439.

1783D

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Quality: 5,287 global accepts · Rating: 2000 · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, implementation

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3440.

1770D

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3441.

1731E

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Quality: 3,484 global accepts · Rating: 2000 · first AC: 2022-12-28 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math, number theory

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3442.

1764D

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3443.

1753C

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3444.

1744F

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Quality: 3,752 global accepts · Rating: 2000 · first AC: 2022-10-18 · C++20 (GCC 11-64) (first AC) · Tags: math, two pointers

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3445.

1741F

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[jiangly's solution](#)

3446.

1733D2

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Quality: 4,738 global accepts · Rating: 2000 · first AC: 2022-09-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[jiangly's solution](#)

3447.

1726D

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Quality: 4,162 global accepts · Rating: 2000 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, probabilities, trees

[jiangly's solution](#)

3448.

1725C

[Circular Mirror](#) · [Tutorial](#)

Quality: 1,947 global accepts · Rating: 2000 · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, geometry, math, two pointers

[jiangly's solution](#)

3449.

1716D

[Chip Move](#) · [Tutorial](#)

Quality: 6,136 global accepts · Rating: 2000 · first AC: 2022-08-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math

[jiangly's solution](#)

3450.

1716C

[Robot in a Hallway](#) · [Tutorial](#)

Quality: 4,593 global accepts · Rating: 2000 · first AC: 2022-08-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, implementation, ternary search

[jiangly's solution](#)

3451.

1718B

[Fibonacci Strings](#) · [Tutorial](#)

Quality: 3,466 global accepts · Rating: 2000 · first AC: 2022-08-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math, number theory

[jiangly's solution](#)

3452.

1712D

[Empty Graph](#) · [Tutorial](#)

Quality: 5,102 global accepts · Rating: 2000 · first AC: 2022-08-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, shortest paths

[jiangly's solution](#)

3453.

1702G2

[Passable Paths \(hard version\)](#) · [Tutorial](#)

Quality: 5,788 global accepts · Rating: 2000 · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees

[jiangly's solution](#)

3454.

1696E

[Placing Jinas](#) · [Tutorial](#)

Quality: 4,907 global accepts · Rating: 2000 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[jiangly's solution](#)

3455.

1574D

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

Quality: 4,851 global accepts · Rating: 2000 · first AC: 2022-06-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, graphs, greedy, hashing, implementation

[jiangly's solution](#)

3456.

1622D

[Shuffle](#) · [Tutorial](#)

Quality: 4,645 global accepts · Rating: 2000 · first AC: 2022-06-09 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, two pointers
[jiangly's solution](#)

3457.

1690G

[Count the Trains](#) · [Tutorial](#)

Quality: 4,129 global accepts · Rating: 2000 · first AC: 2022-06-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, sortings
[jiangly's solution](#)

3458.

1685B

[Linguistics](#) · [Tutorial](#)

Quality: 3,677 global accepts · Rating: 2000 · first AC: 2022-05-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings, strings
[jiangly's solution](#)

3459.

1682D

[Circular Spanning Tree](#) · [Tutorial](#)

Quality: 3,726 global accepts · Rating: 2000 · first AC: 2022-05-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, trees
[jiangly's solution](#)

3460.

1680E

[Moving Chips](#) · [Tutorial](#)

Quality: 4,347 global accepts · Rating: 2000 · first AC: 2022-05-16 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, greedy
[jiangly's solution](#)

3461.

1674G

[Remove Directed Edges](#) · [Tutorial](#)

Quality: 2,904 global accepts · Rating: 2000 · first AC: 2022-05-02 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs
[jiangly's solution](#)

3462.

1674E

[Breaking the Wall](#) · [Tutorial](#)

Quality: 7,303 global accepts · Rating: 2000 · first AC: 2022-05-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math
[jiangly's solution](#)

3463.

1672F1

[Array Shuffling](#) · [Tutorial](#)

Quality: 3,539 global accepts · Rating: 2000 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy
[jiangly's solution](#)

3464.

1665D

[GCD Guess](#) · [Tutorial](#)

Quality: 4,658 global accepts · Rating: 2000 · first AC: 2022-04-08 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, games, interactive, math, number theory
[jiangly's solution](#)

3465.

1657D

[For Gamers. By Gamers.](#) · [Tutorial](#)

Quality: 5,292 global accepts · Rating: 2000 · first AC: 2022-03-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math, sortings
[jiangly's solution](#)

3466.

1646D

[Weight the Tree](#) · [Tutorial](#)

Quality: 4,442 global accepts · Rating: 2000 · first AC: 2022-03-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, implementation, trees

[jiangly's solution](#)

3467.

1525C

[Robot Collisions](#) · [Tutorial](#)

Quality: 4,814 global accepts · Rating: 2000 · first AC: 2022-03-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation, sortings

[jiangly's solution](#)

3468.

1641B

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

Quality: 4,064 global accepts · Rating: 2000 · first AC: 2022-02-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, sortings

[jiangly's solution](#)

3469.

1638D

[Big Brush](#) · [Tutorial](#)

Quality: 4,734 global accepts · Rating: 2000 · first AC: 2022-02-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[jiangly's solution](#)

3470.

1634D

[Finding Zero](#) · [Tutorial](#)

Quality: 4,737 global accepts · Rating: 2000 · first AC: 2022-02-06 · last AC: 2022-02-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, math

[jiangly's solution](#)

3471.

1632D

[New Year Concert](#) · [Tutorial](#)

Quality: 5,332 global accepts · Rating: 2000 · first AC: 2022-01-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, math, number theory, two pointers

[jiangly's solution](#)

3472.

1624F

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

Quality: 3,802 global accepts · Rating: 2000 · first AC: 2022-01-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[jiangly's solution](#)

3473.

1624E

[Masha-forgetful](#) · [Tutorial](#)

Quality: 4,593 global accepts · Rating: 2000 · first AC: 2022-01-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, hashing, implementation, strings

[jiangly's solution](#)

3474.

1616D

[Keep the Average High](#) · [Tutorial](#)

Quality: 5,566 global accepts · Rating: 2000 · first AC: 2021-12-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math

[jiangly's solution](#)

3475.

1618F

[Reverse](#) · [Tutorial](#)

Quality: 4,733 global accepts · Rating: 2000 · first AC: 2021-12-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs

and similar, implementation, math, strings

[jiangly's solution](#)

3476.

1619G

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

Quality: 2,735 global accepts · Rating: 2000 · first AC: 2021-12-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, dsu, greedy, sortings

[jiangly's solution](#)

3477.

1619F

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

Quality: 2,339 global accepts · Rating: 2000 · first AC: 2021-12-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[jiangly's solution](#)

3478.

1620D

[Exact Change](#) · [Tutorial](#)

Quality: 4,807 global accepts · Rating: 2000 · first AC: 2021-12-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[jiangly's solution](#)

3479.

1613E

[Crazy Robot](#) · [Tutorial](#)

Quality: 5,889 global accepts · Rating: 2000 · first AC: 2021-12-01 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs

[jiangly's solution](#)

3480.

1610D

[Not Quite Lee](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2021-11-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory

[jiangly's solution](#)

3481.

1612E

[Messages](#) · [Tutorial](#)

Quality: 2,817 global accepts · Rating: 2000 · first AC: 2021-11-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, probabilities, sortings

[jiangly's solution](#)

3482.

1588B

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

Rating: 2000 · first AC: 2021-11-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, implementation, interactive

[jiangly's solution](#)

3483.

1566E

[Buds Re-hanging](#) · [Tutorial](#)

Quality: 4,446 global accepts · Rating: 2000 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[jiangly's solution](#)

3484.

1567D

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

Quality: 4,853 global accepts · Rating: 2000 · first AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[jiangly's solution](#)

3485.

1558C

[Bottom-Tier Reversals](#) · [Tutorial](#)

Quality: 3,714 global accepts · Rating: 2000 · first AC: 2021-08-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy
[jiangly's solution](#)

3486.

1551E

[Fixed Points](#) · [Tutorial](#)

Quality: 4,541 global accepts · Rating: 2000 · first AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, dp
[jiangly's solution](#)

3487.

773B

[Dynamic Problem Scoring](#) · [Tutorial](#)

Quality: 1,216 global accepts · Rating: 2000 · first AC: 2021-07-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy
[jiangly's solution](#)

3488.

641E

[Little Artem and Time Machine](#) · [Tutorial](#)

Quality: 3,882 global accepts · Rating: 2000 · first AC: 2021-07-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures
[jiangly's solution](#)

3489.

710E

[Generate a String](#) · [Tutorial](#)

Quality: 5,772 global accepts · Rating: 2000 · first AC: 2021-07-07 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp
[jiangly's solution](#)

3490.

513C

[Second price auction](#) · [Tutorial](#)

Quality: 1,669 global accepts · Rating: 2000 · first AC: 2021-06-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, probabilities
[jiangly's solution](#)

3491.

509C

[Sums of Digits](#) · [Tutorial](#)

Quality: 2,392 global accepts · Rating: 2000 · first AC: 2021-06-24 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation
[jiangly's solution](#)

3492.

509E

[Pretty Song](#) · [Tutorial](#)

Quality: 1,881 global accepts · Rating: 2000 · first AC: 2021-06-24 · C++17 (GCC 9-64) (first AC) · Tags: math, strings
[jiangly's solution](#)

3493.

487B

[Strip](#) · [Tutorial](#)

Quality: 4,211 global accepts · Rating: 2000 · first AC: 2021-06-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, two pointers
[jiangly's solution](#)

3494.

492E

[Vanya and Field](#) · [Tutorial](#)

Quality: 1,755 global accepts · Rating: 2000 · first AC: 2021-06-24 · C++17 (GCC 9-64) (first AC) · Tags: math
[jiangly's solution](#)

3495.

504B

[Misha and Permutations Summation](#) · [Tutorial](#)

Rating: 2000 · first AC: 2021-06-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, math
[jiangly's solution](#)

3496.

494B

[Obsessive String](#) · [Tutorial](#)

Quality: 3,111 global accepts · Rating: 2000 · first AC: 2021-06-21 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings

[jiangly's solution](#)

3497.

1536D

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

Quality: 5,058 global accepts · Rating: 2000 · first AC: 2021-06-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation

[jiangly's solution](#)

3498.

1458B

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

Quality: 4,102 global accepts · Rating: 2000 · first AC: 2020-12-19 · C++17 (GCC 9-64) (first AC) · Tags: dp

[jiangly's solution](#)

3499.

786A

[Berzerk](#) · [Tutorial](#)

Quality: 2,842 global accepts · Rating: 2000 · first AC: 2020-12-04 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, games

[jiangly's solution](#)

3500.

1456B

[XOR-gun](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-11-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math

[jiangly's solution](#)

3501.

1454E

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

Quality: 6,614 global accepts · Rating: 2000 · first AC: 2020-11-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[jiangly's solution](#)

3502.

1451E1

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

Quality: 4,919 global accepts · Rating: 2000 · first AC: 2020-11-21 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[jiangly's solution](#)

3503.

1438C

[Engineer Artem](#) · [Tutorial](#)

Quality: 11,625 global accepts · Rating: 2000 · first AC: 2020-11-13 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, chinese remainder theorem, constructive algorithms, fft, flows

[jiangly's solution](#)

3504.

1427D

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

Quality: 3,695 global accepts · Rating: 2000 · first AC: 2020-10-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[jiangly's solution](#)

3505.

1427C

[The Hard Work of Paparazzi](#) · [Tutorial](#)

Quality: 6,070 global accepts · Rating: 2000 · first AC: 2020-10-10 · C++17 (GCC 9-64) (first AC) · Tags: dp

[jiangly's solution](#)

3506.

1408D

[Searchlights](#) · [Tutorial](#)

Quality: 4,673 global accepts · Rating: 2000 · first AC: 2020-09-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings, two pointers

[jiangly's solution](#)

3507.

1426F

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

Quality: 6,162 global accepts · Rating: 2000 · first AC: 2020-09-28 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, strings

[jiangly's solution](#)

3508.

1416C

[XOR Inverse](#) · [Tutorial](#)

Quality: 5,055 global accepts · Rating: 2000 · first AC: 2020-09-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp, greedy, math, sortings, strings, trees

[jiangly's solution](#)

3509.

1416B

[Make Them Equal](#) · [Tutorial](#)

Quality: 6,684 global accepts · Rating: 2000 · first AC: 2020-09-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[jiangly's solution](#)

3510.

1391D

[505](#) · [Tutorial](#)

Quality: 5,768 global accepts · Rating: 2000 · first AC: 2020-08-09 · last AC: 2020-08-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, implementation

[jiangly's solution](#)

3511.

1399E1

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

Quality: 6,336 global accepts · Rating: 2000 · first AC: 2020-08-05 · last AC: 2020-08-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[jiangly's solution](#)

3512.

1388D

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

Quality: 6,910 global accepts · Rating: 2000 · first AC: 2020-07-30 · last AC: 2020-08-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, implementation, trees

[jiangly's solution](#)

3513.

1379C

[Choosing flowers](#) · [Tutorial](#)

Quality: 6,080 global accepts · Rating: 2000 · first AC: 2020-07-19 · last AC: 2020-07-31 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, greedy, sortings, two pointers

[jiangly's solution](#)

3514.

1380D

[Berserk And Fireball](#) · [Tutorial](#)

Quality: 5,005 global accepts · Rating: 2000 · first AC: 2020-07-16 · last AC: 2020-07-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math, two pointers

[jiangly's solution](#)

3515.

1385E

[Directing Edges](#) · [Tutorial](#)

Quality: 9,036 global accepts · Rating: 2000 · first AC: 2020-07-17 · last AC: 2020-07-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[jiangly's solution](#)

3516.

1370D

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

Quality: 10,926 global accepts · Rating: 2000 · first AC: 2020-06-22 · last AC: 2020-06-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, dsu, greedy, implementation

[jiangly's solution](#)

3517.

1366D

[Two Divisors](#) · [Tutorial](#)

Quality: 12,345 global accepts · Rating: 2000 · first AC: 2020-06-11 · last AC: 2020-06-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[jiangly's solution](#)

3518.

1359E

[Modular Stability](#) · [Tutorial](#)

Quality: 6,732 global accepts · Rating: 2000 · first AC: 2020-06-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[jiangly's solution](#)

3519.

1359D

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

Quality: 10,730 global accepts · Rating: 2000 · first AC: 2020-06-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, two pointers

[jiangly's solution](#)

3520.

1363E

[Tree Shuffling](#) · [Tutorial](#)

Quality: 7,496 global accepts · Rating: 2000 · first AC: 2020-06-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[jiangly's solution](#)

3521.

1354C2

[Not So Simple Polygon Embedding](#) · [Tutorial](#)

Quality: 6,372 global accepts · Rating: 2000 · first AC: 2020-05-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, geometry, math

[jiangly's solution](#)

3522.

1344B

[Monopole Magnets](#) · [Tutorial](#)

Quality: 6,354 global accepts · Rating: 2000 · first AC: 2020-05-06 · last AC: 2020-05-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs

[jiangly's solution](#)

3523.

1349C

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

Quality: 4,820 global accepts · Rating: 2000 · first AC: 2020-05-12 · last AC: 2020-05-13 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[jiangly's solution](#)

3524.

1349B

[Orac and Medians](#) · [Tutorial](#)

Quality: 8,947 global accepts · Rating: 2000 · first AC: 2020-05-12 · last AC: 2020-05-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[jiangly's solution](#)

3525.

1316D

[Nash Matrix](#) · [Tutorial](#)

Quality: 3,539 global accepts · Rating: 2000 · first AC: 2020-03-04 · last AC: 2020-03-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation

[jiangly's solution](#)

3526.

1320C

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

Quality: 3,428 global accepts · Rating: 2000 · first AC: 2020-03-01 · last AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, sortings

[jiangly's solution](#)

3527.

1311D

[Three Integers](#) · [Tutorial](#)

Quality: 9,904 global accepts · Rating: 2000 · first AC: 2020-02-25 · last AC: 2020-02-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[jiangly's solution](#)

3528.

1304E

[1-Trees and Queries](#) · [Tutorial](#)

Quality: 5,877 global accepts · Rating: 2000 · first AC: 2020-02-15 · last AC: 2020-02-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, shortest paths, trees

[jiangly's solution](#)

3529.

1301D

[Time to Run](#) · [Tutorial](#)

Quality: 4,236 global accepts · Rating: 2000 · first AC: 2020-02-13 · last AC: 2020-02-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, implementation

[jiangly's solution](#)

3530.

1296E2

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

Quality: 5,450 global accepts · Rating: 2000 · first AC: 2020-02-04 · last AC: 2020-02-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[jiangly's solution](#)

3531.

1288E

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

Quality: 4,017 global accepts · Rating: 2000 · first AC: 2020-01-14 · last AC: 2020-02-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[jiangly's solution](#)

3532.

1288D

[Minimax Problem](#) · [Tutorial](#)

Quality: 8,286 global accepts · Rating: 2000 · first AC: 2020-01-14 · last AC: 2020-02-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, dp

[jiangly's solution](#)

3533.

1294F

[Three Paths on a Tree](#) · [Tutorial](#)

Quality: 6,861 global accepts · Rating: 2000 · first AC: 2020-01-27 · last AC: 2020-01-27 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[jiangly's solution](#)

3534.

842C

[Ilya And The Tree](#) · [Tutorial](#)

Quality: 3,761 global accepts · Rating: 2000 · first AC: 2020-01-09 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, math, number theory, trees

[jiangly's solution](#)

3535.

1268B

[Domino for Young](#) · [Tutorial](#)

Quality: 6,431 global accepts · Rating: 2000 · first AC: 2019-12-21 · last AC: 2020-01-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[jiangly's solution](#)

3536.

1280C

[Jeremy Bearimy](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2019-12-15 · last AC: 2019-12-31 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, trees

[jiangly's solution](#)

3537.

1266D

[Decreasing Debts](#) · [Tutorial](#)

Quality: 3,871 global accepts · Rating: 2000 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, math, two pointers

[jiangly's solution](#)

3538.

1257E

[The Contest](#) · [Tutorial](#)

Quality: 4,537 global accepts · Rating: 2000 · first AC: 2019-11-13 · last AC: 2019-11-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[jiangly's solution](#)

3539.

1256F

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

Quality: 3,622 global accepts · Rating: 2000 · first AC: 2019-11-04 · last AC: 2019-11-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings, strings

[jiangly's solution](#)

3540.

1256E

[Yet Another Division Into Teams](#) · [Tutorial](#)

Quality: 4,599 global accepts · Rating: 2000 · first AC: 2019-11-04 · last AC: 2019-11-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[jiangly's solution](#)

3541.

1248D1

[The World Is Just a Programming Task \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,521 global accepts · Rating: 2000 · first AC: 2019-10-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[jiangly's solution](#)

3542.

1237D

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

Quality: 4,779 global accepts · Rating: 2000 · first AC: 2019-10-16 · last AC: 2019-10-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation

[jiangly's solution](#)

3543.

1244E

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

Quality: 6,401 global accepts · Rating: 2000 · first AC: 2019-10-13 · last AC: 2019-10-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings, ternary search, two pointers

[jiangly's solution](#)

3544.

1244C

[The Football Season](#) · [Tutorial](#)

Quality: 8,295 global accepts · Rating: 2000 · first AC: 2019-10-13 · last AC: 2019-10-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

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3545.

1223D

[Sequence Sorting](#) · [Tutorial](#)

Quality: 4,467 global accepts · Rating: 2000 · first AC: 2019-10-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, two pointers

[jiangly's solution](#)

3546.

1240B

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Rating: 2000 · first AC: 2019-10-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, two pointers

[jiangly's solution](#)

3547.

1234E

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Quality: 2,978 global accepts · Rating: 2000 · first AC: 2019-10-06 · C++17 (GCC 7-32) (first AC) · Tags: math

[jiangly's solution](#)

3548.

1229B

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Rating: 2000 · first AC: 2019-09-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, graphs, math, number theory, trees

[jiangly's solution](#)

3549.

1219G

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3550.

1209G1

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Quality: 3,953 global accepts · Rating: 2000 · first AC: 2019-09-14 · last AC: 2019-09-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, greedy, implementation, two pointers

[jiangly's solution](#)

3551.

1209E1

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[jiangly's solution](#)

3552.

1165F1

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

Quality: 2,148 global accepts · Rating: 2000 · first AC: 2019-05-16 · last AC: 2019-09-06 · GNU C++11 (first AC) · Tags: binary search, greedy

[jiangly's solution](#)

3553.

1165F2

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

Quality: 2,451 global accepts · Rating: 2000 · first AC: 2019-05-16 · last AC: 2019-09-06 · GNU C++11 (first AC) · Tags: binary search, greedy, implementation

[jiangly's solution](#)

3554.

1214E

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[jiangly's solution](#)

3555.

1190D

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[jiangly's solution](#)

3556.

1204D1

[Kirk and a Binary String \(easy version\)](#) · [Tutorial](#)

Quality: 3,219 global accepts · Rating: 2000 · first AC: 2019-08-20 · last AC: 2019-08-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, strings

[jiangly's solution](#)

3557.

1200E

[Compress Words](#) · [Tutorial](#)

Quality: 9,363 global accepts · Rating: 2000 · first AC: 2019-08-11 · last AC: 2019-08-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, hashing, implementation, string suffix structures, strings

[jiangly's solution](#)

3558.

1198C

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Quality: 4,055 global accepts · Rating: 2000 · first AC: 2019-08-01 · last AC: 2019-08-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, sortings

[jiangly's solution](#)

3559.

1185E

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Quality: 2,807 global accepts · Rating: 2000 · first AC: 2019-07-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

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3560.

1183G

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3561.

1183E

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Quality: 5,421 global accepts · Rating: 2000 · first AC: 2019-07-01 · last AC: 2019-07-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, implementation, shortest paths

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3562.

58D

[Calendar](#) · [Tutorial](#)

Quality: 836 global accepts · Rating: 2000 · first AC: 2019-05-15 · GNU C++11 (first AC) · Tags: greedy, strings

[jiangly's solution](#)

3563.

54C

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[jiangly's solution](#)

3564.

47C

[Crossword](#) · [Tutorial](#)

Quality: 867 global accepts · Rating: 2000 · first AC: 2019-05-14 · last AC: 2019-05-15 · GNU C++11 (first AC) · Tags: implementation

[jiangly's solution](#)

3565.

50C

[Happy Farm 5](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 2000 · first AC: 2019-05-15 · GNU C++11 (first AC) · Tags: geometry

[jiangly's solution](#)

3566.

44J

[Triminoes](#) · [Tutorial](#)

Quality: 614 global accepts · Rating: 2000 · first AC: 2019-05-14 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy
[jiangly's solution](#)

3567.

33D

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Quality: 1,561 global accepts · Rating: 2000 · first AC: 2019-05-14 · GNU C++11 (first AC) · Tags: geometry, graphs, shortest paths, sortings
[jiangly's solution](#)

3568.

31D

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Quality: 1,228 global accepts · Rating: 2000 · first AC: 2019-05-14 · GNU C++11 (first AC) · Tags: dfs and similar, implementation
[jiangly's solution](#)

3569.

15C

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Quality: 2,837 global accepts · Rating: 2000 · first AC: 2019-05-13 · GNU C++11 (first AC) · Tags: games
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3570.

13B

[Letter A](#) · [Tutorial](#)

Quality: 1,123 global accepts · Rating: 2000 · first AC: 2019-05-13 · GNU C++11 (first AC) · Tags: geometry, implementation
[jiangly's solution](#)

3571.

10C

[Digital Root](#) · [Tutorial](#)

Quality: 1,700 global accepts · Rating: 2000 · first AC: 2019-05-12 · GNU C++11 (first AC) · Tags: number theory
[jiangly's solution](#)

3572.

514C

[Watto and Mechanism](#) · [Tutorial](#)

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[jiangly's solution](#)

3573.

1156C

[Match Points](#) · [Tutorial](#)

Quality: 6,669 global accepts · Rating: 2000 · first AC: 2019-05-01 · last AC: 2019-05-03 · GNU C++11 (first AC) · Tags: binary search, greedy, sortings, ternary search, two pointers
[jiangly's solution](#)

3574.

8C

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

Quality: 4,212 global accepts · Rating: 2000 · first AC: 2019-04-16 · GNU C++11 (first AC) · Tags: bitmasks, dp
[jiangly's solution](#)

3575.

2B

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Quality: 12,946 global accepts · Rating: 2000 · first AC: 2019-03-05 · GNU C++11 (first AC) · Tags: dp, math
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3576.

454D

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

Rating: 2000 · first AC: 2019-03-02 · GNU C++11 (first AC) · Tags: bitmasks, dp

[jiangly's solution](#)

3577.

453B

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

Quality: 5,400 global accepts · Rating: 2000 · first AC: 2019-03-02 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp

[jiangly's solution](#)

3578.

2207E1

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

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[jiangly's solution](#)

3579.

2205E

[Simons and Dividing the Rhythm](#) · [Tutorial](#)

Quality: 1,570 global accepts · Rating: 2100 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp, dsu, math, string suffix structures, strings

[jiangly's solution](#)

3580.

2193G

[Paths in a Tree](#) · [Tutorial](#)

Quality: 2,237 global accepts · Rating: 2100 · first AC: 2026-01-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, interactive, sortings, trees

[jiangly's solution](#)

3581.

2169D2

[Removal of a Sequence \(Hard Version\)](#) · [Tutorial](#)

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[jiangly's solution](#)

3582.

2163D1

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

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[jiangly's solution](#)

3583.

2161D

[Locked Out](#) · [Tutorial](#)

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[jiangly's solution](#)

3584.

2159B

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[jiangly's solution](#)

3585.

2162F

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

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3586.

2145E

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[jiangly's solution](#)

3587.

2152E

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

Quality: 2,778 global accepts · Rating: 2100 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, math

[jiangly's solution](#)

3588.

2149G

[Buratsuta 3](#) · [Tutorial](#)

Quality: 2,666 global accepts · Rating: 2100 · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, probabilities

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3589.

2150C

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Quality: 2,654 global accepts · Rating: 2100 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

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3590.

2135D1

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3591.

2132F

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3592.

2127E

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[jiangly's solution](#)

3593.

875C

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3594.

2115B

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Quality: 3,973 global accepts · Rating: 2100 · first AC: 2025-05-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, greedy, trees

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3595.

2107D

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Quality: 3,553 global accepts · Rating: 2100 · first AC: 2025-05-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, greedy, implementation, trees

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3596.

1948E

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[jiangly's solution](#)

3597.

2092E

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Quality: 3,842 global accepts · Rating: 2100 · first AC: 2025-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, graphs, math

[jiangly's solution](#)

3598.

2074G

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Quality: 2,164 global accepts · Rating: 2100 · first AC: 2025-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, geometry

[jiangly's solution](#)

3599.

2068C

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3600.

2061F1

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3601.

2051G

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3602.

2052D

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3603.

2044H

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3604.

2040E

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3605.

2046C

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Quality: 2,346 global accepts · Rating: 2100 · first AC: 2024-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings, ternary search, two pointers

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3606.

2031E

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

Quality: 2,691 global accepts · Rating: 2100 · first AC: 2024-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, greedy, implementation, math, sortings, trees

[jiangly's solution](#)

3607.

2038K

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[jiangly's solution](#)

3608.

2038B

[Make It Equal](#) · [Tutorial](#)

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[jiangly's solution](#)

3609.

2037F

[Ardent Flames](#) · [Tutorial](#)

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[jiangly's solution](#)

3610.

2029E

[Common Generator](#) · [Tutorial](#)

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[jiangly's solution](#)

3611.

2005E1

[Subtangle Game \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,322 global accepts · Rating: 2100 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, greedy, implementation

[jiangly's solution](#)

3612.

2008H

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Quality: 3,602 global accepts · Rating: 2100 · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, math, number theory

[jiangly's solution](#)

3613.

2003D2

[Turtle and a MEX Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,644 global accepts · Rating: 2100 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, implementation, math

[jiangly's solution](#)

3614.

2004E

[Not a Nim Problem](#) · [Tutorial](#)

Quality: 5,070 global accepts · Rating: 2100 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, math, number theory

[jiangly's solution](#)

3615.

2000G

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Quality: 3,130 global accepts · Rating: 2100 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, graphs,

greedy, shortest paths

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3616.

1998D

[Determine Winning Islands in Race](#) · [Tutorial](#)

Quality: 4,095 global accepts · Rating: 2100 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, graphs, greedy, shortest paths

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3617.

1971H

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Quality: 2,746 global accepts · Rating: 2100 · first AC: 2024-05-12 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, dfs and similar, graphs

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3618.

1970D1

[Arithmancy \(Easy\)](#) · [Tutorial](#)

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[jiangly's solution](#)

3619.

1970B2

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

Quality: 1,210 global accepts · Rating: 2100 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[jiangly's solution](#)

3620.

1942D

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Quality: 3,347 global accepts · Rating: 2100 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, greedy, implementation, sortings

[jiangly's solution](#)

3621.

1938J

[There and Back Again](#) · [Tutorial](#)

Quality: 1,598 global accepts · Rating: 2100 · first AC: 2024-03-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

3622.

1934D1

[XOR Break --- Solo Version](#) · [Tutorial](#)

Quality: 4,138 global accepts · Rating: 2100 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[jiangly's solution](#)

3623.

1933F

[Turtle Mission: Robot and the Earthquake](#) · [Tutorial](#)

Quality: 2,958 global accepts · Rating: 2100 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[jiangly's solution](#)

3624.

1910E

[Maximum Sum Subarrays](#) · [Tutorial](#)

Quality: 243 global accepts · Rating: 2100 · first AC: 2024-02-20 · Kotlin 1.9 (first AC) · Tags: *special, dp

[jiangly's solution](#)

3625.

1930D2

[Sum over all Substrings \(Hard Version\)](#) · [Tutorial](#)

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dsu, greedy, implementation, strings

[jiangly's solution](#)

3626.

1924B

[Space Harbour](#) · [Tutorial](#)

Quality: 3,284 global accepts · Rating: 2100 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math, sortings

[jiangly's solution](#)

3627.

1920E

[Counting Binary Strings](#) · [Tutorial](#)

Quality: 3,382 global accepts · Rating: 2100 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[jiangly's solution](#)

3628.

1914G1

[Light Bulbs \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,396 global accepts · Rating: 2100 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, dsu, graphs, math, trees

[jiangly's solution](#)

3629.

1912B

[Blueprint for Seating](#) · [Tutorial](#)

Quality: 1,438 global accepts · Rating: 2100 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, math

[jiangly's solution](#)

3630.

1913D

[Array Collapse](#) · [Tutorial](#)

Quality: 4,144 global accepts · Rating: 2100 · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, trees

[jiangly's solution](#)

3631.

1906J

[Count BFS Graph](#) · [Tutorial](#)

Quality: 1,089 global accepts · Rating: 2100 · first AC: 2023-12-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

[jiangly's solution](#)

3632.

1906F

[Maximize The Value](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2100 · first AC: 2023-12-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings

[jiangly's solution](#)

3633.

1900E

[Transitive Graph](#) · [Tutorial](#)

Quality: 2,636 global accepts · Rating: 2100 · first AC: 2023-11-27 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation

[jiangly's solution](#)

3634.

1884D

[Counting Rhyme](#) · [Tutorial](#)

Quality: 4,057 global accepts · Rating: 2100 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory

[jiangly's solution](#)

3635.

1886D

[Monocarp and the Set](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, math

[jiangly's solution](#)

3636.

1876C

[Autosynthesis](#) · [Tutorial](#)

Quality: 2,719 global accepts · Rating: 2100 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, sortings

[jiangly's solution](#)

3637.

1868B2

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

Quality: 2,751 global accepts · Rating: 2100 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, implementation, math

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3638.

1605D

[Treelabeling](#) · [Tutorial](#)

Quality: 3,250 global accepts · Rating: 2100 · first AC: 2023-09-08 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, games, greedy, implementation, trees

[jiangly's solution](#)

3639.

1866G

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

Quality: 2,179 global accepts · Rating: 2100 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, flows, greedy

[jiangly's solution](#)

3640.

1866H

[Happy Sets](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2100 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics

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3641.

1863E

[Speedrun](#) · [Tutorial](#)

Quality: 3,191 global accepts · Rating: 2100 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, math, sortings, two pointers

[jiangly's solution](#)

3642.

1864E

[Guess Game](#) · [Tutorial](#)

Quality: 3,053 global accepts · Rating: 2100 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, games, math, probabilities, sortings, strings, trees

[jiangly's solution](#)

3643.

900E

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

Quality: 1,393 global accepts · Rating: 2100 · first AC: 2023-08-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, strings

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3644.

895D

[String Mark](#) · [Tutorial](#)

Quality: 1,238 global accepts · Rating: 2100 · first AC: 2023-08-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, strings

[jiangly's solution](#)

3645.

894E

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

Quality: 3,089 global accepts · Rating: 2100 · first AC: 2023-08-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs

[jiangly's solution](#)

3646.

1856D

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Quality: 3,788 global accepts · Rating: 2100 · first AC: 2023-08-08 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, interactive

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3647.

212C

[Cowboys](#) · [Tutorial](#)

Quality: 486 global accepts · Rating: 2100 · first AC: 2023-07-20 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, math

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3648.

552E

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Quality: 1,737 global accepts · Rating: 2100 · first AC: 2023-07-15 · PyPy 3-64 (first AC) · Tags: brute force, dp, expression parsing, greedy, implementation, strings

[jiangly's solution](#)

3649.

1839D

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Quality: 2,698 global accepts · Rating: 2100 · first AC: 2023-06-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, sortings

[jiangly's solution](#)

3650.

1838D

[Bracket Walk](#) · [Tutorial](#)

Quality: 3,706 global accepts · Rating: 2100 · first AC: 2023-06-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, strings

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3651.

266C

[Below the Diagonal](#) · [Tutorial](#)

Quality: 1,429 global accepts · Rating: 2100 · first AC: 2023-05-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

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3652.

1832D1

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

Quality: 3,382 global accepts · Rating: 2100 · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation, math

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3653.

112E

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

Rating: 2100 · first AC: 2023-04-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp

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3654.

111C

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Quality: 1,583 global accepts · Rating: 2100 · first AC: 2023-04-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, dsu

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3655.

282D

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

Quality: 1,614 global accepts · Rating: 2100 · first AC: 2023-04-27 · C++20 (GCC 11-64) (first AC) · Tags: dp, games

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3656.

609E

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Quality: 10,266 global accepts · Rating: 2100 · first AC: 2023-04-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, trees

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3657.

38F

[Smart Boy](#) · [Tutorial](#)

Quality: 446 global accepts · Rating: 2100 · first AC: 2023-04-21 · PyPy 3-64 (first AC) · Tags: dp, games, strings

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3658.

1821E

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Quality: 2,706 global accepts · Rating: 2100 · first AC: 2023-04-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, sortings, strings

[jiangly's solution](#)

3659.

39C

[Moon Craters](#) · [Tutorial](#)

Quality: 697 global accepts · Rating: 2100 · first AC: 2023-04-20 · C++20 (GCC 11-64) (first AC) · Tags: dp, sortings

[jiangly's solution](#)

3660.

35E

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Quality: 880 global accepts · Rating: 2100 · first AC: 2023-04-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings

[jiangly's solution](#)

3661.

632D

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Quality: 4,587 global accepts · Rating: 2100 · first AC: 2023-04-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[jiangly's solution](#)

3662.

1811F

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Quality: 2,168 global accepts · Rating: 2100 · first AC: 2023-04-06 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, implementation

[jiangly's solution](#)

3663.

1811G1

[Vlad and the Nice Paths \(easy version\)](#) · [Tutorial](#)

Quality: 2,490 global accepts · Rating: 2100 · first AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

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3664.

12E

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Quality: 1,452 global accepts · Rating: 2100 · first AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

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3665.

1810E

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Quality: 3,906 global accepts · Rating: 2100 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy

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3666.

1808D

[Petya, Petya, Petr, and Palindromes](#) · [Tutorial](#)

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3667.

703D

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Quality: 4,062 global accepts · Rating: 2100 · first AC: 2023-03-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures

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3668.

703C

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Quality: 1,972 global accepts · Rating: 2100 · first AC: 2023-03-14 · C++20 (GCC 11-64) (first AC) · Tags: geometry, implementation

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3669.

1801D

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[jiangly's solution](#)

3670.

1799D2

[Hot Start Up \(hard version\)](#) · [Tutorial](#)

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

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3671.

1776G

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[jiangly's solution](#)

3672.

1778D

[Flexible String Revisit](#) · [Tutorial](#)

Quality: 3,410 global accepts · Rating: 2100 · first AC: 2023-02-01 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

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3673.

1787E

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[jiangly's solution](#)

3674.

1790F

[Timofey and Black-White Tree](#) · [Tutorial](#)

Quality: 3,997 global accepts · Rating: 2100 · first AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, divide and conquer, graphs, greedy, math, shortest paths, trees

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3675.

1775E

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3676.

1767C

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Quality: 3,034 global accepts · Rating: 2100 · first AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

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3677.

1762D

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Quality: 4,334 global accepts · Rating: 2100 · first AC: 2022-12-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, number theory

[jiangly's solution](#)

3678.

1771D

[Hossam and \(sub-\)palindromic tree](#) · [Tutorial](#)

Quality: 3,215 global accepts · Rating: 2100 · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, strings, trees

[jiangly's solution](#)

3679.

1761D

[Carry Bit](#) · [Tutorial](#)

Quality: 2,767 global accepts · Rating: 2100 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[jiangly's solution](#)

3680.

1748D

[ConstructOR](#) · [Tutorial](#)

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[jiangly's solution](#)

3681.

1732C2

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

Quality: 3,067 global accepts · Rating: 2100 · first AC: 2022-10-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy, implementation, two pointers

[jiangly's solution](#)

3682.

1734E

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Quality: 3,240 global accepts · Rating: 2100 · first AC: 2022-09-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, number theory

[jiangly's solution](#)

3683.

1511E

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Quality: 2,895 global accepts · Rating: 2100 · first AC: 2022-09-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, greedy, math

[jiangly's solution](#)

3684.

1729G

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Quality: 2,509 global accepts · Rating: 2100 · first AC: 2022-09-12 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, hashing, strings, two pointers

[jiangly's solution](#)

3685.

1725F

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Quality: 1,143 global accepts · Rating: 2100 · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, sortings

[jiangly's solution](#)

3686.

1710B

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Quality: 2,793 global accepts · Rating: 2100 · first AC: 2022-07-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math

[jiangly's solution](#)

3687.

1525E

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3688.

1555E

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3689.

1606E

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3690.

1598E

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3691.

1671E

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3692.

1684E

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Quality: 3,627 global accepts · Rating: 2100 · first AC: 2022-05-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, two pointers

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3693.

1667B

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Quality: 4,320 global accepts · Rating: 2100 · first AC: 2022-04-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

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3694.

1666J

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Quality: 1,582 global accepts · Rating: 2100 · first AC: 2022-04-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, shortest paths, trees

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3695.

1660F2

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[jiangly's solution](#)

3696.

1654D

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Quality: 3,062 global accepts · Rating: 2100 · first AC: 2022-03-20 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, math, number theory, trees

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3697.

1650G

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Quality: 2,938 global accepts · Rating: 2100 · first AC: 2022-03-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, shortest paths

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3698.

1637E

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Quality: 3,795 global accepts · Rating: 2100 · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, implementation

[jiangly's solution](#)

3699.

1628D1

[Game on Sum \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,698 global accepts · Rating: 2100 · first AC: 2022-01-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, games, math

[jiangly's solution](#)

3700.

1626D

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Quality: 4,330 global accepts · Rating: 2100 · first AC: 2022-01-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math

[jiangly's solution](#)

3701.

1621D

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Quality: 4,390 global accepts · Rating: 2100 · first AC: 2022-01-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

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3702.

734E

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Quality: 5,236 global accepts · Rating: 2100 · first AC: 2021-12-23 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees

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3703.

1614D1

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Quality: 4,478 global accepts · Rating: 2100 · first AC: 2021-11-26 · C++20 (GCC 11-64) (first AC) · Tags: dp, number theory

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3704.

1560F2

[Nearest Beautiful Number \(hard version\)](#) · [Tutorial](#)

Quality: 4,969 global accepts · Rating: 2100 · first AC: 2021-08-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, greedy

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3705.

1551D2

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

Quality: 2,990 global accepts · Rating: 2100 · first AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, math

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3706.

1553E

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Quality: 3,773 global accepts · Rating: 2100 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, dsu, graphs, math

[jiangly's solution](#)

3707.

1530E

[Minimax](#) · [Tutorial](#)

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

[jiangly's solution](#)

3708.

702E

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Quality: 3,107 global accepts · Rating: 2100 · first AC: 2021-07-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, graphs

[jiangly's solution](#)

3709.

498C

[Array and Operations](#) · [Tutorial](#)

Quality: 4,186 global accepts · Rating: 2100 · first AC: 2021-06-21 · C++17 (GCC 9-64) (first AC) · Tags: flows, graph matchings, number theory

[jiangly's solution](#)

3710.

497C

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

Rating: 2100 · first AC: 2021-06-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

[jiangly's solution](#)

3711.

1538G

[Gift Set](#) · [Tutorial](#)

Quality: 5,214 global accepts · Rating: 2100 · first AC: 2021-06-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, ternary search

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3712.

1538E

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Quality: 3,222 global accepts · Rating: 2100 · first AC: 2021-06-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, hashing, implementation, matrices, strings

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3713.

827C

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Quality: 1,789 global accepts · Rating: 2100 · first AC: 2021-03-31 · C++17 (GCC 9-64) (first AC) · Tags: data structures, strings

[jiangly's solution](#)

3714.

1483C

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

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3715.

1479B2

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3716.

1472G

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Quality: 5,643 global accepts · Rating: 2100 · first AC: 2021-01-04 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

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3717.

1472F

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Quality: 3,289 global accepts · Rating: 2100 · first AC: 2021-01-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, graph matchings, greedy, sortings

[jiangly's solution](#)

3718.

793D

[Presents in Bankopolis](#) · [Tutorial](#)

Quality: 1,706 global accepts · Rating: 2100 · first AC: 2021-01-03 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, shortest paths

[jiangly's solution](#)

3719.

1466F

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Quality: 3,060 global accepts · Rating: 2100 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy, math, sortings

[jiangly's solution](#)

3720.

1464B

[Grime Zoo](#) · [Tutorial](#)

Rating: 2100 · first AC: 2020-12-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, implementation, ternary search

[jiangly's solution](#)

3721.

1450C1

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Quality: 5,915 global accepts · Rating: 2100 · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[jiangly's solution](#)

3722.

788B

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Quality: 2,887 global accepts · Rating: 2100 · first AC: 2020-12-03 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, dfs and similar, dsu, graphs

[jiangly's solution](#)

3723.

1454F

[Array Partition](#) · [Tutorial](#)

Quality: 4,668 global accepts · Rating: 2100 · first AC: 2020-11-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, two pointers

[jiangly's solution](#)

3724.

1446C

[Xor Tree](#) · [Tutorial](#)

Quality: 4,091 global accepts · Rating: 2100 · first AC: 2020-11-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, data structures, divide and conquer, dp, trees

[jiangly's solution](#)

3725.

1434C

[Solo mid Oracle](#) · [Tutorial](#)

Rating: 2100 · first AC: 2020-10-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, ternary search

[jiangly's solution](#)

3726.

1420C2

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

Quality: 5,189 global accepts · Rating: 2100 · first AC: 2020-09-24 · last AC: 2020-09-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy, implementation

[jiangly's solution](#)

3727.

1419E

[Decryption](#) · [Tutorial](#)

Quality: 3,505 global accepts · Rating: 2100 · first AC: 2020-09-19 · last AC: 2020-09-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, math, number theory

[jiangly's solution](#)

3728.

1418D

[Trash Problem](#) · [Tutorial](#)

Quality: 4,743 global accepts · Rating: 2100 · first AC: 2020-09-14 · last AC: 2020-09-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation

[jiangly's solution](#)

3729.

1409F

[Subsequences of Length Two](#) · [Tutorial](#)

Quality: 5,119 global accepts · Rating: 2100 · first AC: 2020-09-04 · last AC: 2020-09-05 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings

[jiangly's solution](#)

3730.

1392E

[Omkar and Duck](#) · [Tutorial](#)

Quality: 3,747 global accepts · Rating: 2100 · first AC: 2020-08-17 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[jiangly's solution](#)

3731.

1393D

[Rarity and New Dress](#) · [Tutorial](#)

Quality: 4,191 global accepts · Rating: 2100 · first AC: 2020-08-07 · last AC: 2020-08-08 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, implementation, shortest paths

[jiangly's solution](#)

3732.

1372D

[Omkar and Circle](#) · [Tutorial](#)

Quality: 5,719 global accepts · Rating: 2100 · first AC: 2020-07-16 · last AC: 2020-07-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, games, greedy

[jiangly's solution](#)

3733.

1387B1

[Village \(Minimum\)](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2100 · first AC: 2020-07-23 · last AC: 2020-07-31 · C++17 (GCC 9-64) (first AC) · Tags: *special, dp, greedy, trees

[jiangly's solution](#)

3734.

1387A

[Graph](#) · [Tutorial](#)

Quality: 906 global accepts · Rating: 2100 · first AC: 2020-07-23 · last AC: 2020-07-31 · C++17 (GCC 9-64) (first AC) · Tags: *special, binary search, dfs and similar, dp, math, ternary search

[jiangly's solution](#)

3735.

1389D

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

Quality: 4,554 global accepts · Rating: 2100 · first AC: 2020-07-29 · last AC: 2020-07-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation, math

[jiangly's solution](#)

3736.

1370E

[Binary Subsequence Rotation](#) · [Tutorial](#)

Quality: 5,220 global accepts · Rating: 2100 · first AC: 2020-06-22 · last AC: 2020-06-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search,

constructive algorithms, data structures, greedy

[jiangly's solution](#)

3737.

1367F1

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

Quality: 3,626 global accepts · Rating: 2100 · first AC: 2020-06-16 · last AC: 2020-06-17 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, two pointers

[jiangly's solution](#)

3738.

1366E

[Two Arrays](#) · [Tutorial](#)

Quality: 4,623 global accepts · Rating: 2100 · first AC: 2020-06-11 · last AC: 2020-06-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, combinatorics, constructive algorithms, dp, two pointers

[jiangly's solution](#)

3739.

1364D

[Ehab's Last Corollary](#) · [Tutorial](#)

Quality: 4,961 global accepts · Rating: 2100 · first AC: 2020-06-13 · last AC: 2020-06-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, implementation, trees

[jiangly's solution](#)

3740.

1365F

[Swaps Again](#) · [Tutorial](#)

Quality: 4,756 global accepts · Rating: 2100 · first AC: 2020-06-07 · last AC: 2020-06-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, sortings

[jiangly's solution](#)

3741.

1363D

[Guess The Maximums](#) · [Tutorial](#)

Quality: 4,413 global accepts · Rating: 2100 · first AC: 2020-06-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, interactive, math

[jiangly's solution](#)

3742.

1360H

[Binary Median](#) · [Tutorial](#)

Quality: 4,861 global accepts · Rating: 2100 · first AC: 2020-05-24 · last AC: 2020-05-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms

[jiangly's solution](#)

3743.

1355E

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

Quality: 5,834 global accepts · Rating: 2100 · first AC: 2020-05-16 · last AC: 2020-05-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, sortings, ternary search

[jiangly's solution](#)

3744.

1354E

[Graph Coloring](#) · [Tutorial](#)

Quality: 3,723 global accepts · Rating: 2100 · first AC: 2020-05-18 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs

[jiangly's solution](#)

3745.

1343E

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

Quality: 5,738 global accepts · Rating: 2100 · first AC: 2020-04-21 · last AC: 2020-04-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, greedy, shortest paths, sortings

[jiangly's solution](#)

3746.

1333D

[Challenges in school ! 41 Tutorial](#)

Quality: 4,130 global accepts · Rating: 2100 · first AC: 2020-04-08 · last AC: 2020-04-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, games, graphs, greedy, implementation, sortings

[jiangly's solution](#)

3747.

1332E

[Height All the Same · Tutorial](#)

Quality: 4,312 global accepts · Rating: 2100 · first AC: 2020-03-31 · last AC: 2020-04-04 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, math, matrices

[jiangly's solution](#)

3748.

1312E

[Array Shrinking · Tutorial](#)

Quality: 7,378 global accepts · Rating: 2100 · first AC: 2020-03-09 · last AC: 2020-03-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[jiangly's solution](#)

3749.

1322B

[Present · Tutorial](#)

Quality: 4,638 global accepts · Rating: 2100 · first AC: 2020-03-07 · last AC: 2020-03-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures, math, sortings

[jiangly's solution](#)

3750.

1299C

[Water Balance · Tutorial](#)

Quality: 4,333 global accepts · Rating: 2100 · first AC: 2020-02-09 · last AC: 2020-02-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry, greedy

[jiangly's solution](#)

3751.

1296F

[Berland Beauty · Tutorial](#)

Quality: 3,091 global accepts · Rating: 2100 · first AC: 2020-02-04 · last AC: 2020-02-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, sortings, trees

[jiangly's solution](#)

3752.

208E

[Blood Cousins · Tutorial](#)

Quality: 8,918 global accepts · Rating: 2100 · first AC: 2020-01-09 · last AC: 2020-01-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, trees

[jiangly's solution](#)

3753.

1284D

[New Year and Conference · Tutorial](#)

Quality: 3,397 global accepts · Rating: 2100 · first AC: 2020-01-04 · last AC: 2020-01-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, hashing, sortings

[jiangly's solution](#)

3754.

1278D

[Segment Tree · Tutorial](#)

Quality: 4,327 global accepts · Rating: 2100 · first AC: 2020-01-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, trees

[jiangly's solution](#)

3755.

1271E

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Quality: 3,712 global accepts · Rating: 2100 · first AC: 2019-12-15 · last AC: 2019-12-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, dp, math

[jiangly's solution](#)

3756.

1271D

[Portals](#) · [Tutorial](#)

Quality: 3,402 global accepts · Rating: 2100 · first AC: 2019-12-15 · last AC: 2019-12-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, implementation, sortings

[jiangly's solution](#)

3757.

1266E

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

Quality: 2,348 global accepts · Rating: 2100 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[jiangly's solution](#)

3758.

1265E

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

Quality: 4,521 global accepts · Rating: 2100 · first AC: 2019-12-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, math, probabilities

[jiangly's solution](#)

3759.

1267K

[Key Storage](#) · [Tutorial](#)

Quality: 2,142 global accepts · Rating: 2100 · first AC: 2019-12-01 · last AC: 2019-12-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[jiangly's solution](#)

3760.

1263E

[Editor](#) · [Tutorial](#)

Quality: 2,974 global accepts · Rating: 2100 · first AC: 2019-11-29 · last AC: 2019-11-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[jiangly's solution](#)

3761.

1254B2

[Send Boxes to Alice \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,419 global accepts · Rating: 2100 · first AC: 2019-11-19 · last AC: 2019-11-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers

[jiangly's solution](#)

3762.

920E

[Connected Components?](#) · [Tutorial](#)

Quality: 7,745 global accepts · Rating: 2100 · first AC: 2019-11-07 · last AC: 2019-11-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[jiangly's solution](#)

3763.

1252K

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Quality: 2,064 global accepts · Rating: 2100 · first AC: 2019-10-28 · last AC: 2019-11-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, matrices

[jiangly's solution](#)

3764.

1252G

[Performance Review](#) · [Tutorial](#)

Quality: 1,553 global accepts · Rating: 2100 · first AC: 2019-10-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[jiangly's solution](#)

3765.

1223E

[Paint the Tree](#) · [Tutorial](#)

Quality: 2,891 global accepts · Rating: 2100 · first AC: 2019-10-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings, trees

[jiangly's solution](#)

3766.

1240C

[Paint the Tree](#) · [Tutorial](#)

Quality: 2100 · first AC: 2019-10-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings, trees

[jiangly's solution](#)

3767.

1216F

[Wi-Fi](#) · [Tutorial](#)

Quality: 3,101 global accepts · Rating: 2100 · first AC: 2019-09-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[jiangly's solution](#)

3768.

1218I

[The Light Square](#) · [Tutorial](#)

Quality: 743 global accepts · Rating: 2100 · first AC: 2019-09-17 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, dfs and similar, greedy

[jiangly's solution](#)

3769.

1217D

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Quality: 5,945 global accepts · Rating: 2100 · first AC: 2019-09-05 · last AC: 2019-09-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[jiangly's solution](#)

3770.

1213F

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[jiangly's solution](#)

3771.

1195E

[OpenStreetMap](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 2100 · first AC: 2019-08-18 · last AC: 2019-08-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, two pointers

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3772.

1184A2

[Heidi Learns Hashing \(Medium\)](#) · [Tutorial](#)

Quality: 1,123 global accepts · Rating: 2100 · first AC: 2019-07-08 · last AC: 2019-08-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, number theory

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3773.

1185G1

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

Quality: 3,198 global accepts · Rating: 2100 · first AC: 2019-07-29 · last AC: 2019-08-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp

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3774.

1207F

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

Quality: 6,749 global accepts · Rating: 2100 · first AC: 2019-08-22 · last AC: 2019-08-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

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3775.

1204D2

[Kirk and a Binary String \(hard version\)](#) · [Tutorial](#)

Quality: 3,395 global accepts · Rating: 2100 · first AC: 2019-08-20 · last AC: 2019-08-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures,

greedy, math, strings

[jiangly's solution](#)

3776.

1203F1

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Quality: 4,051 global accepts · Rating: 2100 · first AC: 2019-08-13 · last AC: 2019-08-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[jiangly's solution](#)

3777.

1202C

[You Are Given a WASD-string...](#) · [Tutorial](#)

Quality: 2,769 global accepts · Rating: 2100 · first AC: 2019-08-07 · last AC: 2019-08-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, math, strings

[jiangly's solution](#)

3778.

1201D

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Quality: 2,533 global accepts · Rating: 2100 · first AC: 2019-08-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation

[jiangly's solution](#)

3779.

1185F

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Quality: 2,237 global accepts · Rating: 2100 · first AC: 2019-07-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force

[jiangly's solution](#)

3780.

1183F

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Quality: 2,252 global accepts · Rating: 2100 · first AC: 2019-06-27 · last AC: 2019-07-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, sortings

[jiangly's solution](#)

3781.

1187E

[Tree Painting](#) · [Tutorial](#)

Quality: 11,281 global accepts · Rating: 2100 · first AC: 2019-06-30 · last AC: 2019-07-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[jiangly's solution](#)

3782.

1167E

[Range Deleting](#) · [Tutorial](#)

Quality: 2,924 global accepts · Rating: 2100 · first AC: 2019-05-15 · last AC: 2019-05-16 · GNU C++11 (first AC) · Tags: binary search, combinatorics, data structures, two pointers

[jiangly's solution](#)

3783.

1158C

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

Quality: 2,116 global accepts · Rating: 2100 · first AC: 2019-05-12 · last AC: 2019-05-13 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs, greedy, math, sortings

[jiangly's solution](#)

3784.

343D

[Water Tree](#) · [Tutorial](#)

Quality: 6,848 global accepts · Rating: 2100 · first AC: 2019-04-16 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, graphs, trees

[jiangly's solution](#)

3785.

5D

[Follow Traffic Rules](#) · [Tutorial](#)

Quality: 1,936 global accepts · Rating: 2100 · first AC: 2019-04-01 · GNU C++11 (first AC) · Tags: implementation, math

[jiangly's solution](#)

3786.

1C

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Quality: 6,481 global accepts · Rating: 2100 · first AC: 2019-03-04 · GNU C++11 (first AC) · Tags: geometry, math

[jiangly's solution](#)

3787.

2208D2

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

Quality: 1,833 global accepts · Rating: 2200 · first AC: 2026-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees

[jiangly's solution](#)

3788.

2209E

[A Trivial String Problem](#) · [Tutorial](#)

Quality: 1,765 global accepts · Rating: 2200 · first AC: 2026-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, hashing, string suffix structures, strings

[jiangly's solution](#)

3789.

2204F

[Sum of Fractions](#) · [Tutorial](#)

Quality: 1,222 global accepts · Rating: 2200 · first AC: 2026-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, combinatorics, data structures, greedy, math, number theory, two pointers

[jiangly's solution](#)

3790.

2207D

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

Quality: 2,110 global accepts · Rating: 2200 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, games, shortest paths, trees

[jiangly's solution](#)

3791.

2206C

[Upside Down Dijkstra](#) · [Tutorial](#)

Quality: 627 global accepts · Rating: 2200 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar

[jiangly's solution](#)

3792.

2200G

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

Quality: 1,028 global accepts · Rating: 2200 · first AC: 2026-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, probabilities

[jiangly's solution](#)

3793.

2203E

[Probabilistic Card Game](#) · [Tutorial](#)

Quality: 1,419 global accepts · Rating: 2200 · first AC: 2026-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, games, greedy, math, ternary search

[jiangly's solution](#)

3794.

2189D2

[Little String \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,944 global accepts · Rating: 2200 · first AC: 2026-01-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math, number theory

[jiangly's solution](#)

3795.

2178F

[Conquer or of Forest](#) · [Tutorial](#)

Quality: 1,824 global accepts · Rating: 2200 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, trees
[jiangly's solution](#)

3796.

2156F1

[Strange Operation \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,618 global accepts · Rating: 2200 · first AC: 2025-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings
[jiangly's solution](#)

3797.

2162G

[Beautiful Tree](#) · [Tutorial](#)

Quality: 2,811 global accepts · Rating: 2200 · first AC: 2025-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, probabilities, trees
[jiangly's solution](#)

3798.

2155E

[Mimo & Yuyu](#) · [Tutorial](#)

Quality: 2,833 global accepts · Rating: 2200 · first AC: 2025-10-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, math
[jiangly's solution](#)

3799.

2143D2

[Inversion Graph Coloring \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,769 global accepts · Rating: 2200 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, data structures, dp, two pointers
[jiangly's solution](#)

3800.

2144E1

[Looking at Towers \(easy version\)](#) · [Tutorial](#)

Quality: 2,558 global accepts · Rating: 2200 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp
[jiangly's solution](#)

3801.

2126G1

[Big Wins! \(easy version\)](#) · [Tutorial](#)

Quality: 2,481 global accepts · Rating: 2200 · first AC: 2025-07-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, dsu, two pointers
[jiangly's solution](#)

3802.

2112E

[Tree Colorings](#) · [Tutorial](#)

Quality: 3,379 global accepts · Rating: 2200 · first AC: 2025-06-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, math, number theory, trees
[jiangly's solution](#)

3803.

2113D

[Cheater](#) · [Tutorial](#)

Quality: 2,876 global accepts · Rating: 2200 · first AC: 2025-06-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation
[jiangly's solution](#)

3804.

2118D2

[Red Light, Green Light \(Hard version\)](#) · [Tutorial](#)

Quality: 2,497 global accepts · Rating: 2200 · first AC: 2025-06-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, graphs, implementation, math, number theory
[jiangly's solution](#)

3805.

2114G

[Build an Array](#) · [Tutorial](#)

Quality: 2,039 global accepts · Rating: 2200 · first AC: 2025-05-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dp, greedy, math, number theory

[jiangly's solution](#)

3806.

2101C

[23 Kingdom](#) · [Tutorial](#)

Quality: 2,260 global accepts · Rating: 2200 · first AC: 2025-05-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, ternary search, two pointers

[jiangly's solution](#)

3807.

2108D

[Needle in a Numstack](#) · [Tutorial](#)

Quality: 2,418 global accepts · Rating: 2200 · first AC: 2025-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, implementation, interactive

[jiangly's solution](#)

3808.

2106G1

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

Quality: 1,613 global accepts · Rating: 2200 · first AC: 2025-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, greedy, interactive, trees

[jiangly's solution](#)

3809.

2089C1

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

Quality: 1,458 global accepts · Rating: 2200 · first AC: 2025-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games, math, probabilities

[jiangly's solution](#)

3810.

2085E

[Serval and Modulo](#) · [Tutorial](#)

Quality: 3,151 global accepts · Rating: 2200 · first AC: 2025-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory

[jiangly's solution](#)

3811.

1092D1

[Great Vova Wall \(Version 1\)](#) · [Tutorial](#)

Quality: 5,675 global accepts · Rating: 2200 · first AC: 2025-03-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math

[jiangly's solution](#)

3812.

1092D2

[Great Vova Wall \(Version 2\)](#) · [Tutorial](#)

Quality: 3,377 global accepts · Rating: 2200 · first AC: 2025-03-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation

[jiangly's solution](#)

3813.

1097D

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

Quality: 3,171 global accepts · Rating: 2200 · first AC: 2025-03-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, number theory, probabilities

[jiangly's solution](#)

3814.

2070E

[Game with Binary String](#) · [Tutorial](#)

Quality: 1,854 global accepts · Rating: 2200 · first AC: 2025-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, games, greedy, math

[jiangly's solution](#)

3815.

2072G

[I've Been Flipping Numbers for 300 Years and Calculated the Sum](#) · [Tutorial](#)

Quality: 2,146 global accepts · Rating: 2200 · first AC: 2025-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, combinatorics, divide and conquer, math, number theory

[jiangly's solution](#)

3816.

2065H

[Bro Thinks He's Him](#) · [Tutorial](#)

Quality: 1,972 global accepts · Rating: 2200 · first AC: 2025-02-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, divide and conquer, dp, math, matrices

[jiangly's solution](#)

3817.

2062D

[Balanced Tree](#) · [Tutorial](#)

Quality: 3,544 global accepts · Rating: 2200 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[jiangly's solution](#)

3818.

2060F

[Multiplicative Arrays](#) · [Tutorial](#)

Quality: 2,602 global accepts · Rating: 2200 · first AC: 2025-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, number theory

[jiangly's solution](#)

3819.

2056D

[Unique Median](#) · [Tutorial](#)

Quality: 3,665 global accepts · Rating: 2200 · first AC: 2025-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, combinatorics, data structures, divide and conquer, dp

[jiangly's solution](#)

3820.

2034E

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

Quality: 2,018 global accepts · Rating: 2200 · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, greedy, hashing, math

[jiangly's solution](#)

3821.

2039E

[Shohag Loves Inversions](#) · [Tutorial](#)

Quality: 2,372 global accepts · Rating: 2200 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, implementation, math

[jiangly's solution](#)

3822.

2036G

[Library of Magic](#) · [Tutorial](#)

Quality: 1,670 global accepts · Rating: 2200 · first AC: 2024-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, interactive, math, number theory

[jiangly's solution](#)

3823.

2027D2

[The Endspeaker \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2200 · first AC: 2024-10-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[jiangly's solution](#)

3824.

2033G

[Sakurako and Chefir](#) · [Tutorial](#)

Quality: 2,000 global accepts · Rating: 2200 · first AC: 2024-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, greedy, trees

[jiangly's solution](#)

3825.

2030E

[MEXimize the Score](#) · [Tutorial](#)

Quality: 1,969 global accepts · Rating: 2200 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, greedy, implementation, math

[jiangly's solution](#)

3826.

2025E

[Card Game](#) · [Tutorial](#)

Quality: 2,360 global accepts · Rating: 2200 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, greedy, math

[jiangly's solution](#)

3827.

2018D

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

Quality: 2,192 global accepts · Rating: 2200 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, dsu, greedy, implementation, matrices, sortings

[jiangly's solution](#)

3828.

2014G

[Milky Days](#) · [Tutorial](#)

Quality: 1,798 global accepts · Rating: 2200 · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, implementation

[jiangly's solution](#)

3829.

2013E

[Prefix GCD](#) · [Tutorial](#)

Quality: 4,217 global accepts · Rating: 2200 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, number theory

[jiangly's solution](#)

3830.

2009G2

[Yunli's Subarray Queries \(hard version\)](#) · [Tutorial](#)

Quality: 1,752 global accepts · Rating: 2200 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp

[jiangly's solution](#)

3831.

2000H

[Ksyusha and the Loaded Set](#) · [Tutorial](#)

Quality: 2,317 global accepts · Rating: 2200 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, implementation

[jiangly's solution](#)

3832.

1998E1

[Eliminating Balls With Merging \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2200 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, greedy

[jiangly's solution](#)

3833.

1993D

[Med-imize](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2200 · first AC: 2024-08-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy

[jiangly's solution](#)

3834.

1997E

[Level Up](#) · [Tutorial](#)

Quality: 3,790 global accepts · Rating: 2200 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation

[jiangly's solution](#)

3835.

1991F

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

Quality: 2,776 global accepts · Rating: 2200 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math, sortings

[jiangly's solution](#)

3836.

1996G

[Penacony](#) · [Tutorial](#)

Quality: 2,278 global accepts · Rating: 2200 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, graphs, greedy, hashing

[jiangly's solution](#)

3837.

1986G1

[Permutation Problem \(Simple Version\)](#) · [Tutorial](#)

Quality: 1,913 global accepts · Rating: 2200 · first AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, data structures, math, number theory

[jiangly's solution](#)

3838.

1985H2

[Maximize the Largest Component \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2200 · first AC: 2024-06-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, dsu, implementation

[jiangly's solution](#)

3839.

1970G2

[Min-Fund Prison \(Medium\)](#) · [Tutorial](#)

Quality: 877 global accepts · Rating: 2200 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[jiangly's solution](#)

3840.

1970E3

[Trails \(Hard\)](#) · [Tutorial](#)

Quality: 1,177 global accepts · Rating: 2200 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: dp, matrices

[jiangly's solution](#)

3841.

1968G2

[Division + LCP \(hard version\)](#) · [Tutorial](#)

Quality: 2,507 global accepts · Rating: 2200 · first AC: 2024-05-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, math, string suffix structures, strings

[jiangly's solution](#)

3842.

1967B2

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

Quality: 4,857 global accepts · Rating: 2200 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[jiangly's solution](#)

3843.

1954E

[Chain Reaction](#) · [Tutorial](#)

Quality: 2,969 global accepts · Rating: 2200 · first AC: 2024-04-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dsu, greedy, implementation, math, number theory

[jiangly's solution](#)

3844.

1949F

[Dating](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2200 · first AC: 2024-03-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings, trees
[jiangly's solution](#)

3845.

1946E

[Girl Permutation](#) · [Tutorial](#)

Quality: 3,174 global accepts · Rating: 2200 · first AC: 2024-03-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory
[jiangly's solution](#)

3846.

1938E

[Duplicates](#) · [Tutorial](#)

Quality: 1,275 global accepts · Rating: 2200 · first AC: 2024-03-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[jiangly's solution](#)

3847.

1926F

[Vlad and Avoiding X](#) · [Tutorial](#)

Quality: 2,093 global accepts · Rating: 2200 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, implementation
[jiangly's solution](#)

3848.

1918E

[ace5 and Task Order](#) · [Tutorial](#)

Quality: 2,062 global accepts · Rating: 2200 · first AC: 2024-01-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, divide and conquer, implementation, interactive, probabilities, sortings
[jiangly's solution](#)

3849.

1921G

[Mischievous Shooter](#) · [Tutorial](#)

Quality: 1,473 global accepts · Rating: 2200 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation
[jiangly's solution](#)

3850.

1909F1

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

Quality: 2,257 global accepts · Rating: 2200 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, math
[jiangly's solution](#)

3851.

1912E

[Evaluate It and Back Again](#) · [Tutorial](#)

Quality: 1,274 global accepts · Rating: 2200 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math
[jiangly's solution](#)

3852.

1907G

[Lights](#) · [Tutorial](#)

Quality: 2,336 global accepts · Rating: 2200 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation
[jiangly's solution](#)

3853.

1901E

[Compressed Tree](#) · [Tutorial](#)

Quality: 1,978 global accepts · Rating: 2200 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, sortings, trees
[jiangly's solution](#)

3854.

1898E

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

Quality: 2,719 global accepts · Rating: 2200 · first AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings, strings, two pointers

[jiangly's solution](#)

3855.

1867E2

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

Quality: 3,755 global accepts · Rating: 2200 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive

[jiangly's solution](#)

3856.

903E

[Swapping Characters](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2200 · first AC: 2023-08-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, hashing, implementation, strings

[jiangly's solution](#)

3857.

903D

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

Quality: 4,474 global accepts · Rating: 2200 · first AC: 2023-08-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math

[jiangly's solution](#)

3858.

894D

[Ralph And His Tour in Binary Country](#) · [Tutorial](#)

Quality: 1,204 global accepts · Rating: 2200 · first AC: 2023-08-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, trees

[jiangly's solution](#)

3859.

1860D

[Balanced String](#) · [Tutorial](#)

Quality: 3,600 global accepts · Rating: 2200 · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: dp

[jiangly's solution](#)

3860.

1858D

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

Quality: 3,197 global accepts · Rating: 2200 · first AC: 2023-08-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, two pointers

[jiangly's solution](#)

3861.

1854B

[Earn or Unlock](#) · [Tutorial](#)

Quality: 4,227 global accepts · Rating: 2200 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp

[jiangly's solution](#)

3862.

1848D

[Vika and Bonuses](#) · [Tutorial](#)

Quality: 2,976 global accepts · Rating: 2200 · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math, ternary search

[jiangly's solution](#)

3863.

144E

[Competition](#) · [Tutorial](#)

Quality: 682 global accepts · Rating: 2200 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[jiangly's solution](#)

3864.

1841E

[Fill the Matrix](#) · [Tutorial](#)

Quality: 2,428 global accepts · Rating: 2200 · first AC: 2023-06-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math
[jiangly's solution](#)

3865.

1840G1

[In Search of Truth \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,795 global accepts · Rating: 2200 · first AC: 2023-06-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, math, meet-in-the-middle, probabilities
[jiangly's solution](#)

3866.

1840F

[Railguns](#) · [Tutorial](#)

Quality: 2,118 global accepts · Rating: 2200 · first AC: 2023-06-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs
[jiangly's solution](#)

3867.

1837E

[Playoff Fixing](#) · [Tutorial](#)

Quality: 2,520 global accepts · Rating: 2200 · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, trees
[jiangly's solution](#)

3868.

1832E

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

Quality: 2,536 global accepts · Rating: 2200 · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp
[jiangly's solution](#)

3869.

282E

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

Quality: 4,327 global accepts · Rating: 2200 · first AC: 2023-04-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, trees
[jiangly's solution](#)

3870.

71E

[Nuclear Fusion](#) · [Tutorial](#)

Quality: 943 global accepts · Rating: 2200 · first AC: 2023-04-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp
[jiangly's solution](#)

3871.

71D

[Solitaire](#) · [Tutorial](#)

Quality: 769 global accepts · Rating: 2200 · first AC: 2023-04-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation
[jiangly's solution](#)

3872.

47E

[Cannon](#) · [Tutorial](#)

Quality: 441 global accepts · Rating: 2200 · first AC: 2023-04-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, geometry, sortings
[jiangly's solution](#)

3873.

47D

[Safe](#) · [Tutorial](#)

Quality: 974 global accepts · Rating: 2200 · first AC: 2023-04-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force
[jiangly's solution](#)

3874.

42C

[Safe cracking](#) · [Tutorial](#)

Quality: 567 global accepts · Rating: 2200 · first AC: 2023-04-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms
[jiangly's solution](#)

3875.

1822G2

[Magic Triples \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,043 global accepts · Rating: 2200 · first AC: 2023-04-25 · last AC: 2023-04-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, math, number theory

[jiangly's solution](#)

3876.

612E

[Square Root of Permutation](#) · [Tutorial](#)

Quality: 2,007 global accepts · Rating: 2200 · first AC: 2023-04-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, dfs and similar, graphs, math

[jiangly's solution](#)

3877.

36C

[Bowls](#) · [Tutorial](#)

Quality: 380 global accepts · Rating: 2200 · first AC: 2023-04-19 · C++20 (GCC 11-64) (first AC) · Tags: geometry, implementation

[jiangly's solution](#)

3878.

28C

[Bath Queue](#) · [Tutorial](#)

Quality: 1,288 global accepts · Rating: 2200 · first AC: 2023-04-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, probabilities

[jiangly's solution](#)

3879.

27D

[Ring Road 2](#) · [Tutorial](#)

Quality: 3,091 global accepts · Rating: 2200 · first AC: 2023-04-10 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs

[jiangly's solution](#)

3880.

25E

[Test](#) · [Tutorial](#)

Quality: 3,158 global accepts · Rating: 2200 · first AC: 2023-04-10 · C++20 (GCC 11-64) (first AC) · Tags: hashing, strings

[jiangly's solution](#)

3881.

1815C

[Between](#) · [Tutorial](#)

Quality: 2,355 global accepts · Rating: 2200 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[jiangly's solution](#)

3882.

19C

[Deletion of Repeats](#) · [Tutorial](#)

Quality: 1,325 global accepts · Rating: 2200 · first AC: 2023-04-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, hashing, string suffix structures

[jiangly's solution](#)

3883.

13C

[Sequence](#) · [Tutorial](#)

Quality: 5,469 global accepts · Rating: 2200 · first AC: 2023-04-06 · C++20 (GCC 11-64) (first AC) · Tags: dp, sortings

[jiangly's solution](#)

3884.

1811G2

[Vlad and the Nice Paths \(hard version\)](#) · [Tutorial](#)

Quality: 2,124 global accepts · Rating: 2200 · first AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, data structures, dp, math, two pointers

[jiangly's solution](#)

3885.

11D

[A Simple Task](#) · [Tutorial](#)

Quality: 6,387 global accepts · Rating: 2200 · first AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, graphs
[jiangly's solution](#)

3886.

11C

[How Many Squares?](#) · [Tutorial](#)

Quality: 691 global accepts · Rating: 2200 · first AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[jiangly's solution](#)

3887.

1808E1

[Minibuses on Venus \(easy version\)](#) · [Tutorial](#)

Quality: 1,599 global accepts · Rating: 2200 · first AC: 2023-03-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dp
[jiangly's solution](#)

3888.

1806E

[Tree Master](#) · [Tutorial](#)

Quality: 3,449 global accepts · Rating: 2200 · first AC: 2023-03-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, trees
[jiangly's solution](#)

3889.

712D

[Memory and Scores](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2200 · first AC: 2023-03-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math
[jiangly's solution](#)

3890.

707D

[Persistent Bookcase](#) · [Tutorial](#)

Quality: 2,990 global accepts · Rating: 2200 · first AC: 2023-03-15 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, implementation
[jiangly's solution](#)

3891.

1800G

[Symmetree](#) · [Tutorial](#)

Quality: 2,531 global accepts · Rating: 2200 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, hashing, implementation, trees
[jiangly's solution](#)

3892.

1789D

[Serval and Shift-Shift-Shift](#) · [Tutorial](#)

Quality: 1,931 global accepts · Rating: 2200 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, implementation
[jiangly's solution](#)

3893.

1776B

[Vittorio Plays with LEGO Bricks](#) · [Tutorial](#)

Quality: 1,554 global accepts · Rating: 2200 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, geometry
[jiangly's solution](#)

3894.

1795E

[Explosions?](#) · [Tutorial](#)

Quality: 2,382 global accepts · Rating: 2200 · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, math
[jiangly's solution](#)

3895.

1788E

[Sum Over Zero](#) · [Tutorial](#)

Quality: 3,290 global accepts · Rating: 2200 · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp
[jiangly's solution](#)

3896.

1772G

[Gaining Rating](#) · [Tutorial](#)

Quality: 1,604 global accepts · Rating: 2200 · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation, math, sortings, two pointers
[jiangly's solution](#)

3897.

1763E

[Node Pairs](#) · [Tutorial](#)

Quality: 2,212 global accepts · Rating: 2200 · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, math, number theory
[jiangly's solution](#)

3898.

1763D

[Valid Bitonic Permutations](#) · [Tutorial](#)

Quality: 2,347 global accepts · Rating: 2200 · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math, number theory
[jiangly's solution](#)

3899.

1765F

[Chemistry Lab](#) · [Tutorial](#)

Quality: 761 global accepts · Rating: 2200 · first AC: 2023-02-08 · C++20 (GCC 11-64) (first AC) · Tags: dp, geometry, probabilities
[jiangly's solution](#)

3900.

1765H

[Hospital Queue](#) · [Tutorial](#)

Quality: 1,533 global accepts · Rating: 2200 · first AC: 2023-02-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, graphs, greedy, implementation
[jiangly's solution](#)

3901.

1785C

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

Rating: 2200 · first AC: 2023-02-05 · last AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation
[jiangly's solution](#)

3902.

1777E

[Edge Reverse](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2200 · first AC: 2023-01-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, graphs, trees
[jiangly's solution](#)

3903.

1773B

[BinCoin](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2200 · first AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, divide and conquer, hashing, implementation, probabilities, trees
[jiangly's solution](#)

3904.

1741G

[Kirill and Company](#) · [Tutorial](#)

Quality: 1,938 global accepts · Rating: 2200 · first AC: 2022-10-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, flows, graphs, shortest paths
[jiangly's solution](#)

3905.

1736D

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

Quality: 2,780 global accepts · Rating: 2200 · first AC: 2022-10-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, geometry, greedy, implementation, strings

[jiangly's solution](#)

3906.

1730D

[Prefixes and Suffixes](#) · [Tutorial](#)

Quality: 3,023 global accepts · Rating: 2200 · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings, two pointers

[jiangly's solution](#)

3907.

1717E

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

Quality: 3,403 global accepts · Rating: 2200 · first AC: 2022-09-02 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[jiangly's solution](#)

3908.

1721E

[Prefix Function Queries](#) · [Tutorial](#)

Quality: 2,550 global accepts · Rating: 2200 · first AC: 2022-08-27 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, hashing, string suffix structures, strings, trees

[jiangly's solution](#)

3909.

1704E

[Count Seconds](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2200 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, math

[jiangly's solution](#)

3910.

1695D1

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

Quality: 2,456 global accepts · Rating: 2200 · first AC: 2022-06-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, greedy, trees

[jiangly's solution](#)

3911.

1622E

[Math Test](#) · [Tutorial](#)

Quality: 2,243 global accepts · Rating: 2200 · first AC: 2022-06-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, greedy

[jiangly's solution](#)

3912.

1670E

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

Quality: 1,938 global accepts · Rating: 2200 · first AC: 2022-05-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, trees

[jiangly's solution](#)

3913.

1672E

[notepad.exe](#) · [Tutorial](#)

Quality: 2,517 global accepts · Rating: 2200 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, interactive

[jiangly's solution](#)

3914.

1659E

[AND-MEX Walk](#) · [Tutorial](#)

Quality: 1,971 global accepts · Rating: 2200 · first AC: 2022-04-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dsu, graphs

[jiangly's solution](#)

3915.

1666I

[Interactive Treasure Hunt](#) · [Tutorial](#)

Quality: 1,773 global accepts · Rating: 2200 · first AC: 2022-04-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, geometry, interactive, math

[jiangly's solution](#)

3916.

1666F

[Fancy Stack](#) · [Tutorial](#)

Quality: 1,518 global accepts · Rating: 2200 · first AC: 2022-04-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, implementation

[jiangly's solution](#)

3917.

1656E

[Equal Tree Sums](#) · [Tutorial](#)

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

[jiangly's solution](#)

3918.

1657E

[Star MST](#) · [Tutorial](#)

Quality: 2,490 global accepts · Rating: 2200 · first AC: 2022-03-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, graph matchings, math

[jiangly's solution](#)

3919.

1650F

[Vitaly and Advanced Useless Algorithms](#) · [Tutorial](#)

Quality: 1,665 global accepts · Rating: 2200 · first AC: 2022-03-08 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation

[jiangly's solution](#)

3920.

1646E

[Power Board](#) · [Tutorial](#)

Quality: 2,757 global accepts · Rating: 2200 · first AC: 2022-03-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math, number theory

[jiangly's solution](#)

3921.

1641C

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

Quality: 2,843 global accepts · Rating: 2200 · first AC: 2022-02-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[jiangly's solution](#)

3922.

1635E

[Cars](#) · [Tutorial](#)

Quality: 2,724 global accepts · Rating: 2200 · first AC: 2022-02-20 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs, greedy, sortings

[jiangly's solution](#)

3923.

1630C

[Paint the Middle](#) · [Tutorial](#)

Quality: 3,325 global accepts · Rating: 2200 · first AC: 2022-01-27 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings, two pointers

[jiangly's solution](#)

3924.

1627E

[Not Escaping](#) · [Tutorial](#)

Quality: 2,791 global accepts · Rating: 2200 · first AC: 2022-01-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, implementation, shortest paths, two pointers

[jiangly's solution](#)

3925.

1616E

[Lexicographically Small Enough](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 2200 · first AC: 2021-12-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, strings

[jiangly's solution](#)

3926.

1615D

[X\(or\)-mas Tree](#) · [Tutorial](#)

Quality: 2,134 global accepts · Rating: 2200 · first AC: 2021-12-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, trees

[jiangly's solution](#)

3927.

1618G

[Trader Problem](#) · [Tutorial](#)

Quality: 1,933 global accepts · Rating: 2200 · first AC: 2021-12-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, greedy, sortings

[jiangly's solution](#)

3928.

1586E

[Moment of Bloom](#) · [Tutorial](#)

Rating: 2200 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graph matchings, graphs, greedy, trees

[jiangly's solution](#)

3929.

1579G

[Minimal Coverage](#) · [Tutorial](#)

Quality: 2,748 global accepts · Rating: 2200 · first AC: 2021-09-28 · C++17 (GCC 9-64) (first AC) · Tags: dp

[jiangly's solution](#)

3930.

1567E

[Non-Decreasing Dilemma](#) · [Tutorial](#)

Quality: 4,135 global accepts · Rating: 2200 · first AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, math

[jiangly's solution](#)

3931.

1556E

[Equilibrium](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2200 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[jiangly's solution](#)

3932.

1562D2

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

Quality: 2,245 global accepts · Rating: 2200 · first AC: 2021-08-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math

[jiangly's solution](#)

3933.

1559E

[Mocha and Stars](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2200 · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math, number theory

[jiangly's solution](#)

3934.

1557D

[Ezzat and Grid](#) · [Tutorial](#)

Quality: 3,002 global accepts · Rating: 2200 · first AC: 2021-08-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[jiangly's solution](#)

3935.

1552F

[Telepanting](#) · [Tutorial](#)

Quality: 3,333 global accepts · Rating: 2200 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, sortings

[jiangly's solution](#)

3936.

1551F

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

Quality: 2,178 global accepts · Rating: 2200 · first AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees

[jiangly's solution](#)

3937.

773C

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

Quality: 996 global accepts · Rating: 2200 · first AC: 2021-07-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, math

[jiangly's solution](#)

3938.

364B

[Free Market](#) · [Tutorial](#)

Quality: 1,252 global accepts · Rating: 2200 · first AC: 2021-07-19 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[jiangly's solution](#)

3939.

765E

[Tree Folding](#) · [Tutorial](#)

Quality: 1,336 global accepts · Rating: 2200 · first AC: 2021-07-12 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, implementation, trees

[jiangly's solution](#)

3940.

1543D2

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

Quality: 2,168 global accepts · Rating: 2200 · first AC: 2021-07-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[jiangly's solution](#)

3941.

713B

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

Quality: 1,507 global accepts · Rating: 2200 · first AC: 2021-07-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[jiangly's solution](#)

3942.

1542D

[Priority Queue](#) · [Tutorial](#)

Quality: 2,921 global accepts · Rating: 2200 · first AC: 2021-07-03 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, implementation, math, ternary search

[jiangly's solution](#)

3943.

509D

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

Quality: 815 global accepts · Rating: 2200 · first AC: 2021-06-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[jiangly's solution](#)

3944.

506B

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

Rating: 2200 · first AC: 2021-06-24 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs

[jiangly's solution](#)

3945.

377C

[Captains Mode](#) · [Tutorial](#)

Quality: 1,258 global accepts · Rating: 2200 · first AC: 2021-06-19 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, games

[jiangly's solution](#)

3946.

1537F

[Figure Fixing](#) · [Tutorial](#)

Quality: 2,815 global accepts · Rating: 2200 · first AC: 2021-06-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, math

[jiangly's solution](#)

3947.

1537E2

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

Quality: 6,162 global accepts · Rating: 2200 · first AC: 2021-06-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, hashing, string suffix structures, strings, two pointers

[jiangly's solution](#)

3948.

1535E

[Gold Transfer](#) · [Tutorial](#)

Quality: 3,066 global accepts · Rating: 2200 · first AC: 2021-06-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, interactive, trees

[jiangly's solution](#)

3949.

1526D

[Kill Anton](#) · [Tutorial](#)

Quality: 2,799 global accepts · Rating: 2200 · first AC: 2021-05-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, data structures, math, strings

[jiangly's solution](#)

3950.

1520G

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

Quality: 4,217 global accepts · Rating: 2200 · first AC: 2021-05-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, graphs, greedy, implementation, shortest paths

[jiangly's solution](#)

3951.

1520F2

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

Quality: 3,347 global accepts · Rating: 2200 · first AC: 2021-05-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, interactive

[jiangly's solution](#)

3952.

1515E

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

Quality: 4,476 global accepts · Rating: 2200 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[jiangly's solution](#)

3953.

1503C

[Travelling Salesman Problem](#) · [Tutorial](#)

Quality: 3,846 global accepts · Rating: 2200 · first AC: 2021-04-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, shortest paths, sortings, two pointers

[jiangly's solution](#)

3954.

1500B

[Two chandeliers](#) · [Tutorial](#)

Quality: 2,314 global accepts · Rating: 2200 · first AC: 2021-03-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, chinese remainder theorem, math, number theory

[jiangly's solution](#)

3955.

1485D

[Multiples and Power Differences](#) · [Tutorial](#)

Quality: 5,641 global accepts · Rating: 2200 · first AC: 2021-02-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, math, number theory

[jiangly's solution](#)

3956.

1477C

[Nezzar and Nice Beatmap](#) · [Tutorial](#)

Quality: 2,587 global accepts · Rating: 2200 · first AC: 2021-01-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[jiangly's solution](#)

3957.

1470D

[Strange Housing](#) · [Tutorial](#)

Quality: 4,186 global accepts · Rating: 2200 · first AC: 2021-01-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy

[jiangly's solution](#)

3958.

1468A

[LaIS](#) · [Tutorial](#)

Quality: 1,946 global accepts · Rating: 2200 · first AC: 2020-12-25 · GNU C++11 (first AC) · Tags: data structures, dp, greedy

[jiangly's solution](#)

3959.

1468H

[K and Medians](#) · [Tutorial](#)

Quality: 1,996 global accepts · Rating: 2200 · first AC: 2020-12-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[jiangly's solution](#)

3960.

679B

[Bear and Tower of Cubes](#) · [Tutorial](#)

Quality: 2,231 global accepts · Rating: 2200 · first AC: 2020-12-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy

[jiangly's solution](#)

3961.

1456C

[New Game Plus!](#) · [Tutorial](#)

Rating: 2200 · first AC: 2020-11-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy, sortings

[jiangly's solution](#)

3962.

1438D

[Powerful Ksenia](#) · [Tutorial](#)

Quality: 4,545 global accepts · Rating: 2200 · first AC: 2020-11-13 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[jiangly's solution](#)

3963.

1437E

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

Quality: 3,926 global accepts · Rating: 2200 · first AC: 2020-10-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, implementation

[jiangly's solution](#)

3964.

1425E

[Excitation of Atoms](#) · [Tutorial](#)

Quality: 1,013 global accepts · Rating: 2200 · first AC: 2020-09-27 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[jiangly's solution](#)

3965.

1168C

[And Reachability](#) · [Tutorial](#)

Quality: 2,732 global accepts · Rating: 2200 · first AC: 2020-09-22 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp

[jiangly's solution](#)

3966.

1407D

[Discrete Centrifugal Jumps](#) · [Tutorial](#)

Quality: 5,703 global accepts · Rating: 2200 · first AC: 2020-09-08 · last AC: 2020-09-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, graphs

[jiangly's solution](#)

3967.

1406D

[Three Sequences](#) · [Tutorial](#)

Quality: 3,812 global accepts · Rating: 2200 · first AC: 2020-09-12 · last AC: 2020-09-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, math

[jiangly's solution](#)

3968.

1400E

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

Quality: 6,309 global accepts · Rating: 2200 · first AC: 2020-08-25 · last AC: 2020-08-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[jiangly's solution](#)

3969.

1398E

[Two Types of Spells](#) · [Tutorial](#)

Quality: 2,597 global accepts · Rating: 2200 · first AC: 2020-08-14 · last AC: 2020-08-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

[jiangly's solution](#)

3970.

1399E2

[Weights Division \(hard version\)](#) · [Tutorial](#)

Quality: 2,524 global accepts · Rating: 2200 · first AC: 2020-08-05 · last AC: 2020-08-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, greedy, sortings, trees, two pointers

[jiangly's solution](#)

3971.

1389E

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

Quality: 3,724 global accepts · Rating: 2200 · first AC: 2020-07-29 · last AC: 2020-07-31 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[jiangly's solution](#)

3972.

1373E

[Sum of Digits](#) · [Tutorial](#)

Quality: 2,952 global accepts · Rating: 2200 · first AC: 2020-06-25 · last AC: 2020-06-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dp, greedy

[jiangly's solution](#)

3973.

1353F

[Decreasing Heights](#) · [Tutorial](#)

Quality: 3,613 global accepts · Rating: 2200 · first AC: 2020-05-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

[jiangly's solution](#)

3974.

1336C

[Kaavi and Magic Spell](#) · [Tutorial](#)

Quality: 4,085 global accepts · Rating: 2200 · first AC: 2020-04-15 · last AC: 2020-04-16 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings

[jiangly's solution](#)

3975.

1335F

[Robots on a Grid](#) · [Tutorial](#)

Quality: 2,423 global accepts · Rating: 2200 · first AC: 2020-04-13 · last AC: 2020-04-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, matrices

[jiangly's solution](#)

3976.

1338C

[Perfect Triples](#) · [Tutorial](#)

Quality: 3,440 global accepts · Rating: 2200 · first AC: 2020-04-12 · last AC: 2020-04-13 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, math

[jiangly's solution](#)

3977.

1334E

[Divisor Paths](#) · [Tutorial](#)

Quality: 3,179 global accepts · Rating: 2200 · first AC: 2020-04-10 · last AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs, greedy, math, number theory

[jiangly's solution](#)

3978.

1333F

[Kate and imperfection](#) · [Tutorial](#)

Quality: 4,573 global accepts · Rating: 2200 · first AC: 2020-04-08 · last AC: 2020-04-10 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math, number theory, sortings, two pointers

[jiangly's solution](#)

3979.

1327D

[Infinite Path](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 2200 · first AC: 2020-03-23 · last AC: 2020-03-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, math, number theory

[jiangly's solution](#)

3980.

1328F

[Make k Equal](#) · [Tutorial](#)

Quality: 3,524 global accepts · Rating: 2200 · first AC: 2020-03-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[jiangly's solution](#)

3981.

1305E

[Kuroni and the Score Distribution](#) · [Tutorial](#)

Quality: 3,272 global accepts · Rating: 2200 · first AC: 2020-03-03 · last AC: 2020-03-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[jiangly's solution](#)

3982.

1311E

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

Quality: 2,723 global accepts · Rating: 2200 · first AC: 2020-02-25 · last AC: 2020-02-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, trees

[jiangly's solution](#)

3983.

1303E

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

Quality: 3,165 global accepts · Rating: 2200 · first AC: 2020-02-12 · last AC: 2020-02-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[jiangly's solution](#)

3984.

1295E

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

Quality: 2,772 global accepts · Rating: 2200 · first AC: 2020-01-29 · last AC: 2020-02-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer

[jiangly's solution](#)

3985.

1278E

[Tests for problem D](#) · [Tutorial](#)

Quality: 2,042 global accepts · Rating: 2200 · first AC: 2020-01-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, trees

[jiangly's solution](#)

3986.

1283F

[DIY Garland](#) · [Tutorial](#)

Quality: 2,043 global accepts · Rating: 2200 · first AC: 2019-12-29 · last AC: 2019-12-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, trees

[jiangly's solution](#)

3987.

1272F

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

Quality: 2,333 global accepts · Rating: 2200 · first AC: 2019-12-12 · last AC: 2019-12-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings, two pointers

[jiangly's solution](#)

3988.

1227E

[Arson In Berland Forest](#) · [Tutorial](#)

Quality: 1,641 global accepts · Rating: 2200 · first AC: 2019-11-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, graphs, shortest paths

[jiangly's solution](#)

3989.

1227F1

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

Quality: 2,057 global accepts · Rating: 2200 · first AC: 2019-11-25 · C++14 (GCC 6-32) (first AC) · Tags: dp

[jiangly's solution](#)

3990.

1261D1

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

Rating: 2200 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[jiangly's solution](#)

3991.

1261C

[Arson In Berland Forest](#) · [Tutorial](#)

Rating: 2200 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, graphs, greedy, shortest paths

[jiangly's solution](#)

3992.

1253E

[Antenna Coverage](#) · [Tutorial](#)

Quality: 3,064 global accepts · Rating: 2200 · first AC: 2019-11-19 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, sortings

[jiangly's solution](#)

3993.

1140E

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

Quality: 2,112 global accepts · Rating: 2200 · first AC: 2019-11-13 · last AC: 2019-11-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, dp

[jiangly's solution](#)

3994.

1153E

[Serval and Snake](#) · [Tutorial](#)

Quality: 1,756 global accepts · Rating: 2200 · first AC: 2019-11-10 · last AC: 2019-11-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, interactive

[jiangly's solution](#)

3995.

1252E

[Songwriter](#) · [Tutorial](#)

Quality: 1,359 global accepts · Rating: 2200 · first AC: 2019-10-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers

[jiangly's solution](#)

3996.

1225E

[Rock Is Push](#) · [Tutorial](#)

Quality: 2,086 global accepts · Rating: 2200 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp

[jiangly's solution](#)

3997.

1246C

[Rock Is Push](#) · [Tutorial](#)

Rating: 2200 · first AC: 2019-10-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[jiangly's solution](#)

3998.

1249F

[Maximum Weight Subset](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2200 · first AC: 2019-10-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees

[jiangly's solution](#)

3999.

743E

[Vladik and cards](#) · [Tutorial](#)

Quality: 1,629 global accepts · Rating: 2200 · first AC: 2019-10-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, dp

[jiangly's solution](#)

4000.

1231E

[Middle-Out](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2200 · first AC: 2019-10-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings

[jiangly's solution](#)

4001.

1238E

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

Quality: 3,460 global accepts · Rating: 2200 · first AC: 2019-10-08 · last AC: 2019-10-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[jiangly's solution](#)

4002.

1238F

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

Quality: 2,060 global accepts · Rating: 2200 · first AC: 2019-10-08 · last AC: 2019-10-09 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[jiangly's solution](#)

4003.

1234F

[Yet Another Substring Reverse](#) · [Tutorial](#)

Quality: 2,973 global accepts · Rating: 2200 · first AC: 2019-10-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[jiangly's solution](#)

4004.

1216E2

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

Quality: 1,652 global accepts · Rating: 2200 · first AC: 2019-09-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[jiangly's solution](#)

4005.

1220E

[Tourism](#) · [Tutorial](#)

Quality: 3,004 global accepts · Rating: 2200 · first AC: 2019-09-18 · last AC: 2019-09-20 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar,

dp, dsu, graphs, greedy, trees

[jiangly's solution](#)

4006.

1215E

[Marbles](#) · [Tutorial](#)

Quality: 3,460 global accepts · Rating: 2200 · first AC: 2019-09-15 · last AC: 2019-09-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[jiangly's solution](#)

4007.

1208E

[Let Them Slide](#) · [Tutorial](#)

Quality: 2,183 global accepts · Rating: 2200 · first AC: 2019-08-25 · last AC: 2019-09-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[jiangly's solution](#)

4008.

1184C2

[Heidi and the Turing Test \(Medium\)](#) · [Tutorial](#)

Quality: 767 global accepts · Rating: 2200 · first AC: 2019-07-11 · last AC: 2019-08-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[jiangly's solution](#)

4009.

1184B2

[The Doctor Meets Vader \(Medium\)](#) · [Tutorial](#)

Quality: 688 global accepts · Rating: 2200 · first AC: 2019-07-08 · last AC: 2019-08-26 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings, graphs, shortest paths, sortings

[jiangly's solution](#)

4010.

1194E

[Count The Rectangles](#) · [Tutorial](#)

Quality: 2,057 global accepts · Rating: 2200 · first AC: 2019-08-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, geometry, sortings

[jiangly's solution](#)

4011.

1178F1

[Short Colorful Strip](#) · [Tutorial](#)

Quality: 2,286 global accepts · Rating: 2200 · first AC: 2019-08-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp

[jiangly's solution](#)

4012.

1196F

[K-th Path](#) · [Tutorial](#)

Quality: 3,162 global accepts · Rating: 2200 · first AC: 2019-08-01 · last AC: 2019-08-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, shortest paths, sortings

[jiangly's solution](#)

4013.

1181D

[Irrigation](#) · [Tutorial](#)

Quality: 2,804 global accepts · Rating: 2200 · first AC: 2019-06-16 · last AC: 2019-07-13 · Clang++17 Diagnostics (first AC) · Tags: binary search, data structures, implementation, sortings, trees, two pointers

[jiangly's solution](#)

4014.

1179C

[Serge and Dining Room](#) · [Tutorial](#)

Quality: 2,459 global accepts · Rating: 2200 · first AC: 2019-06-21 · last AC: 2019-07-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, graph matchings, greedy, implementation, math, trees

[jiangly's solution](#)

4015.

402E

[Strictly Positive Matrix](#) · [Tutorial](#)

Quality: 2,329 global accepts · Rating: 2200 · first AC: 2019-07-12 · last AC: 2019-07-12 · C++17 (GCC 7-32) (first AC) · Tags: graphs, math
[jiangly's solution](#)

4016.

1175E

[Minimal Segment Cover](#) · [Tutorial](#)

Quality: 4,539 global accepts · Rating: 2200 · first AC: 2019-06-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, greedy, implementation, trees
[jiangly's solution](#)

4017.

1158B

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

Quality: 2,382 global accepts · Rating: 2200 · first AC: 2019-05-13 · GNU C++11 (first AC) · Tags: constructive algorithms, math, strings
[jiangly's solution](#)

4018.

1149B

[Three Religions](#) · [Tutorial](#)

Quality: 2,045 global accepts · Rating: 2200 · first AC: 2019-05-04 · GNU C++11 (first AC) · Tags: dp, implementation, strings
[jiangly's solution](#)

4019.

1156E

[Special Segments of Permutation](#) · [Tutorial](#)

Quality: 4,032 global accepts · Rating: 2200 · first AC: 2019-05-01 · last AC: 2019-05-03 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dsu, two pointers
[jiangly's solution](#)

4020.

1156D

[0-1-Tree](#) · [Tutorial](#)

Quality: 4,667 global accepts · Rating: 2200 · first AC: 2019-05-01 · last AC: 2019-05-03 · GNU C++11 (first AC) · Tags: dfs and similar, divide and conquer, dp, dsu, trees
[jiangly's solution](#)

4021.

1150D

[Three Religions](#) · [Tutorial](#)

Rating: 2200 · first AC: 2019-04-29 · GNU C++11 (first AC) · Tags: dp, strings
[jiangly's solution](#)

4022.

1155E

[Guess the Root](#) · [Tutorial](#)

Quality: 1,600 global accepts · Rating: 2200 · first AC: 2019-04-22 · last AC: 2019-04-23 · GNU C++11 (first AC) · Tags: brute force, interactive, math
[jiangly's solution](#)

4023.

1154G

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

Quality: 3,258 global accepts · Rating: 2200 · first AC: 2019-04-22 · GNU C++11 (first AC) · Tags: brute force, greedy, math, number theory
[jiangly's solution](#)

4024.

280C

[Game on Tree](#) · [Tutorial](#)

Quality: 5,130 global accepts · Rating: 2200 · first AC: 2019-04-16 · GNU C++11 (first AC) · Tags: implementation, math, probabilities, trees
[jiangly's solution](#)

4025.

7D

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

Quality: 4,476 global accepts · Rating: 2200 · first AC: 2019-04-03 · GNU C++11 (first AC) · Tags: hashing, strings
[jiangly's solution](#)

4026.

2195G

[Idiot First Search and Queries](#) · [Tutorial](#)

Quality: 1,043 global accepts · Rating: 2300 · first AC: 2026-02-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, graphs, trees

[jiangly's solution](#)

4027.

2194F1

[Again Trees... \(Easy Version\)](#) · [Tutorial](#)

Quality: 886 global accepts · Rating: 2300 · first AC: 2026-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dfs and similar, dp, trees

[jiangly's solution](#)

4028.

2187C

[Jerry and Tom](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: 2300 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, games, graphs, greedy, trees

[jiangly's solution](#)

4029.

2190C

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

Quality: 1,290 global accepts · Rating: 2300 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, interactive, sortings, two pointers

[jiangly's solution](#)

4030.

2182F1

[Christmas Reindeer \(easy version\)](#) · [Tutorial](#)

Quality: 1,269 global accepts · Rating: 2300 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math

[jiangly's solution](#)

4031.

2180E

[No Effect XOR](#) · [Tutorial](#)

Quality: 1,737 global accepts · Rating: 2300 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, divide and conquer, dp, greedy, math

[jiangly's solution](#)

4032.

2181J

[Jinx or Jackpot](#) · [Tutorial](#)

Quality: 708 global accepts · Rating: 2300 · first AC: 2025-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math, probabilities

[jiangly's solution](#)

4033.

2159C

[Twin Polynomials](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2300 · first AC: 2025-10-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, graph matchings, math

[jiangly's solution](#)

4034.

2146E

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

Quality: 2,054 global accepts · Rating: 2300 · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, data structures, divide and conquer, greedy, hashing

[jiangly's solution](#)

4035.

2147E

[Maximum OR Popcount](#) · [Tutorial](#)

Quality: 2,119 global accepts · Rating: 2300 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy

[jiangly's solution](#)

4036.

516C

[Brazil and Park](#) · [Tutorial](#)

Rating: 2300 · first AC: 2025-09-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[jiangly's solution](#)

4037.

2134E

[Power Boxes](#) · [Tutorial](#)

Quality: 2,398 global accepts · Rating: 2300 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, implementation, interactive

[jiangly's solution](#)

4038.

2134D

[Sliding Tree](#) · [Tutorial](#)

Quality: 3,642 global accepts · Rating: 2300 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation, trees

[jiangly's solution](#)

4039.

2129C3

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

Quality: 1,663 global accepts · Rating: 2300 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dp, interactive

[jiangly's solution](#)

4040.

2121H

[Ice Baby](#) · [Tutorial](#)

Quality: 2,241 global accepts · Rating: 2300 · first AC: 2025-06-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings

[jiangly's solution](#)

4041.

2110E

[Melody](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2300 · first AC: 2025-05-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, implementation

[jiangly's solution](#)

4042.

2107F1

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

Quality: 1,823 global accepts · Rating: 2300 · first AC: 2025-05-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dp, greedy

[jiangly's solution](#)

4043.

2097B

[Baggage Claim](#) · [Tutorial](#)

Quality: 1,932 global accepts · Rating: 2300 · first AC: 2025-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, graphs, implementation, math, trees

[jiangly's solution](#)

4044.

2091G

[Gleb and Boating](#) · [Tutorial](#)

Quality: 1,523 global accepts · Rating: 2300 · first AC: 2025-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, graphs, greedy, math, number theory, shortest paths

[jiangly's solution](#)

4045.

2089B2

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

Quality: 1,280 global accepts · Rating: 2300 · first AC: 2025-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, flows, greedy, two pointers

[jiangly's solution](#)

4046.

2077C

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

Quality: 2,379 global accepts · Rating: 2300 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp, fft, math, matrices

[jiangly's solution](#)

4047.

2080C

[Card Flip](#) · [Tutorial](#)

Quality: 204 global accepts · Rating: 2300 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special

[jiangly's solution](#)

4048.

2079C

[Dreaming Is Not Harmful](#) · [Tutorial](#)

Quality: 222 global accepts · Rating: 2300 · first AC: 2025-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special

[jiangly's solution](#)

4049.

2068A

[Condorcet Elections](#) · [Tutorial](#)

Quality: 997 global accepts · Rating: 2300 · first AC: 2025-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy, probabilities

[jiangly's solution](#)

4050.

2069E

[A, B, AB and BA](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2300 · first AC: 2025-02-18 · last AC: 2025-02-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[jiangly's solution](#)

4051.

2066C

[Bitwise Slides](#) · [Tutorial](#)

Quality: 2,523 global accepts · Rating: 2300 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, math

[jiangly's solution](#)

4052.

2057E1

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

Quality: 2,636 global accepts · Rating: 2300 · first AC: 2025-01-04 · last AC: 2025-01-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dp, dsu, graphs, shortest paths, sortings

[jiangly's solution](#)

4053.

2043E

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

Quality: 1,827 global accepts · Rating: 2300 · first AC: 2024-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, graphs, greedy, implementation

[jiangly's solution](#)

4054.

2041I

[Auto Complete](#) · [Tutorial](#)

Quality: 673 global accepts · Rating: 2300 · first AC: 2024-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, hashing, implementation, sortings, strings, trees

[jiangly's solution](#)

4055.

2041H

[Sheet Music](#) · [Tutorial](#)

Quality: 1,031 global accepts · Rating: 2300 · first AC: 2024-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[jiangly's solution](#)

4056.

2028E

[Alice's Adventures in the Rabbit Hole](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2300 · first AC: 2024-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, games, greedy, math, probabilities, trees

[jiangly's solution](#)

4057.

2035E

[Monster](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2300 · first AC: 2024-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation, math, ternary search

[jiangly's solution](#)

4058.

2021E1

[Digital Village \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,929 global accepts · Rating: 2300 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, dsu, fft, graphs, greedy, implementation, math, trees

[jiangly's solution](#)

4059.

2006C

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

Quality: 2,074 global accepts · Rating: 2300 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, math, number theory, two pointers

[jiangly's solution](#)

4060.

2002E

[Cosmic Rays](#) · [Tutorial](#)

Quality: 2,920 global accepts · Rating: 2300 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp

[jiangly's solution](#)

4061.

2002D2

[DFS Checker \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,866 global accepts · Rating: 2300 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, hashing, trees

[jiangly's solution](#)

4062.

1995D

[Cases](#) · [Tutorial](#)

Quality: 2,889 global accepts · Rating: 2300 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, strings

[jiangly's solution](#)

4063.

1988E

[Range Minimum Sum](#) · [Tutorial](#)

Quality: 1,791 global accepts · Rating: 2300 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation

[jiangly's solution](#)

4064.

1983E

[I Love Balls](#) · [Tutorial](#)

Quality: 2,473 global accepts · Rating: 2300 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities

[jiangly's solution](#)

4065.

1989E

[Distance to Different](#) · [Tutorial](#)

Quality: 2,494 global accepts · Rating: 2300 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[jiangly's solution](#)

4066.

1982E

[Number of k-good subarrays](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2300 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, divide and conquer, dp, math, meet-in-the-middle

[jiangly's solution](#)

4067.

1980G

[Yasya and the Mysterious Tree](#) · [Tutorial](#)

Quality: 1,701 global accepts · Rating: 2300 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, graphs, greedy, strings, trees

[jiangly's solution](#)

4068.

1977D

[XORificator](#) · [Tutorial](#)

Quality: 2,346 global accepts · Rating: 2300 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, hashing

[jiangly's solution](#)

4069.

1970F3

[Playing Quidditch \(Hard\)](#) · [Tutorial](#)

Quality: 535 global accepts · Rating: 2300 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[jiangly's solution](#)

4070.

1970F2

[Playing Quidditch \(Medium\)](#) · [Tutorial](#)

Quality: 514 global accepts · Rating: 2300 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[jiangly's solution](#)

4071.

1970F1

[Playing Quidditch \(Easy\)](#) · [Tutorial](#)

Quality: 633 global accepts · Rating: 2300 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[jiangly's solution](#)

4072.

1970B3

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

Quality: 715 global accepts · Rating: 2300 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[jiangly's solution](#)

4073.

1967C

[Fenwick Tree](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2300 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, math, trees

[jiangly's solution](#)

4074.

1965C

[Folding Strip](#) · [Tutorial](#)

Quality: 2,353 global accepts · Rating: 2300 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, strings

[jiangly's solution](#)

4075.

1955H

[The Most Reckless Defense](#) · [Tutorial](#)

Quality: 1,519 global accepts · Rating: 2300 · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, flows, graph matchings, shortest paths

[jiangly's solution](#)

4076.

1942E

[Farm Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, games

[jiangly's solution](#)

4077.

1949G

[Scooter](#) · [Tutorial](#)

Quality: 1,041 global accepts · Rating: 2300 · first AC: 2024-03-25 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy

[jiangly's solution](#)

4078.

1943C

[Tree Compass](#) · [Tutorial](#)

Quality: 2,600 global accepts · Rating: 2300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[jiangly's solution](#)

4079.

1938G

[Personality Test](#) · [Tutorial](#)

Quality: 1,290 global accepts · Rating: 2300 · first AC: 2024-03-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

4080.

1933G

[Turtle Magic: Royal Turtle Shell Pattern](#) · [Tutorial](#)

Quality: 1,184 global accepts · Rating: 2300 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, combinatorics, constructive algorithms, dfs and similar, math

[jiangly's solution](#)

4081.

1932G

[Moving Platforms](#) · [Tutorial](#)

Quality: 1,354 global accepts · Rating: 2300 · first AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: graphs, math, number theory, shortest paths

[jiangly's solution](#)

4082.

1929F

[Sasha and the Wedding Binary Search Tree](#) · [Tutorial](#)

Quality: 2,267 global accepts · Rating: 2300 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, math, trees

[jiangly's solution](#)

4083.

1929E

[Sasha and the Happy Tree Cutting](#) · [Tutorial](#)

Quality: 2,079 global accepts · Rating: 2300 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, math, trees

[jiangly's solution](#)

4084.

1928E

[Modular Sequence](#) · [Tutorial](#)

Quality: 2,098 global accepts · Rating: 2300 · first AC: 2024-02-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, greedy, math, number theory

[jiangly's solution](#)

4085.

1927G

[Paint Charges](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2300 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, math
[jiangly's solution](#)

4086.

1916E

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

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees
[jiangly's solution](#)

4087.

1917D

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

Quality: 2,071 global accepts · Rating: 2300 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, dp, implementation, math, number theory
[jiangly's solution](#)

4088.

1912J

[Joy of Pokémon Observation](#) · [Tutorial](#)

Quality: 730 global accepts · Rating: 2300 · first AC: 2023-12-21 · C++20 (GCC 11-64) (first AC) · Tags: —
[jiangly's solution](#)

4089.

1914G2

[Light Bulbs \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,819 global accepts · Rating: 2300 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, graphs, hashing
[jiangly's solution](#)

4090.

1895E

[Infinite Card Game](#) · [Tutorial](#)

Quality: 1,863 global accepts · Rating: 2300 · first AC: 2023-11-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, dsu, games, graphs, greedy, sortings, two pointers
[jiangly's solution](#)

4091.

1592D

[Hemose in ICPC ?](#) · [Tutorial](#)

Quality: 2,570 global accepts · Rating: 2300 · first AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, implementation, interactive, math, number theory, trees
[jiangly's solution](#)

4092.

1594E2

[Rubik's Cube Coloring \(hard version\)](#) · [Tutorial](#)

Quality: 1,610 global accepts · Rating: 2300 · first AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, implementation, math, trees
[jiangly's solution](#)

4093.

1878G

[wxhtzdy ORO Tree](#) · [Tutorial](#)

Quality: 1,464 global accepts · Rating: 2300 · first AC: 2023-09-26 · last AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dfs and similar, implementation, trees
[jiangly's solution](#)

4094.

1870E

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

Quality: 2,960 global accepts · Rating: 2300 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, shortest paths

[jiangly's solution](#)

4095.

1602E

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

Quality: 2300 · first AC: 2023-09-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer

[jiangly's solution](#)

4096.

1654E

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

Quality: 2,359 global accepts · Rating: 2300 · first AC: 2023-09-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, graphs, math

[jiangly's solution](#)

4097.

1866I

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

Quality: 930 global accepts · Rating: 2300 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: dp, games, two pointers

[jiangly's solution](#)

4098.

1866D

[Digital Wallet](#) · [Tutorial](#)

Quality: 1,566 global accepts · Rating: 2300 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[jiangly's solution](#)

4099.

1861E

[Non-Intersecting Subpermutations](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2300 · first AC: 2023-09-01 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math

[jiangly's solution](#)

4100.

1864F

[Exotic Queries](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, sortings

[jiangly's solution](#)

4101.

895E

[Eyes Closed](#) · [Tutorial](#)

Quality: 1,268 global accepts · Rating: 2300 · first AC: 2023-08-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, probabilities

[jiangly's solution](#)

4102.

891C

[Envy](#) · [Tutorial](#)

Quality: 3,006 global accepts · Rating: 2300 · first AC: 2023-08-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, graphs

[jiangly's solution](#)

4103.

1849E

[Max to the Right of Min](#) · [Tutorial](#)

Quality: 2,182 global accepts · Rating: 2300 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, dsu, two pointers

[jiangly's solution](#)

4104.

1842E

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

Quality: 1,831 global accepts · Rating: 2300 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, geometry, greedy, math

[jiangly's solution](#)

4105.

1843F2

[Omsk Metro \(hard version\)](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2300 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, math, trees

[jiangly's solution](#)

4106.

1834E

[MEX of LCM](#) · [Tutorial](#)

Quality: 2,772 global accepts · Rating: 2300 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, math, number theory

[jiangly's solution](#)

4107.

1824B2

[LuoTianyi and the Floating Islands \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,360 global accepts · Rating: 2300 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, math, probabilities, trees

[jiangly's solution](#)

4108.

111D

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

Quality: 901 global accepts · Rating: 2300 · first AC: 2023-04-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

[jiangly's solution](#)

4109.

46F

[Hercule Poirot Problem](#) · [Tutorial](#)

Quality: 358 global accepts · Rating: 2300 · first AC: 2023-04-26 · C++20 (GCC 11-64) (first AC) · Tags: dsu, graphs

[jiangly's solution](#)

4110.

43E

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Quality: 446 global accepts · Rating: 2300 · first AC: 2023-04-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, two pointers

[jiangly's solution](#)

4111.

42D

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Quality: 485 global accepts · Rating: 2300 · first AC: 2023-04-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[jiangly's solution](#)

4112.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,398 global accepts · Rating: 2300 · first AC: 2023-04-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[jiangly's solution](#)

4113.

248D

[Sweets for Everyone!](#) · [Tutorial](#)

Quality: 530 global accepts · Rating: 2300 · first AC: 2023-04-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation

[jiangly's solution](#)

4114.

598C

[Nearest vectors](#) · [Tutorial](#)

Quality: 5,399 global accepts · Rating: 2300 · first AC: 2023-04-23 · C++20 (GCC 11-64) (first AC) · Tags: geometry, sortings

[jiangly's solution](#)

4115.

44I

[Toys](#) · [Tutorial](#)

Quality: 231 global accepts · Rating: 2300 · first AC: 2023-04-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics
[jiangly's solution](#)

4116.

40C

[Berland Square](#) · [Tutorial](#)

Quality: 326 global accepts · Rating: 2300 · first AC: 2023-04-23 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
[jiangly's solution](#)

4117.

37D

[Lesson Timetable](#) · [Tutorial](#)

Quality: 555 global accepts · Rating: 2300 · first AC: 2023-04-21 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, math
[jiangly's solution](#)

4118.

36D

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

Quality: 769 global accepts · Rating: 2300 · first AC: 2023-04-19 · C++20 (GCC 11-64) (first AC) · Tags: games
[jiangly's solution](#)

4119.

24E

[Berland collider](#) · [Tutorial](#)

Quality: 1,025 global accepts · Rating: 2300 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search
[jiangly's solution](#)

4120.

22E

[Scheme](#) · [Tutorial](#)

Quality: 2,079 global accepts · Rating: 2300 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, trees
[jiangly's solution](#)

4121.

1797E

[Li Hua and Array](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-04-08 · last AC: 2023-04-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dsu, math, number theory, two pointers
[jiangly's solution](#)

4122.

1814E

[Chain Chips](#) · [Tutorial](#)

Quality: 1,717 global accepts · Rating: 2300 · first AC: 2023-04-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, matrices
[jiangly's solution](#)

4123.

38G

[Queue](#) · [Tutorial](#)

Quality: 808 global accepts · Rating: 2300 · first AC: 2023-04-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures
[jiangly's solution](#)

4124.

1805E

[There Should Be a Lot of Maximums](#) · [Tutorial](#)

Quality: 1,913 global accepts · Rating: 2300 · first AC: 2023-04-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, trees, two pointers
[jiangly's solution](#)

4125.

1798E

[Multitest Generator](#) · [Tutorial](#)

Quality: 2,062 global accepts · Rating: 2300 · first AC: 2023-03-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp

[jiangly's solution](#)

4126.

711E

[ZS and The Birthday Paradox](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: 2300 · first AC: 2023-03-15 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory, probabilities

[jiangly's solution](#)

4127.

1799E

[City Union](#) · [Tutorial](#)

Quality: 1,401 global accepts · Rating: 2300 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, geometry, greedy, implementation, math

[jiangly's solution](#)

4128.

1790G

[Tokens on Graph](#) · [Tutorial](#)

Quality: 1,316 global accepts · Rating: 2300 · first AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[jiangly's solution](#)

4129.

1780F

[Three Chairs](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2300 · first AC: 2023-01-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, number theory, sortings

[jiangly's solution](#)

4130.

1782E

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

Rating: 2300 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[jiangly's solution](#)

4131.

1783E

[Game of the Year](#) · [Tutorial](#)

Quality: 2,441 global accepts · Rating: 2300 · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, math, number theory

[jiangly's solution](#)

4132.

1768E

[Partial Sorting](#) · [Tutorial](#)

Quality: 2,265 global accepts · Rating: 2300 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[jiangly's solution](#)

4133.

1766E

[Decomposition](#) · [Tutorial](#)

Quality: 1,476 global accepts · Rating: 2300 · first AC: 2022-12-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, dp, two pointers

[jiangly's solution](#)

4134.

1748E

[Yet Another Array Counting Problem](#) · [Tutorial](#)

Quality: 2,666 global accepts · Rating: 2300 · first AC: 2022-11-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, flows, math, trees

[jiangly's solution](#)

4135.

1743F

[Intersection and Union](#) · [Tutorial](#)

Quality: 1,803 global accepts · Rating: 2300 · first AC: 2022-10-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, matrices,

probabilities

[jiangly's solution](#)

4136.

1738E

[Balance Addicts](#) · [Tutorial](#)

Quality: 1,798 global accepts · Rating: 2300 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, two pointers

[jiangly's solution](#)

4137.

1728E

[Red-Black Pepper](#) · [Tutorial](#)

Quality: 2,030 global accepts · Rating: 2300 · first AC: 2022-09-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, math, number theory

[jiangly's solution](#)

4138.

1712E1

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

Quality: 2,460 global accepts · Rating: 2300 · first AC: 2022-08-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, two pointers

[jiangly's solution](#)

4139.

1706E

[Opwoeirut and Vertices](#) · [Tutorial](#)

Quality: 3,720 global accepts · Rating: 2300 · first AC: 2022-07-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, dsu, greedy, trees

[jiangly's solution](#)

4140.

1705E

[Mark and Professor Koro](#) · [Tutorial](#)

Quality: 2,455 global accepts · Rating: 2300 · first AC: 2022-07-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, data structures, greedy

[jiangly's solution](#)

4141.

1699D

[Almost Triple Deletions](#) · [Tutorial](#)

Quality: 3,514 global accepts · Rating: 2300 · first AC: 2022-07-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[jiangly's solution](#)

4142.

1698E

[PermutationForces II](#) · [Tutorial](#)

Quality: 1,788 global accepts · Rating: 2300 · first AC: 2022-07-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, greedy, sortings, trees, two pointers

[jiangly's solution](#)

4143.

1695D2

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

Quality: 2,291 global accepts · Rating: 2300 · first AC: 2022-06-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[jiangly's solution](#)

4144.

1693C

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

Quality: 3,185 global accepts · Rating: 2300 · first AC: 2022-06-16 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy, shortest paths

[jiangly's solution](#)

4145.

1691E

[Number of Groups](#) · [Tutorial](#)

Quality: 2,101 global accepts · Rating: 2300 · first AC: 2022-05-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, sortings

[jiangly's solution](#)

4146.

1681F

[Unique Occurrences](#) · [Tutorial](#)

Quality: 2,319 global accepts · Rating: 2300 · first AC: 2022-05-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, dsu, trees

[jiangly's solution](#)

4147.

1675G

[Sorting Pancakes](#) · [Tutorial](#)

Quality: 2,123 global accepts · Rating: 2300 · first AC: 2022-05-05 · last AC: 2022-05-05 · C++20 (GCC 11-64) (first AC) · Tags: dp

[jiangly's solution](#)

4148.

1658D2

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

Quality: 3,178 global accepts · Rating: 2300 · first AC: 2022-03-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, data structures, math

[jiangly's solution](#)

4149.

1628C

[Grid Xor](#) · [Tutorial](#)

Quality: 3,576 global accepts · Rating: 2300 · first AC: 2022-01-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, interactive, math

[jiangly's solution](#)

4150.

1625D

[Binary Spiders](#) · [Tutorial](#)

Quality: 2,319 global accepts · Rating: 2300 · first AC: 2022-01-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, implementation, math, sortings, trees

[jiangly's solution](#)

4151.

1621E

[New School](#) · [Tutorial](#)

Quality: 1,919 global accepts · Rating: 2300 · first AC: 2022-01-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, sortings

[jiangly's solution](#)

4152.

1623D

[Robot Cleaner Revisit](#) · [Tutorial](#)

Quality: 1,469 global accepts · Rating: 2300 · first AC: 2021-12-28 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math, probabilities

[jiangly's solution](#)

4153.

708C

[Centroids](#) · [Tutorial](#)

Quality: 4,360 global accepts · Rating: 2300 · first AC: 2021-12-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, trees

[jiangly's solution](#)

4154.

1614D2

[Divan and Kostomuksha \(hard version\)](#) · [Tutorial](#)

Quality: 2,742 global accepts · Rating: 2300 · first AC: 2021-11-26 · C++20 (GCC 11-64) (first AC) · Tags: dp, number theory

[jiangly's solution](#)

4155.

1610E

[AmShZ and G.O.A.T.](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 2300 · first AC: 2021-11-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, implementation, math

[jiangly's solution](#)

4156.

1588C

[Game with Stones](#) · [Tutorial](#)

Rating: 2300 · first AC: 2021-11-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, games, greedy

[jiangly's solution](#)

4157.

1603C

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

Quality: 2,266 global accepts · Rating: 2300 · first AC: 2021-10-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math, number theory

[jiangly's solution](#)

4158.

1548D1

[Gregor and the Odd Cows \(Easy\)](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2300 · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, geometry, math, number theory

[jiangly's solution](#)

4159.

1552E

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

Quality: 2,125 global accepts · Rating: 2300 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[jiangly's solution](#)

4160.

1553F

[Pairwise Modulo](#) · [Tutorial](#)

Quality: 2,518 global accepts · Rating: 2300 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math

[jiangly's solution](#)

4161.

364C

[Beautiful Set](#) · [Tutorial](#)

Quality: 641 global accepts · Rating: 2300 · first AC: 2021-07-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, number theory

[jiangly's solution](#)

4162.

1096F

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

Quality: 2,060 global accepts · Rating: 2300 · first AC: 2021-07-15 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, probabilities

[jiangly's solution](#)

4163.

1085E

[Vasya and Templates](#) · [Tutorial](#)

Quality: 1,122 global accepts · Rating: 2300 · first AC: 2021-07-15 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, strings

[jiangly's solution](#)

4164.

1550D

[Excellent Arrays](#) · [Tutorial](#)

Quality: 2,058 global accepts · Rating: 2300 · first AC: 2021-07-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation, math, sortings, two pointers

[jiangly's solution](#)

4165.

641G

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

Quality: 117 global accepts · Rating: 2300 · first AC: 2021-07-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

4166.

713C

[Sonya and Problem Without a Legend](#) · [Tutorial](#)

Quality: 6,533 global accepts · Rating: 2300 · first AC: 2021-07-07 · C++17 (GCC 9-64) (first AC) · Tags: dp, sortings

[jiangly's solution](#)

4167.

715B

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

Quality: 3,433 global accepts · Rating: 2300 · first AC: 2021-07-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, graphs, shortest paths

[jiangly's solution](#)

4168.

1540B

[Tree Array](#) · [Tutorial](#)

Quality: 2,988 global accepts · Rating: 2300 · first AC: 2021-06-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, graphs, math, probabilities, trees

[jiangly's solution](#)

4169.

509F

[Progress Monitoring](#) · [Tutorial](#)

Quality: 1,183 global accepts · Rating: 2300 · first AC: 2021-06-24 · C++17 (GCC 9-64) (first AC) · Tags: dp, trees

[jiangly's solution](#)

4170.

487C

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

Quality: 3,080 global accepts · Rating: 2300 · first AC: 2021-06-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[jiangly's solution](#)

4171.

500E

[New Year Domino](#) · [Tutorial](#)

Quality: 1,582 global accepts · Rating: 2300 · first AC: 2021-06-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, dsu

[jiangly's solution](#)

4172.

1534E

[Lost Array](#) · [Tutorial](#)

Quality: 2,078 global accepts · Rating: 2300 · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy, interactive, shortest paths

[jiangly's solution](#)

4173.

1536E

[Omkar and Forest](#) · [Tutorial](#)

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

[jiangly's solution](#)

4174.

1528C

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

Quality: 2,952 global accepts · Rating: 2300 · first AC: 2021-05-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[jiangly's solution](#)

4175.

830C

[Bamboo Partition](#) · [Tutorial](#)

Quality: 1,312 global accepts · Rating: 2300 · first AC: 2021-03-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation, math, number theory, sortings, two pointers

[jiangly's solution](#)

4176.

1495C

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

Quality: 2,905 global accepts · Rating: 2300 · first AC: 2021-03-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs
[jiangly's solution](#)

4177.

793C

[Mice problem](#) · [Tutorial](#)

Quality: 1,356 global accepts · Rating: 2300 · first AC: 2021-01-03 · C++17 (GCC 9-64) (first AC) · Tags: geometry, implementation, math, sortings
[jiangly's solution](#)

4178.

800C

[Vulnerable Kerbals](#) · [Tutorial](#)

Rating: 2300 · first AC: 2021-01-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory
[jiangly's solution](#)

4179.

1468M

[Similar Sets](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2300 · first AC: 2020-12-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, graphs, implementation
[jiangly's solution](#)

4180.

1464C

[Poman Numbers](#) · [Tutorial](#)

Rating: 2300 · first AC: 2020-12-20 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math
[jiangly's solution](#)

4181.

1450C2

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

Quality: 4,177 global accepts · Rating: 2300 · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[jiangly's solution](#)

4182.

1453E

[Dog Snacks](#) · [Tutorial](#)

Quality: 2,225 global accepts · Rating: 2300 · first AC: 2020-12-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees
[jiangly's solution](#)

4183.

788C

[The Great Mixing](#) · [Tutorial](#)

Quality: 2,579 global accepts · Rating: 2300 · first AC: 2020-12-03 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, shortest paths
[jiangly's solution](#)

4184.

1451E2

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

Quality: 3,375 global accepts · Rating: 2300 · first AC: 2020-11-21 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math
[jiangly's solution](#)

4185.

1422D

[Returning Home](#) · [Tutorial](#)

Quality: 3,191 global accepts · Rating: 2300 · first AC: 2020-10-04 · C++17 (GCC 9-64) (first AC) · Tags: graphs, shortest paths, sortings
[jiangly's solution](#)

4186.

1408F

[Two Different](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2300 · first AC: 2020-09-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, divide and conquer

[jiangly's solution](#)

4187.

1425D

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

Quality: 899 global accepts · Rating: 2300 · first AC: 2020-09-27 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[jiangly's solution](#)

4188.

1404C

[Fixed Point Removal](#) · [Tutorial](#)

Quality: 3,050 global accepts · Rating: 2300 · first AC: 2020-09-06 · last AC: 2020-09-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[jiangly's solution](#)

4189.

1396C

[Monster Invaders](#) · [Tutorial](#)

Quality: 2,784 global accepts · Rating: 2300 · first AC: 2020-08-30 · last AC: 2020-08-31 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation

[jiangly's solution](#)

4190.

1403B

[Spring cleaning](#) · [Tutorial](#)

Quality: 394 global accepts · Rating: 2300 · first AC: 2020-08-28 · C++17 (GCC 9-64) (first AC) · Tags: *special, data structures, dfs and similar, graphs, trees

[jiangly's solution](#)

4191.

1394B

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

Quality: 2,146 global accepts · Rating: 2300 · first AC: 2020-08-12 · last AC: 2020-08-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, graphs, hashing

[jiangly's solution](#)

4192.

1399F

[Yet Another Segments Subset](#) · [Tutorial](#)

Quality: 1,869 global accepts · Rating: 2300 · first AC: 2020-08-05 · last AC: 2020-08-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, graphs, sortings

[jiangly's solution](#)

4193.

1379D

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

Quality: 1,150 global accepts · Rating: 2300 · first AC: 2020-07-19 · last AC: 2020-07-31 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, sortings, two pointers

[jiangly's solution](#)

4194.

1380E

[Merging Towers](#) · [Tutorial](#)

Quality: 2,409 global accepts · Rating: 2300 · first AC: 2020-07-16 · last AC: 2020-07-31 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, implementation, trees

[jiangly's solution](#)

4195.

1385G

[Columns Swaps](#) · [Tutorial](#)

Quality: 1,818 global accepts · Rating: 2300 · first AC: 2020-07-17 · last AC: 2020-07-31 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs, implementation

[jiangly's solution](#)

4196.

1385F

[Removing Leaves](#) · [Tutorial](#)

Quality: 2,821 global accepts · Rating: 2300 · first AC: 2020-07-17 · last AC: 2020-07-31 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation, trees

[jiangly's solution](#)

4197.

1371E2

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

Quality: 2,513 global accepts · Rating: 2300 · first AC: 2020-07-01 · last AC: 2020-07-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, dp, math, number theory, sortings

[jiangly's solution](#)

4198.

1342E

[Placing Rooks](#) · [Tutorial](#)

Quality: 3,558 global accepts · Rating: 2300 · first AC: 2020-04-26 · last AC: 2020-04-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, fft, math

[jiangly's solution](#)

4199.

1322C

[Instant Noodles](#) · [Tutorial](#)

Quality: 2,704 global accepts · Rating: 2300 · first AC: 2020-03-07 · last AC: 2020-03-13 · C++17 (GCC 7-32) (first AC) · Tags: graphs, hashing, math, number theory

[jiangly's solution](#)

4200.

1316E

[Team Building](#) · [Tutorial](#)

Quality: 5,369 global accepts · Rating: 2300 · first AC: 2020-03-04 · last AC: 2020-03-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy, sortings

[jiangly's solution](#)

4201.

1310D

[Tourism](#) · [Tutorial](#)

Quality: 1,996 global accepts · Rating: 2300 · first AC: 2020-02-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, probabilities

[jiangly's solution](#)

4202.

1314D

[Tourism](#) · [Tutorial](#)

Rating: 2300 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, graphs, probabilities

[jiangly's solution](#)

4203.

1304F1

[Animal Observation \(easy version\)](#) · [Tutorial](#)

Quality: 2,000 global accepts · Rating: 2300 · first AC: 2020-02-15 · last AC: 2020-02-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[jiangly's solution](#)

4204.

1292C

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

Quality: 2,252 global accepts · Rating: 2300 · first AC: 2020-01-19 · last AC: 2020-01-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, greedy, trees

[jiangly's solution](#)

4205.

915E

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

Quality: 5,569 global accepts · Rating: 2300 · first AC: 2020-01-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, sortings

[jiangly's solution](#)

4206.

1285E

[Delete a Segment](#) · [Tutorial](#)

Quality: 2,000 global accepts · Rating: 2300 · first AC: 2020-01-10 · last AC: 2020-01-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, graphs, sortings, trees, two pointers

[jiangly's solution](#)

4207.

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,751 global accepts · Rating: 2300 · first AC: 2020-01-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, trees

[jiangly's solution](#)

4208.

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,857 global accepts · Rating: 2300 · first AC: 2020-01-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, data structures

[jiangly's solution](#)

4209.

1252B

[Cleaning Robots](#) · [Tutorial](#)

Quality: 585 global accepts · Rating: 2300 · first AC: 2020-01-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees

[jiangly's solution](#)

4210.

1252J

[Tiling Terrace](#) · [Tutorial](#)

Quality: 783 global accepts · Rating: 2300 · first AC: 2020-01-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

[jiangly's solution](#)

4211.

1252L

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

Quality: 642 global accepts · Rating: 2300 · first AC: 2020-01-08 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs

[jiangly's solution](#)

4212.

1250E

[The Coronation](#) · [Tutorial](#)

Quality: 909 global accepts · Rating: 2300 · first AC: 2020-01-07 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation

[jiangly's solution](#)

4213.

1250G

[Discarding Game](#) · [Tutorial](#)

Quality: 775 global accepts · Rating: 2300 · first AC: 2020-01-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, two pointers

[jiangly's solution](#)

4214.

1268C

[K Integers](#) · [Tutorial](#)

Quality: 1,953 global accepts · Rating: 2300 · first AC: 2019-12-21 · last AC: 2020-01-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[jiangly's solution](#)

4215.

1276C

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

Quality: 1,788 global accepts · Rating: 2300 · first AC: 2019-12-14 · last AC: 2019-12-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, data structures, greedy, math

[jiangly's solution](#)

4216.

1270E

[Divide Points](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2300 · first AC: 2019-12-29 · last AC: 2019-12-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, math

[jiangly's solution](#)

4217.

1282D

[Enchanted Artifact](#) · [Tutorial](#)

Quality: 2,374 global accepts · Rating: 2300 · first AC: 2019-12-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, strings

[jiangly's solution](#)

4218.

1254C

[Point Ordering](#) · [Tutorial](#)

Quality: 1,595 global accepts · Rating: 2300 · first AC: 2019-11-19 · last AC: 2019-11-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, interactive, math

[jiangly's solution](#)

4219.

1245F

[Daniel and Spring Cleaning](#) · [Tutorial](#)

Quality: 2,264 global accepts · Rating: 2300 · first AC: 2019-11-01 · last AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp

[jiangly's solution](#)

4220.

1245E

[Hyakugoku and Ladders](#) · [Tutorial](#)

Quality: 1,364 global accepts · Rating: 2300 · first AC: 2019-11-01 · last AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, probabilities, shortest paths

[jiangly's solution](#)

4221.

1251E1

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

Quality: 2,587 global accepts · Rating: 2300 · first AC: 2019-10-24 · last AC: 2019-10-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[jiangly's solution](#)

4222.

1239C

[Queue in the Train](#) · [Tutorial](#)

Quality: 1,810 global accepts · Rating: 2300 · first AC: 2019-10-20 · last AC: 2019-10-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[jiangly's solution](#)

4223.

1236D

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

Quality: 1,738 global accepts · Rating: 2300 · first AC: 2019-10-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation

[jiangly's solution](#)

4224.

1244F

[Chips](#) · [Tutorial](#)

Quality: 1,633 global accepts · Rating: 2300 · first AC: 2019-10-13 · last AC: 2019-10-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[jiangly's solution](#)

4225.

1228E

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

Quality: 3,452 global accepts · Rating: 2300 · first AC: 2019-09-29 · last AC: 2019-09-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[jiangly's solution](#)

4226.

1172C1

[Nauuo and Pictures \(easy version\)](#) · [Tutorial](#)

Quality: 1,225 global accepts · Rating: 2300 · first AC: 2019-06-07 · last AC: 2019-09-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, probabilities

[jiangly's solution](#)

4227.

1217E

[Sum Queries?](#) · [Tutorial](#)

Quality: 2,062 global accepts · Rating: 2300 · first AC: 2019-09-05 · last AC: 2019-09-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, math

[jiangly's solution](#)

4228.

1190C

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

Quality: 2,239 global accepts · Rating: 2300 · first AC: 2019-07-12 · last AC: 2019-08-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, greedy

[jiangly's solution](#)

4229.

1204E

[Natasha, Sasha and the Prefix Sums](#) · [Tutorial](#)

Quality: 2,069 global accepts · Rating: 2300 · first AC: 2019-08-20 · last AC: 2019-08-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[jiangly's solution](#)

4230.

1203F2

[Complete the Projects \(hard version\)](#) · [Tutorial](#)

Quality: 3,315 global accepts · Rating: 2300 · first AC: 2019-08-13 · last AC: 2019-08-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[jiangly's solution](#)

4231.

1200F

[Graph Traveler](#) · [Tutorial](#)

Quality: 1,163 global accepts · Rating: 2300 · first AC: 2019-08-11 · last AC: 2019-08-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, implementation, math, number theory

[jiangly's solution](#)

4232.

1198D

[Rectangle Painting 1](#) · [Tutorial](#)

Quality: 3,744 global accepts · Rating: 2300 · first AC: 2019-07-31 · last AC: 2019-08-06 · C++17 (GCC 7-32) (first AC) · Tags: dp

[jiangly's solution](#)

4233.

1197E

[Culture Code](#) · [Tutorial](#)

Quality: 1,852 global accepts · Rating: 2300 · first AC: 2019-08-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, dp, shortest paths, sortings

[jiangly's solution](#)

4234.

1188B

[Count Pairs](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 2300 · first AC: 2019-07-05 · last AC: 2019-07-13 · C++17 (GCC 7-32) (first AC) · Tags: math, matrices, number theory, two pointers

[jiangly's solution](#)

4235.

1148E

[Earth Wind and Fire](#) · [Tutorial](#)

Quality: 1,824 global accepts · Rating: 2300 · first AC: 2019-06-03 · last AC: 2019-06-04 · Clang++17 Diagnostics (first AC) · Tags: constructive algorithms, greedy, math, sortings, two pointers

[jiangly's solution](#)

4236.

1167F

[Scalar Queries](#) · [Tutorial](#)

Quality: 1,891 global accepts · Rating: 2300 · first AC: 2019-05-15 · last AC: 2019-05-16 · GNU C++11 (first AC) · Tags: combinatorics, data structures, math, sortings

[jiangly's solution](#)

4237.

9E

[Interstring graph and Apples](#) · [Tutorial](#)

Quality: 1,162 global accepts · Rating: 2300 · first AC: 2019-05-13 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs

[jiangly's solution](#)

4238.

1156F

[Card Bag](#) · [Tutorial](#)

Quality: 1,715 global accepts · Rating: 2300 · first AC: 2019-05-01 · last AC: 2019-05-03 · GNU C++11 (first AC) · Tags: dp, math, probabilities

[jiangly's solution](#)

4239.

893F

[Subtree Minimum Query](#) · [Tutorial](#)

Quality: 2,500 global accepts · Rating: 2300 · first AC: 2019-04-30 · GNU C++11 (first AC) · Tags: data structures, trees

[jiangly's solution](#)

4240.

787D

[Legacy](#) · [Tutorial](#)

Rating: 2300 · first AC: 2019-04-15 · GNU C++11 (first AC) · Tags: data structures, graphs, shortest paths

[jiangly's solution](#)

4241.

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,019 global accepts · Rating: 2300 · first AC: 2019-04-15 · GNU C++11 (first AC) · Tags: data structures, graphs, shortest paths

[jiangly's solution](#)

4242.

2207E2

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

Quality: 861 global accepts · Rating: 2400 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, math

[jiangly's solution](#)

4243.

2206F

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

Quality: 422 global accepts · Rating: 2400 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: fft, number theory

[jiangly's solution](#)

4244.

2205F

[Simons and Reconstructing His Roads](#) · [Tutorial](#)

Quality: 638 global accepts · Rating: 2400 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dsu, graphs

[jiangly's solution](#)

4245.

2195H

[Codeforces Heuristic Contest 001](#) · [Tutorial](#)

Quality: 464 global accepts · Rating: 2400 · first AC: 2026-02-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, geometry, implementation

[jiangly's solution](#)

4246.

2193H

[Remove the Grail Tree](#) · [Tutorial](#)

Quality: 1,043 global accepts · Rating: 2400 · first AC: 2026-01-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, greedy, implementation, trees

[jiangly's solution](#)

4247.

2181G

[Greta's Game](#) · [Tutorial](#)

Quality: 649 global accepts · Rating: 2400 · first AC: 2025-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, graphs, greedy, math

[jiangly's solution](#)

4248.

2169E

[Points Selection](#) · [Tutorial](#)

Quality: 1,041 global accepts · Rating: 2400 · first AC: 2025-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[jiangly's solution](#)

4249.

2161E

[Left is Always Right](#) · [Tutorial](#)

Quality: 782 global accepts · Rating: 2400 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, implementation, math

[jiangly's solution](#)

4250.

2153E

[Zero Trailing Factorial](#) · [Tutorial](#)

Quality: 985 global accepts · Rating: 2400 · first AC: 2025-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory

[jiangly's solution](#)

4251.

2143E

[Make Good](#) · [Tutorial](#)

Quality: 1,922 global accepts · Rating: 2400 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, strings

[jiangly's solution](#)

4252.

865D

[Buy Low Sell High](#) · [Tutorial](#)

Quality: 8,016 global accepts · Rating: 2400 · first AC: 2025-08-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy

[jiangly's solution](#)

4253.

2126G2

[Big Wins! \(hard version\)](#) · [Tutorial](#)

Quality: 1,161 global accepts · Rating: 2400 · first AC: 2025-07-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, trees, two pointers

[jiangly's solution](#)

4254.

2118E

[Grid Coloring](#) · [Tutorial](#)

Quality: 1,426 global accepts · Rating: 2400 · first AC: 2025-06-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, greedy, math

[jiangly's solution](#)

4255.

2111F

[Puzzle](#) · [Tutorial](#)

Quality: 1,426 global accepts · Rating: 2400 · first AC: 2025-06-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[jiangly's solution](#)

4256.

2110F

[Faculty](#) · [Tutorial](#)

Quality: 1,914 global accepts · Rating: 2400 · first AC: 2025-05-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, math, number theory

[jiangly's solution](#)

4257.

2109E

[Binary String Wowee](#) · [Tutorial](#)

Quality: 1,794 global accepts · Rating: 2400 · first AC: 2025-05-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, strings

[jiangly's solution](#)

4258.

2097C

[Bermuda Triangle](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 2400 · first AC: 2025-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: chinese remainder theorem, geometry, implementation, math, number theory

[jiangly's solution](#)

4259.

2084E

[Blossom](#) · [Tutorial](#)

Quality: 1,792 global accepts · Rating: 2400 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, dp, implementation, math, two pointers

[jiangly's solution](#)

4260.

2086E

[Zebra-like Numbers](#) · [Tutorial](#)

Quality: 1,664 global accepts · Rating: 2400 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, greedy, math

[jiangly's solution](#)

4261.

2064E

[Mycraft Sand Sort](#) · [Tutorial](#)

Quality: 1,470 global accepts · Rating: 2400 · first AC: 2025-02-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dsu, greedy, math, sortings

[jiangly's solution](#)

4262.

2066D1

[Club of Young Aircraft Builders \(easy version\)](#) · [Tutorial](#)

Quality: 1,441 global accepts · Rating: 2400 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[jiangly's solution](#)

4263.

2060G

[Bugged Sort](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2400 · first AC: 2025-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, sortings

[jiangly's solution](#)

4264.

2049E

[Broken Queries](#) · [Tutorial](#)

Quality: 1,591 global accepts · Rating: 2400 · first AC: 2024-12-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, implementation, interactive

[jiangly's solution](#)

4265.

2052B

[BitBitJump](#) · [Tutorial](#)

Quality: 449 global accepts · Rating: 2400 · first AC: 2024-12-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[jiangly's solution](#)

4266.

2041F

[Segmentation Folds](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 2400 · first AC: 2024-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, number theory

[jiangly's solution](#)

4267.

2038D

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

Quality: 856 global accepts · Rating: 2400 · first AC: 2024-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, data structures, dp, implementation

[jiangly's solution](#)

4268.

2032E

[Balanced](#) · [Tutorial](#)

Quality: 1,400 global accepts · Rating: 2400 · first AC: 2024-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[jiangly's solution](#)

4269.

2023C

[C+K+S](#) · [Tutorial](#)

Quality: 1,375 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

[jiangly's solution](#)

4270.

2030F

[Orangutan Approved Subarrays](#) · [Tutorial](#)

Quality: 1,177 global accepts · Rating: 2400 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[jiangly's solution](#)

4271.

2005D

[Alter the GCD](#) · [Tutorial](#)

Quality: 1,244 global accepts · Rating: 2400 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation, number theory

[jiangly's solution](#)

4272.

2001E1

[Deterministic Heap \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,543 global accepts · Rating: 2400 · first AC: 2024-08-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, trees

[jiangly's solution](#)

4273.

1993F1

[Dyn-scripted Robot \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 2400 · first AC: 2024-08-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, chinese remainder theorem, constructive algorithms, math, number theory

[jiangly's solution](#)

4274.

1978F

[Large Graph](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2400 · first AC: 2024-06-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, number theory, two pointers

[jiangly's solution](#)

4275.

1984E

[Shuffle](#) · [Tutorial](#)

Quality: 1,814 global accepts · Rating: 2400 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, trees

[jiangly's solution](#)

4276.

1979E

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

Quality: 1,809 global accepts · Rating: 2400 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, geometry, implementation, two pointers

[jiangly's solution](#)

4277.

1980F2

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

Quality: 1,226 global accepts · Rating: 2400 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: math, sortings

[jiangly's solution](#)

4278.

1981D

[Turtle and Multiplication](#) · [Tutorial](#)

Quality: 2,127 global accepts · Rating: 2400 · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, number theory

[jiangly's solution](#)

4279.

1973D

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

Quality: 2,256 global accepts · Rating: 2400 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, interactive, math

[jiangly's solution](#)

4280.

1970G3

[Min-Fund Prison \(Hard\)](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 2400 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs, trees

[jiangly's solution](#)

4281.

1970A2

[Balanced Unshuffle \(Medium\)](#) · [Tutorial](#)

Quality: 600 global accepts · Rating: 2400 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, trees

[jiangly's solution](#)

4282.

1970A3

[Balanced Unshuffle \(Hard\)](#) · [Tutorial](#)

Quality: 665 global accepts · Rating: 2400 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, trees

[jiangly's solution](#)

4283.

1969E

[Unique Array](#) · [Tutorial](#)

Quality: 1,854 global accepts · Rating: 2400 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy

[jiangly's solution](#)

4284.

1957E

[Carousel of Combinations](#) · [Tutorial](#)

Quality: 1,624 global accepts · Rating: 2400 · first AC: 2024-04-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, number theory

[jiangly's solution](#)

4285.

1943D1

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

Quality: 1,951 global accepts · Rating: 2400 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math
[jiangly's solution](#)

4286.

1935E

[Distance Learning Courses in MAC](#) · [Tutorial](#)

Quality: 1,651 global accepts · Rating: 2400 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, data structures, greedy, math
[jiangly's solution](#)

4287.

1938K

[Tree Quiz](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2400 · first AC: 2024-03-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[jiangly's solution](#)

4288.

1938F

[Forming Groups](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2400 · first AC: 2024-03-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[jiangly's solution](#)

4289.

1934D2

[XOR Break --- Game Version](#) · [Tutorial](#)

Quality: 1,763 global accepts · Rating: 2400 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, games, greedy, interactive
[jiangly's solution](#)

4290.

1936C

[Pokémon Arena](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 2400 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, greedy, implementation, shortest paths, sortings
[jiangly's solution](#)

4291.

1910H

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

Quality: 107 global accepts · Rating: 2400 · first AC: 2024-02-20 · Kotlin 1.9 (first AC) · Tags: *special, binary search, data structures
[jiangly's solution](#)

4292.

1930E

[2..3...4.... Wonderful! Wonderful!](#) · [Tutorial](#)

Quality: 1,466 global accepts · Rating: 2400 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math
[jiangly's solution](#)

4293.

1924C

[Fractal Origami](#) · [Tutorial](#)

Quality: 1,377 global accepts · Rating: 2400 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math, matrices
[jiangly's solution](#)

4294.

1909E

[Multiple Lamps](#) · [Tutorial](#)

Quality: 1,679 global accepts · Rating: 2400 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory
[jiangly's solution](#)

4295.

1912H

[Hypercatapult Commute](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 2400 · first AC: 2023-12-21 · C++20 (GCC 11-64) (first AC) · Tags: graphs

[jiangly's solution](#)

4296.

1913E

[Matrix Problem](#) · [Tutorial](#)

Quality: 1,334 global accepts · Rating: 2400 · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: flows, graphs

[jiangly's solution](#)

4297.

1905E

[One-X](#) · [Tutorial](#)

Quality: 1,268 global accepts · Rating: 2400 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[jiangly's solution](#)

4298.

1902F

[Trees and XOR Queries Again](#) · [Tutorial](#)

Quality: 1,480 global accepts · Rating: 2400 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, graphs, implementation, math, trees

[jiangly's solution](#)

4299.

1887C

[Minimum Array](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2400 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, hashing, two pointers

[jiangly's solution](#)

4300.

1592E

[Bored Bakry](#) · [Tutorial](#)

Quality: 1,921 global accepts · Rating: 2400 · first AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math, two pointers

[jiangly's solution](#)

4301.

1594F

[Ideal Farm](#) · [Tutorial](#)

Quality: 1,538 global accepts · Rating: 2400 · first AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[jiangly's solution](#)

4302.

1107G

[Vasya and Maximum Profit](#) · [Tutorial](#)

Quality: 1,242 global accepts · Rating: 2400 · first AC: 2023-10-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, dsu

[jiangly's solution](#)

4303.

1139E

[Maximize Mex](#) · [Tutorial](#)

Quality: 2,281 global accepts · Rating: 2400 · first AC: 2023-10-15 · C++20 (GCC 11-64) (first AC) · Tags: flows, graph matchings, graphs

[jiangly's solution](#)

4304.

1886E

[I Wanna be the Team Leader](#) · [Tutorial](#)

Quality: 1,853 global accepts · Rating: 2400 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math, sortings, two pointers

[jiangly's solution](#)

4305.

780F

[Axel and Marston in Bitland](#) · [Tutorial](#)

Quality: 1,270 global accepts · Rating: 2400 · first AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, graphs, matrices

[jiangly's solution](#)

4306.

1882E1

[Two Permutations \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,214 global accepts · Rating: 2400 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, number theory

[jiangly's solution](#)

4307.

1879E

[Interactive Game with Coloring](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2400 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, implementation, interactive, trees

[jiangly's solution](#)

4308.

1582F2

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

Quality: 2,096 global accepts · Rating: 2400 · first AC: 2023-09-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dp, greedy, two pointers

[jiangly's solution](#)

4309.

1868C

[Travel Plan](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math, trees

[jiangly's solution](#)

4310.

1605E

[Array Equalizer](#) · [Tutorial](#)

Quality: 1,182 global accepts · Rating: 2400 · first AC: 2023-09-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation, math, number theory, sortings, two pointers

[jiangly's solution](#)

4311.

1585F

[Non-equal Neighbours](#) · [Tutorial](#)

Quality: 1,680 global accepts · Rating: 2400 · first AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[jiangly's solution](#)

4312.

1585E

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

Quality: 1,207 global accepts · Rating: 2400 · first AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees

[jiangly's solution](#)

4313.

1866L

[Lihmuf Balling](#) · [Tutorial](#)

Quality: 877 global accepts · Rating: 2400 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math

[jiangly's solution](#)

4314.

1866M

[Mighty Rock Tower](#) · [Tutorial](#)

Quality: 971 global accepts · Rating: 2400 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, math, probabilities

[jiangly's solution](#)

4315.

593E

[Strange Calculation and Cats](#) · [Tutorial](#)

Quality: 700 global accepts · Rating: 2400 · first AC: 2023-08-29 · C++17 (GCC 9-64) (first AC) · Tags: dp, matrices

[jiangly's solution](#)

4316.

1860E

[Fast Travel Text Editor](#) · [Tutorial](#)

Quality: 1,815 global accepts · Rating: 2400 · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths

[jiangly's solution](#)

4317.

889C

[Maximum Element](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-08-14 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[jiangly's solution](#)

4318.

1852C

[Ina of the Mountain](#) · [Tutorial](#)

Quality: 2,097 global accepts · Rating: 2400 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, math

[jiangly's solution](#)

4319.

1848F

[Vika and Wiki](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2400 · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, combinatorics, divide and conquer, dp, math

[jiangly's solution](#)

4320.

1844E

[Great Grids](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: 2400 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs

[jiangly's solution](#)

4321.

1839E

[Decreasing Game](#) · [Tutorial](#)

Quality: 1,541 global accepts · Rating: 2400 · first AC: 2023-06-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, interactive

[jiangly's solution](#)

4322.

266D

[BerDonalds](#) · [Tutorial](#)

Quality: 991 global accepts · Rating: 2400 · first AC: 2023-05-31 · C++20 (GCC 11-64) (first AC) · Tags: graphs, math, shortest paths

[jiangly's solution](#)

4323.

758F

[Geometrical Progression](#) · [Tutorial](#)

Quality: 713 global accepts · Rating: 2400 · first AC: 2023-05-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[jiangly's solution](#)

4324.

1830C

[Hyperregular Bracket Strings](#) · [Tutorial](#)

Quality: 2,189 global accepts · Rating: 2400 · first AC: 2023-05-28 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, greedy, hashing, math, number theory, sortings

[jiangly's solution](#)

4325.

1837F

[Editorial for Two](#) · [Tutorial](#)

Quality: 2,668 global accepts · Rating: 2400 · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, implementation

[jiangly's solution](#)

4326.

416D

[Population Size](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2400 · first AC: 2023-05-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math

[jiangly's solution](#)

4327.

1827B2

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

Quality: 2,316 global accepts · Rating: 2400 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy

[jiangly's solution](#)

4328.

1832D2

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

Quality: 2,345 global accepts · Rating: 2400 · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[jiangly's solution](#)

4329.

1826E

[Walk the Runway](#) · [Tutorial](#)

Quality: 1,958 global accepts · Rating: 2400 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, data structures, dp, graphs, implementation, sortings

[jiangly's solution](#)

4330.

1817C

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

Quality: 1,227 global accepts · Rating: 2400 · first AC: 2023-04-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[jiangly's solution](#)

4331.

38H

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

Quality: 445 global accepts · Rating: 2400 · first AC: 2023-04-21 · C++20 (GCC 11-64) (first AC) · Tags: dp

[jiangly's solution](#)

4332.

39G

[Inverse Function](#) · [Tutorial](#)

Quality: 160 global accepts · Rating: 2400 · first AC: 2023-04-20 · PyPy 3-64 (first AC) · Tags: implementation

[jiangly's solution](#)

4333.

1819C

[The Fox and the Complete Tree Traversal](#) · [Tutorial](#)

Quality: 1,735 global accepts · Rating: 2400 · first AC: 2023-04-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, implementation, math, trees

[jiangly's solution](#)

4334.

417E

[Square Table](#) · [Tutorial](#)

Quality: 930 global accepts · Rating: 2400 · first AC: 2023-04-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, probabilities

[jiangly's solution](#)

4335.

32E

[Hide-and-Seek](#) · [Tutorial](#)

Quality: 423 global accepts · Rating: 2400 · first AC: 2023-04-18 · C++20 (GCC 11-64) (first AC) · Tags: geometry, implementation

[jiangly's solution](#)

4336.

31E

[TV Game](#) · [Tutorial](#)

Quality: 1,298 global accepts · Rating: 2400 · first AC: 2023-04-17 · C++20 (GCC 11-64) (first AC) · Tags: dp

[jiangly's solution](#)

4337.

29E

[Quarrel](#) · [Tutorial](#)

Quality: 1,133 global accepts · Rating: 2400 · first AC: 2023-04-13 · C++20 (GCC 11-64) (first AC) · Tags: graphs, shortest paths

[jiangly's solution](#)

4338.

28D

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

Quality: 676 global accepts · Rating: 2400 · first AC: 2023-04-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, hashing

[jiangly's solution](#)

4339.

26E

[Multithreading](#) · [Tutorial](#)

Quality: 413 global accepts · Rating: 2400 · first AC: 2023-04-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[jiangly's solution](#)

4340.

26D

[Tickets](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2400 · first AC: 2023-04-10 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, probabilities

[jiangly's solution](#)

4341.

24D

[Broken robot](#) · [Tutorial](#)

Quality: 2,651 global accepts · Rating: 2400 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, probabilities

[jiangly's solution](#)

4342.

21D

[Traveling Graph](#) · [Tutorial](#)

Quality: 1,293 global accepts · Rating: 2400 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, graph matchings, graphs

[jiangly's solution](#)

4343.

17D

[Notepad](#) · [Tutorial](#)

Quality: 1,328 global accepts · Rating: 2400 · first AC: 2023-04-07 · C++20 (GCC 11-64) (first AC) · Tags: number theory

[jiangly's solution](#)

4344.

12D

[Ball](#) · [Tutorial](#)

Quality: 2,885 global accepts · Rating: 2400 · first AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings

[jiangly's solution](#)

4345.

1809E

[Two Tanks](#) · [Tutorial](#)

Quality: 1,074 global accepts · Rating: 2400 · first AC: 2023-03-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, implementation, math

[jiangly's solution](#)

4346.

707E

[Garlands](#) · [Tutorial](#)

Quality: 1,342 global accepts · Rating: 2400 · first AC: 2023-03-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[jiangly's solution](#)

4347.

1804E

[Routing](#) · [Tutorial](#)

Quality: 1,706 global accepts · Rating: 2400 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs

[jiangly's solution](#)

4348.

1794E

[Labeling the Tree with Distances](#) · [Tutorial](#)

Quality: 1,531 global accepts · Rating: 2400 · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, hashing, implementation, trees

[jiangly's solution](#)

4349.

1795F

[Blocking Chips](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, greedy, trees

[jiangly's solution](#)

4350.

1774F1

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

Quality: 1,242 global accepts · Rating: 2400 · first AC: 2023-02-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation

[jiangly's solution](#)

4351.

1765L

[Project Manager](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 2400 · first AC: 2023-02-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation

[jiangly's solution](#)

4352.

1765A

[Access Levels](#) · [Tutorial](#)

Quality: 849 global accepts · Rating: 2400 · first AC: 2023-02-08 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dsu, flows, graph matchings

[jiangly's solution](#)

4353.

1785D

[Wooden Spoon](#) · [Tutorial](#)

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

[jiangly's solution](#)

4354.

1780G

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

Quality: 994 global accepts · Rating: 2400 · first AC: 2023-01-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dsu, hashing, math, number theory, string suffix structures

[jiangly's solution](#)

4355.

1780E

[Josuke and Complete Graph](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 2400 · first AC: 2023-01-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, math, number theory

[jiangly's solution](#)

4356.

1792E

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

Quality: 1,596 global accepts · Rating: 2400 · first AC: 2023-01-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, number theory

[jiangly's solution](#)

4357.

1777F

[Comfortably Numb](#) · [Tutorial](#)

Quality: 1,351 global accepts · Rating: 2400 · first AC: 2023-01-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, strings, trees

[jiangly's solution](#)

4358.

1779E

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

Quality: 2,034 global accepts · Rating: 2400 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[jiangly's solution](#)

4359.

1770E

[Koxia and Tree](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2400 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math, probabilities, trees

[jiangly's solution](#)

4360.

1749E

[Cactus Wall](#) · [Tutorial](#)

Quality: 2,074 global accepts · Rating: 2400 · first AC: 2022-12-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[jiangly's solution](#)

4361.

1764E

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

Quality: 1,425 global accepts · Rating: 2400 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings

[jiangly's solution](#)

4362.

1761E

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

Quality: 2,148 global accepts · Rating: 2400 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, dsu, graphs, greedy, matrices, trees, two pointers

[jiangly's solution](#)

4363.

1750E

[Bracket Cost](#) · [Tutorial](#)

Quality: 1,660 global accepts · Rating: 2400 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy, strings

[jiangly's solution](#)

4364.

1732D2

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

Quality: 1,591 global accepts · Rating: 2400 · first AC: 2022-10-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, number theory

[jiangly's solution](#)

4365.

1753D

[The Beach](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2400 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[jiangly's solution](#)

4366.

1743E

[FTL](#) · [Tutorial](#)

Quality: 1,865 global accepts · Rating: 2400 · first AC: 2022-10-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp
[jiangly's solution](#)

4367.

1736C2

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

Quality: 1,471 global accepts · Rating: 2400 · first AC: 2022-10-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, two pointers
[jiangly's solution](#)

4368.

1735E

[House Planning](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 2400 · first AC: 2022-10-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, graph matchings, greedy
[jiangly's solution](#)

4369.

1738F

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

Quality: 1,381 global accepts · Rating: 2400 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, interactive, shortest paths, trees
[jiangly's solution](#)

4370.

1739E

[Cleaning Robot](#) · [Tutorial](#)

Quality: 1,461 global accepts · Rating: 2400 · first AC: 2022-09-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp
[jiangly's solution](#)

4371.

1726E

[Almost Perfect](#) · [Tutorial](#)

Quality: 1,716 global accepts · Rating: 2400 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, fft, math
[jiangly's solution](#)

4372.

1725L

[Lemper Cooking Competition](#) · [Tutorial](#)

Quality: 1,097 global accepts · Rating: 2400 · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures
[jiangly's solution](#)

4373.

1715E

[Long Way Home](#) · [Tutorial](#)

Quality: 2,131 global accepts · Rating: 2400 · first AC: 2022-08-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, geometry, graphs, greedy, shortest paths
[jiangly's solution](#)

4374.

1720D2

[Xor-Subsequence \(hard version\)](#) · [Tutorial](#)

Quality: 2,198 global accepts · Rating: 2400 · first AC: 2022-08-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dp, strings, trees
[jiangly's solution](#)

4375.

1718C

[Tonya and Burenka-179](#) · [Tutorial](#)

Quality: 1,860 global accepts · Rating: 2400 · first AC: 2022-08-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math, number theory
[jiangly's solution](#)

4376.

1713E

[Cross Swapping](#) · [Tutorial](#)

Quality: 1,976 global accepts · Rating: 2400 · first AC: 2022-08-06 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, data structures, dsu, greedy, matrices

[jiangly's solution](#)

4377.

1710E

[Two Arrays](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2400 · first AC: 2022-07-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, games, graph matchings

[jiangly's solution](#)

4378.

1709E

[XOR Tree](#) · [Tutorial](#)

Quality: 3,956 global accepts · Rating: 2400 · first AC: 2022-07-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, dsu, greedy, trees

[jiangly's solution](#)

4379.

1706D2

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

Quality: 1,941 global accepts · Rating: 2400 · first AC: 2022-07-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math, number theory, two pointers

[jiangly's solution](#)

4380.

1707C

[DFS Trees](#) · [Tutorial](#)

Quality: 1,903 global accepts · Rating: 2400 · first AC: 2022-07-16 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees

[jiangly's solution](#)

4381.

1697E

[Coloring](#) · [Tutorial](#)

Quality: 1,450 global accepts · Rating: 2400 · first AC: 2022-06-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dp, geometry, graphs, greedy, implementation, math

[jiangly's solution](#)

4382.

1606D

[Red-Blue Matrix](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2400 · first AC: 2022-06-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, implementation, sortings

[jiangly's solution](#)

4383.

1598F

[RBS](#) · [Tutorial](#)

Quality: 1,633 global accepts · Rating: 2400 · first AC: 2022-06-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp

[jiangly's solution](#)

4384.

1673F

[Anti-Theft Road Planning](#) · [Tutorial](#)

Quality: 960 global accepts · Rating: 2400 · first AC: 2022-05-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, interactive, math

[jiangly's solution](#)

4385.

1680D

[Dog Walking](#) · [Tutorial](#)

Quality: 1,349 global accepts · Rating: 2400 · first AC: 2022-05-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[jiangly's solution](#)

4386.

1679E

[Typical Party in Dorm](#) · [Tutorial](#)

Quality: 1,419 global accepts · Rating: 2400 · first AC: 2022-05-16 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, strings

[jiangly's solution](#)

4387.

1670F

[Jee, You See?](#) · [Tutorial](#)

Quality: 1,266 global accepts · Rating: 2400 · first AC: 2022-05-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp

[jiangly's solution](#)

4388.

1667C

[Half Queen Cover](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2400 · first AC: 2022-04-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[jiangly's solution](#)

4389.

1638E

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

Quality: 2,364 global accepts · Rating: 2400 · first AC: 2022-02-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation

[jiangly's solution](#)

4390.

1634E

[Fair Share](#) · [Tutorial](#)

Quality: 2,181 global accepts · Rating: 2400 · first AC: 2022-02-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graph matchings, graphs

[jiangly's solution](#)

4391.

1633E

[Spanning Tree Queries](#) · [Tutorial](#)

Quality: 1,742 global accepts · Rating: 2400 · first AC: 2022-01-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, dsu, graphs, greedy, math, sortings, trees

[jiangly's solution](#)

4392.

1632E1

[Distance Tree \(easy version\)](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2400 · first AC: 2022-01-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, shortest paths, trees

[jiangly's solution](#)

4393.

1630D

[Flipping Range](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2400 · first AC: 2022-01-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, number theory

[jiangly's solution](#)

4394.

1628D2

[Game on Sum \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,631 global accepts · Rating: 2400 · first AC: 2022-01-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, games, math

[jiangly's solution](#)

4395.

1626E

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

Quality: 1,857 global accepts · Rating: 2400 · first AC: 2022-01-16 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, greedy, trees

[jiangly's solution](#)

4396.

1617D2

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

Quality: 2,031 global accepts · Rating: 2400 · first AC: 2021-12-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, interactive, math

[jiangly's solution](#)

4397.

1615E

[Purple Crayon](#) · [Tutorial](#)

Quality: 1,700 global accepts · Rating: 2400 · first AC: 2021-12-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, math, sortings, trees

[jiangly's solution](#)

4398.

1619H

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

Quality: 1,433 global accepts · Rating: 2400 · first AC: 2021-12-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, divide and conquer, two pointers

[jiangly's solution](#)

4399.

1620G

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

Quality: 1,155 global accepts · Rating: 2400 · first AC: 2021-12-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp

[jiangly's solution](#)

4400.

1609E

[William The Oblivious](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2021-11-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dp, matrices

[jiangly's solution](#)

4401.

1578L

[Labyrinth](#) · [Tutorial](#)

Quality: 1,435 global accepts · Rating: 2400 · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dsu, greedy

[jiangly's solution](#)

4402.

913E

[Logical Expression](#) · [Tutorial](#)

Quality: 884 global accepts · Rating: 2400 · first AC: 2021-07-21 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, shortest paths

[jiangly's solution](#)

4403.

1091E

[New Year and the Acquaintance Estimation](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2400 · first AC: 2021-07-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, graphs, greedy, implementation, math, sortings

[jiangly's solution](#)

4404.

641D

[Little Artem and Random Variable](#) · [Tutorial](#)

Quality: 1,575 global accepts · Rating: 2400 · first AC: 2021-07-09 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation, math, probabilities

[jiangly's solution](#)

4405.

710F

[String Set Queries](#) · [Tutorial](#)

Quality: 2,502 global accepts · Rating: 2400 · first AC: 2021-07-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, hashing, interactive, string suffix structures, strings

[jiangly's solution](#)

4406.

1542E1

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

Quality: 1,437 global accepts · Rating: 2400 · first AC: 2021-07-03 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math
[jiangly's solution](#)

4407.

513D1

[Constrained Tree](#) · [Tutorial](#)

Quality: 648 global accepts · Rating: 2400 · first AC: 2021-06-25 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar
[jiangly's solution](#)

4408.

506D

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

Quality: 2,535 global accepts · Rating: 2400 · first AC: 2021-06-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, dsu, graphs
[jiangly's solution](#)

4409.

498D

[Traffic Jams in the Land](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: 2400 · first AC: 2021-06-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, number theory
[jiangly's solution](#)

4410.

498B

[Name That Tune](#) · [Tutorial](#)

Quality: 1,300 global accepts · Rating: 2400 · first AC: 2021-06-21 · C++17 (GCC 9-64) (first AC) · Tags: dp, probabilities, two pointers
[jiangly's solution](#)

4411.

377D

[Developing Game](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2400 · first AC: 2021-06-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures
[jiangly's solution](#)

4412.

1523D

[Love-Hate](#) · [Tutorial](#)

Quality: 2,477 global accepts · Rating: 2400 · first AC: 2021-05-30 · last AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, probabilities
[jiangly's solution](#)

4413.

1526E

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

Quality: 1,422 global accepts · Rating: 2400 · first AC: 2021-05-28 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, math
[jiangly's solution](#)

4414.

1527D

[MEX Tree](#) · [Tutorial](#)

Quality: 2,289 global accepts · Rating: 2400 · first AC: 2021-05-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, implementation, math, trees
[jiangly's solution](#)

4415.

1483D

[Useful Edges](#) · [Tutorial](#)

Rating: 2400 · first AC: 2021-03-21 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, shortest paths
[jiangly's solution](#)

4416.

1491E

[Fib-tree](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2021-02-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, divide and conquer, number theory, trees

[jiangly's solution](#)

4417.

1485F

[Copy or Prefix Sum](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2400 · first AC: 2021-02-12 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, dp, sortings

[jiangly's solution](#)

4418.

1473E

[Minimum Path](#) · [Tutorial](#)

Quality: 4,737 global accepts · Rating: 2400 · first AC: 2021-01-14 · C++17 (GCC 9-64) (first AC) · Tags: graphs, shortest paths

[jiangly's solution](#)

4419.

1469E

[A Bit Similar](#) · [Tutorial](#)

Quality: 2,200 global accepts · Rating: 2400 · first AC: 2020-12-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, hashing, string suffix structures, strings, two pointers

[jiangly's solution](#)

4420.

679C

[Bear and Square Grid](#) · [Tutorial](#)

Quality: 1,265 global accepts · Rating: 2400 · first AC: 2020-12-07 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, implementation

[jiangly's solution](#)

4421.

1450F

[The Struggling Contestant](#) · [Tutorial](#)

Quality: 1,466 global accepts · Rating: 2400 · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[jiangly's solution](#)

4422.

786C

[Till I Collapse](#) · [Tutorial](#)

Quality: 3,703 global accepts · Rating: 2400 · first AC: 2020-12-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer

[jiangly's solution](#)

4423.

1455E

[Four Points](#) · [Tutorial](#)

Quality: 1,649 global accepts · Rating: 2400 · first AC: 2020-11-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, flows, geometry, greedy, implementation, math, ternary search

[jiangly's solution](#)

4424.

1442C

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

Quality: 2,004 global accepts · Rating: 2400 · first AC: 2020-11-02 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[jiangly's solution](#)

4425.

1436E

[Complicated Computations](#) · [Tutorial](#)

Quality: 2,672 global accepts · Rating: 2400 · first AC: 2020-10-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, two pointers

[jiangly's solution](#)

4426.

1423J

[Bubble Cup hypothesis](#) · [Tutorial](#)

Quality: 888 global accepts · Rating: 2400 · first AC: 2020-10-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, math

[jiangly's solution](#)

4427.

1408E

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

Quality: 2,184 global accepts · Rating: 2400 · first AC: 2020-09-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, graphs, greedy, sortings, trees

[jiangly's solution](#)

4428.

1418E

[Expected Damage](#) · [Tutorial](#)

Quality: 2,202 global accepts · Rating: 2400 · first AC: 2020-09-14 · last AC: 2020-09-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, probabilities

[jiangly's solution](#)

4429.

1403A

[The Potion of Great Power](#) · [Tutorial](#)

Quality: 312 global accepts · Rating: 2400 · first AC: 2020-08-28 · C++17 (GCC 7-32) (first AC) · Tags: *special, 2-sat, binary search, data structures, graphs, interactive, sortings, two pointers

[jiangly's solution](#)

4430.

1401F

[Reverse and Swap](#) · [Tutorial](#)

Quality: 1,953 global accepts · Rating: 2400 · first AC: 2020-08-21 · last AC: 2020-08-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, data structures

[jiangly's solution](#)

4431.

1401E

[Divide Square](#) · [Tutorial](#)

Quality: 2,639 global accepts · Rating: 2400 · first AC: 2020-08-21 · last AC: 2020-08-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, geometry, implementation, sortings

[jiangly's solution](#)

4432.

1392F

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

Quality: 2,403 global accepts · Rating: 2400 · first AC: 2020-08-17 · last AC: 2020-08-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[jiangly's solution](#)

4433.

1374F

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

Quality: 1,398 global accepts · Rating: 2400 · first AC: 2020-06-28 · last AC: 2020-07-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, implementation, sortings

[jiangly's solution](#)

4434.

1096G

[Lucky Tickets](#) · [Tutorial](#)

Quality: 1,969 global accepts · Rating: 2400 · first AC: 2020-06-30 · last AC: 2020-06-30 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp, fft

[jiangly's solution](#)

4435.

1373F

[Network Coverage](#) · [Tutorial](#)

Quality: 1,878 global accepts · Rating: 2400 · first AC: 2020-06-25 · last AC: 2020-06-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[jiangly's solution](#)

4436.

1369E

[DeadLee](#) · [Tutorial](#)

Quality: 2,454 global accepts · Rating: 2400 · first AC: 2020-06-23 · last AC: 2020-06-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, greedy, implementation, sortings

[jiangly's solution](#)

4437.

1370F1

[The Hidden Pair \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,784 global accepts · Rating: 2400 · first AC: 2020-06-22 · last AC: 2020-06-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, graphs, interactive, shortest paths, trees

[jiangly's solution](#)

4438.

1367F2

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

Quality: 1,869 global accepts · Rating: 2400 · first AC: 2020-06-16 · last AC: 2020-06-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers

[jiangly's solution](#)

4439.

1358E

[Are You Fired?](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2020-05-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[jiangly's solution](#)

4440.

1348E

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

Quality: 2,430 global accepts · Rating: 2400 · first AC: 2020-05-01 · last AC: 2020-05-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, math

[jiangly's solution](#)

4441.

1343F

[Restore the Permutation by Sorted Segments](#) · [Tutorial](#)

Quality: 1,402 global accepts · Rating: 2400 · first AC: 2020-04-21 · last AC: 2020-04-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation

[jiangly's solution](#)

4442.

1340C

[Nastya and Unexpected Guest](#) · [Tutorial](#)

Quality: 2,416 global accepts · Rating: 2400 · first AC: 2020-04-23 · last AC: 2020-04-30 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[jiangly's solution](#)

4443.

1333E

[Road to 1600](#) · [Tutorial](#)

Quality: 1,810 global accepts · Rating: 2400 · first AC: 2020-04-08 · last AC: 2020-04-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms

[jiangly's solution](#)

4444.

1329C

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

Quality: 1,804 global accepts · Rating: 2400 · first AC: 2020-04-03 · last AC: 2020-04-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[jiangly's solution](#)

4445.

1326E

[Bombs](#) · [Tutorial](#)

Quality: 2,420 global accepts · Rating: 2400 · first AC: 2020-03-19 · last AC: 2020-03-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, two pointers

[jiangly's solution](#)

4446.

311B

[Cats Transport](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2400 · first AC: 2020-02-20 · last AC: 2020-02-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[jiangly's solution](#)

4447.

1304F2

[Animal Observation \(hard version\)](#) · [Tutorial](#)

Quality: 1,815 global accepts · Rating: 2400 · first AC: 2020-02-15 · last AC: 2020-02-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[jiangly's solution](#)

4448.

1290C

[Prefix Enlightenment](#) · [Tutorial](#)

Quality: 2,012 global accepts · Rating: 2400 · first AC: 2020-02-02 · last AC: 2020-02-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[jiangly's solution](#)

4449.

200A

[Cinema](#) · [Tutorial](#)

Quality: 732 global accepts · Rating: 2400 · first AC: 2020-01-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures

[jiangly's solution](#)

4450.

1009G

[Allowed Letters](#) · [Tutorial](#)

Quality: 1,066 global accepts · Rating: 2400 · first AC: 2020-01-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, flows, graph matchings, graphs, greedy

[jiangly's solution](#)

4451.

1218D

[Xor Spanning Tree](#) · [Tutorial](#)

Quality: 602 global accepts · Rating: 2400 · first AC: 2020-01-07 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, fft, graphs

[jiangly's solution](#)

4452.

1286C1

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

Quality: 1,579 global accepts · Rating: 2400 · first AC: 2020-01-05 · last AC: 2020-01-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[jiangly's solution](#)

4453.

1282E

[The Cake Is a Lie](#) · [Tutorial](#)

Quality: 1,222 global accepts · Rating: 2400 · first AC: 2019-12-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs

[jiangly's solution](#)

4454.

1264C

[Beautiful Mirrors with queries](#) · [Tutorial](#)

Quality: 1,322 global accepts · Rating: 2400 · first AC: 2019-12-05 · last AC: 2019-12-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, probabilities

[jiangly's solution](#)

4455.

1267A

[Apprentice Learning Trajectory](#) · [Tutorial](#)

Quality: 1,061 global accepts · Rating: 2400 · first AC: 2019-12-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[jiangly's solution](#)

4456.

1263F

[Economic Difficulties](#) · [Tutorial](#)

Quality: 951 global accepts · Rating: 2400 · first AC: 2019-11-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, flows, graphs, trees

[jiangly's solution](#)

4457.

1260E

[Tournament](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2400 · first AC: 2019-11-27 · last AC: 2019-11-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy

[jiangly's solution](#)

4458.

1227F2

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

Quality: 1,920 global accepts · Rating: 2400 · first AC: 2019-11-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[jiangly's solution](#)

4459.

1261D2

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

Rating: 2400 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, fft, math, number theory

[jiangly's solution](#)

4460.

1257F

[Make Them Similar](#) · [Tutorial](#)

Quality: 2,315 global accepts · Rating: 2400 · first AC: 2019-11-13 · last AC: 2019-11-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, hashing, meet-in-the-middle

[jiangly's solution](#)

4461.

1242C

[Sum Balance](#) · [Tutorial](#)

Quality: 1,948 global accepts · Rating: 2400 · first AC: 2019-11-06 · last AC: 2019-11-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs

[jiangly's solution](#)

4462.

1239D

[Catowice City](#) · [Tutorial](#)

Quality: 2,600 global accepts · Rating: 2400 · first AC: 2019-10-31 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, dfs and similar, graph matchings, graphs

[jiangly's solution](#)

4463.

1248F

[Catowice City](#) · [Tutorial](#)

Rating: 2400 · first AC: 2019-10-31 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[jiangly's solution](#)

4464.

1252F

[Regular Forestation](#) · [Tutorial](#)

Quality: 1,069 global accepts · Rating: 2400 · first AC: 2019-10-29 · C++17 (GCC 7-32) (first AC) · Tags: hashing, trees

[jiangly's solution](#)

4465.

1251E2

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

Quality: 2,951 global accepts · Rating: 2400 · first AC: 2019-10-24 · last AC: 2019-10-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy

[jiangly's solution](#)

4466.

1237E

[Balanced Binary Search Trees](#) · [Tutorial](#)

Quality: 1,520 global accepts · Rating: 2400 · first AC: 2019-10-16 · last AC: 2019-10-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[jiangly's solution](#)

4467.

1244G

[Running in Pairs](#) · [Tutorial](#)

Quality: 1,531 global accepts · Rating: 2400 · first AC: 2019-10-13 · last AC: 2019-10-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[jiangly's solution](#)

4468.

1229C

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

Rating: 2400 · first AC: 2019-09-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs

[jiangly's solution](#)

4469.

1221F

[Choose a Square](#) · [Tutorial](#)

Quality: 1,237 global accepts · Rating: 2400 · first AC: 2019-09-19 · last AC: 2019-09-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, sortings

[jiangly's solution](#)

4470.

1194F

[Crossword Expert](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2400 · first AC: 2019-08-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, number theory, probabilities, two pointers

[jiangly's solution](#)

4471.

1205C

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

Quality: 1,263 global accepts · Rating: 2400 · first AC: 2019-08-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation, interactive

[jiangly's solution](#)

4472.

1202E

[You Are Given Some Strings...](#) · [Tutorial](#)

Quality: 2,763 global accepts · Rating: 2400 · first AC: 2019-08-07 · last AC: 2019-08-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, string suffix structures, strings

[jiangly's solution](#)

4473.

1186F

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

Quality: 997 global accepts · Rating: 2400 · first AC: 2019-06-28 · last AC: 2019-07-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, implementation

[jiangly's solution](#)

4474.

1187D

[Subarray Sorting](#) · [Tutorial](#)

Quality: 3,001 global accepts · Rating: 2400 · first AC: 2019-07-01 · last AC: 2019-07-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings

[jiangly's solution](#)

4475.

932E

[Team Work](#) · [Tutorial](#)

Quality: 3,431 global accepts · Rating: 2400 · first AC: 2019-04-17 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[jiangly's solution](#)

4476.

5E

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

Quality: 2,487 global accepts · Rating: 2400 · first AC: 2019-04-01 · GNU C++11 (first AC) · Tags: data structures

[jiangly's solution](#)

4477.

2206B

[Subtree Removal Game](#) · [Tutorial](#)

Quality: 348 global accepts · Rating: 2500 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, games, trees

[jiangly's solution](#)

4478.

2206E

[Parallel Sums](#) · [Tutorial](#)

Quality: 404 global accepts · Rating: 2500 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, geometry

[jiangly's solution](#)

4479.

2201D

[Binary Not Search and Queries](#) · [Tutorial](#)

Quality: 784 global accepts · Rating: 2500 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation

[jiangly's solution](#)

4480.

997C

[Sky Full of Stars](#) · [Tutorial](#)

Quality: 2,176 global accepts · Rating: 2500 · first AC: 2026-02-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math

[jiangly's solution](#)

4481.

2183F

[Jumping Man](#) · [Tutorial](#)

Quality: 1,128 global accepts · Rating: 2500 · first AC: 2026-02-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees

[jiangly's solution](#)

4482.

2185H

[BattleCows 2](#) · [Tutorial](#)

Quality: 679 global accepts · Rating: 2500 · first AC: 2026-01-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, greedy

[jiangly's solution](#)

4483.

2190D

[Prufer Vertex](#) · [Tutorial](#)

Quality: 950 global accepts · Rating: 2500 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dsu, number theory, probabilities, trees

[jiangly's solution](#)

4484.

2182F2

[Christmas Reindeer \(hard version\)](#) · [Tutorial](#)

Quality: 1,093 global accepts · Rating: 2500 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, greedy, math

[jiangly's solution](#)

4485.

2163D2

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

Quality: 1,499 global accepts · Rating: 2500 · first AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, interactive, math, sortings

[jiangly's solution](#)

4486.

2156E

[Best Time to Buy and Sell Stock](#) · [Tutorial](#)

Quality: 960 global accepts · Rating: 2500 · first AC: 2025-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, games, graphs, greedy

[jiangly's solution](#)

4487.

2159D1

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

Quality: 1,020 global accepts · Rating: 2500 · first AC: 2025-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dp, geometry, greedy, math, two pointers

[jiangly's solution](#)

4488.

2154E

[No Mind To Think](#) · [Tutorial](#)

Quality: 1,202 global accepts · Rating: 2500 · first AC: 2025-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, greedy, sortings, ternary search, two pointers

[jiangly's solution](#)

4489.

2145F

[Long Journey](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2500 · first AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, greedy, math, matrices, number theory

[jiangly's solution](#)

4490.

2152F

[Triple Attack](#) · [Tutorial](#)

Quality: 1,035 global accepts · Rating: 2500 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[jiangly's solution](#)

4491.

2144E2

[Looking at Towers \(difficult version\)](#) · [Tutorial](#)

Quality: 1,436 global accepts · Rating: 2500 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp

[jiangly's solution](#)

4492.

2135D2

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

Quality: 990 global accepts · Rating: 2500 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[jiangly's solution](#)

4493.

2133E

[I Yearned For The Mines](#) · [Tutorial](#)

Quality: 1,695 global accepts · Rating: 2500 · first AC: 2025-08-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[jiangly's solution](#)

4494.

2125E

[Sets of Complementary Sums](#) · [Tutorial](#)

Quality: 1,416 global accepts · Rating: 2500 · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics,

dp, math, two pointers

[jiangly's solution](#)

4495.

2113F

[Two Arrays](#) · [Tutorial](#)

Quality: 952 global accepts · Rating: 2500 · first AC: 2025-06-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[jiangly's solution](#)

4496.

2117H

[Incessant Rain](#) · [Tutorial](#)

Quality: 983 global accepts · Rating: 2500 · first AC: 2025-06-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, sortings

[jiangly's solution](#)

4497.

2101D

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

Quality: 1,019 global accepts · Rating: 2500 · first AC: 2025-05-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, sortings, two pointers

[jiangly's solution](#)

4498.

2106G2

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

Quality: 610 global accepts · Rating: 2500 · first AC: 2025-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, divide and conquer, implementation, interactive, trees

[jiangly's solution](#)

4499.

1737E

[Ela Goes Hiking](#) · [Tutorial](#)

Quality: 1,075 global accepts · Rating: 2500 · first AC: 2025-04-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, probabilities

[jiangly's solution](#)

4500.

1948F

[Rare Coins](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2500 · first AC: 2025-04-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, probabilities

[jiangly's solution](#)

4501.

2075E

[XOR Matrix](#) · [Tutorial](#)

Quality: 1,184 global accepts · Rating: 2500 · first AC: 2025-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, implementation, math

[jiangly's solution](#)

4502.

1097F

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

Quality: 1,472 global accepts · Rating: 2500 · first AC: 2025-03-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, number theory

[jiangly's solution](#)

4503.

2071D2

[Infinite Sequence \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,100 global accepts · Rating: 2500 · first AC: 2025-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, constructive algorithms, data structures, dp, implementation, math

[jiangly's solution](#)

4504.

2059E1

[Stop Gaming \(Easy Version\)](#) · [Tutorial](#)

Quality: 886 global accepts · Rating: 2500 · first AC: 2025-02-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, hashing, strings

[jiangly's solution](#)

4505.

2056E

[Nested Segments](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2500 · first AC: 2025-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math

[jiangly's solution](#)

4506.

2057E2

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

Quality: 1,927 global accepts · Rating: 2500 · first AC: 2025-01-04 · last AC: 2025-01-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, dp, dsu, graphs, shortest paths, sortings

[jiangly's solution](#)

4507.

2048F

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

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation, math, trees

[jiangly's solution](#)

4508.

2034F1

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

Quality: 891 global accepts · Rating: 2500 · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, sortings

[jiangly's solution](#)

4509.

2038I

[Polyathlon](#) · [Tutorial](#)

Quality: 747 global accepts · Rating: 2500 · first AC: 2024-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings

[jiangly's solution](#)

4510.

2038F

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

Quality: 482 global accepts · Rating: 2500 · first AC: 2024-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, fft, math, sortings

[jiangly's solution](#)

4511.

2029F

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

Quality: 851 global accepts · Rating: 2500 · first AC: 2024-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy

[jiangly's solution](#)

4512.

2026E

[Best Subsequence](#) · [Tutorial](#)

Quality: 2,013 global accepts · Rating: 2500 · first AC: 2024-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dfs and similar, flows, graph matchings, graphs

[jiangly's solution](#)

4513.

2035F

[Tree Operations](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2500 · first AC: 2024-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dfs and similar, dp, trees

[jiangly's solution](#)

4514.

2022E1

[Billetes MX \(Easy Version\)](#) · [Tutorial](#)

Quality: 759 global accepts · Rating: 2500 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, binary search, combinatorics, constructive algorithms, dfs and similar, dsu, graphs

[jiangly's solution](#)

4515.

2021E2

[Digital Village \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,209 global accepts · Rating: 2500 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, dsu, graphs, math, trees

[jiangly's solution](#)

4516.

2021D

[Boss, Thirsty](#) · [Tutorial](#)

Quality: 957 global accepts · Rating: 2500 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation

[jiangly's solution](#)

4517.

2005E2

[Subtangle Game \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,064 global accepts · Rating: 2500 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, games, greedy, implementation

[jiangly's solution](#)

4518.

1987F1

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

Quality: 1,368 global accepts · Rating: 2500 · first AC: 2024-08-28 · C++20 (GCC 13-64) (first AC) · Tags: dp

[jiangly's solution](#)

4519.

1998E2

[Eliminating Balls With Merging \(Hard Version\)](#) · [Tutorial](#)

Quality: 900 global accepts · Rating: 2500 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, greedy, implementation

[jiangly's solution](#)

4520.

1990E1

[Catch the Mole\(Easy Version\)](#) · [Tutorial](#)

Quality: 1,140 global accepts · Rating: 2500 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, interactive, trees

[jiangly's solution](#)

4521.

1994F

[Stardew Valley](#) · [Tutorial](#)

Quality: 1,530 global accepts · Rating: 2500 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[jiangly's solution](#)

4522.

1983F

[array-value](#) · [Tutorial](#)

Quality: 1,524 global accepts · Rating: 2500 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy, two pointers

[jiangly's solution](#)

4523.

1986G2

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

Quality: 1,442 global accepts · Rating: 2500 · first AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, hashing, math, number theory

[jiangly's solution](#)

4524.

1984F

[Reconstruction](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2500 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math

[jiangly's solution](#)

4525.

1976E

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

Quality: 1,303 global accepts · Rating: 2500 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, greedy, math, trees

[jiangly's solution](#)

4526.

1973E

[Cat, Fox and Swaps](#) · [Tutorial](#)

Quality: 993 global accepts · Rating: 2500 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: graphs, math, sortings

[jiangly's solution](#)

4527.

1956E1

[Nene vs. Monsters \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,671 global accepts · Rating: 2500 · first AC: 2024-04-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math

[jiangly's solution](#)

4528.

1951F

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

Quality: 963 global accepts · Rating: 2500 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[jiangly's solution](#)

4529.

1946F

[Nobody is needed](#) · [Tutorial](#)

Quality: 1,240 global accepts · Rating: 2500 · first AC: 2024-03-25 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, data structures, dfs and similar, dp

[jiangly's solution](#)

4530.

1945G

[Cook and Porridge](#) · [Tutorial](#)

Quality: 907 global accepts · Rating: 2500 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, implementation

[jiangly's solution](#)

4531.

1918F

[Caterpillar on a Tree](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: 2500 · first AC: 2024-01-31 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, greedy, implementation, sortings, trees

[jiangly's solution](#)

4532.

1922F

[Replace on Segment](#) · [Tutorial](#)

Quality: 1,746 global accepts · Rating: 2500 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: dp, graph matchings

[jiangly's solution](#)

4533.

1920F1

[Smooth Sailing \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,198 global accepts · Rating: 2500 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dsu, graphs, shortest paths

[jiangly's solution](#)

4534.

1917F

[Construct Tree](#) · [Tutorial](#)

Quality: 1,196 global accepts · Rating: 2500 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees

[jiangly's solution](#)

4535.

1917E

[Construct Matrix](#) · [Tutorial](#)

Quality: 1,629 global accepts · Rating: 2500 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[jiangly's solution](#)

4536.

1909F2

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

Quality: 1,229 global accepts · Rating: 2500 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[jiangly's solution](#)

4537.

1903F

[Babysitting](#) · [Tutorial](#)

Quality: 907 global accepts · Rating: 2500 · first AC: 2023-12-04 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, binary search, data structures, graphs, trees

[jiangly's solution](#)

4538.

1903D2

[Maximum And Queries \(hard version\)](#) · [Tutorial](#)

Quality: 1,026 global accepts · Rating: 2500 · first AC: 2023-12-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, divide and conquer, dp, greedy

[jiangly's solution](#)

4539.

1891E

[Brukhovich and Exams](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2500 · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, math, sortings

[jiangly's solution](#)

4540.

875F

[Royal Questions](#) · [Tutorial](#)

Quality: 1,585 global accepts · Rating: 2500 · first AC: 2023-10-15 · C++20 (GCC 11-64) (first AC) · Tags: dsu, graphs, greedy

[jiangly's solution](#)

4541.

1876D

[Lexichromatography](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2500 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, two pointers

[jiangly's solution](#)

4542.

1585G

[Poachers](#) · [Tutorial](#)

Quality: 310 global accepts · Rating: 2500 · first AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: dp, games, graphs, trees

[jiangly's solution](#)

4543.

1647E

[Madoka and the Sixth-graders](#) · [Tutorial](#)

Quality: 1,097 global accepts · Rating: 2500 · first AC: 2023-09-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy

[jiangly's solution](#)

4544.

1866K

[Keen Tree Calculation](#) · [Tutorial](#)

Quality: 559 global accepts · Rating: 2500 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, geometry, graphs, implementation, trees

[jiangly's solution](#)

4545.

1858E1

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

Quality: 1,554 global accepts · Rating: 2500 · first AC: 2023-08-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[jiangly's solution](#)

4546.

888F

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

Quality: 1,078 global accepts · Rating: 2500 · first AC: 2023-08-14 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs

[jiangly's solution](#)

4547.

1859E

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

Quality: 2,116 global accepts · Rating: 2500 · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math

[jiangly's solution](#)

4548.

1854C

[Expected Destruction](#) · [Tutorial](#)

Quality: 1,788 global accepts · Rating: 2500 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[jiangly's solution](#)

4549.

1847F

[The Boss's Identity](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2500 · first AC: 2023-07-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, dfs and similar, greedy, math, sortings

[jiangly's solution](#)

4550.

747F

[Igor and Interesting Numbers](#) · [Tutorial](#)

Quality: 482 global accepts · Rating: 2500 · first AC: 2023-07-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, math

[jiangly's solution](#)

4551.

1845E

[Boxes and Balls](#) · [Tutorial](#)

Quality: 1,605 global accepts · Rating: 2500 · first AC: 2023-07-03 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation, math

[jiangly's solution](#)

4552.

1842F

[Tenzing and Tree](#) · [Tutorial](#)

Quality: 1,809 global accepts · Rating: 2500 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, greedy, shortest paths, sortings, trees

[jiangly's solution](#)

4553.

1835B

[Lottery](#) · [Tutorial](#)

Quality: 1,089 global accepts · Rating: 2500 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math, two pointers

[jiangly's solution](#)

4554.

1834F

[Typewriter](#) · [Tutorial](#)

Quality: 662 global accepts · Rating: 2500 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[jiangly's solution](#)

4555.

1838E

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

Quality: 1,851 global accepts · Rating: 2500 · first AC: 2023-06-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[jiangly's solution](#)

4556.

1840G2

[In Search of Truth \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,187 global accepts · Rating: 2500 · first AC: 2023-06-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, math, meet-in-the-middle, probabilities

[jiangly's solution](#)

4557.

266E

[More Queries to Array...](#) · [Tutorial](#)

Quality: 1,060 global accepts · Rating: 2500 · first AC: 2023-05-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math

[jiangly's solution](#)

4558.

1824C

[LuoTianyi and XOR-Tree](#) · [Tutorial](#)

Quality: 1,686 global accepts · Rating: 2500 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, trees

[jiangly's solution](#)

4559.

1823E

[Removing Graph](#) · [Tutorial](#)

Quality: 1,447 global accepts · Rating: 2500 · first AC: 2023-04-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, games, graphs, math

[jiangly's solution](#)

4560.

46G

[Emperor's Problem](#) · [Tutorial](#)

Quality: 134 global accepts · Rating: 2500 · first AC: 2023-04-26 · C++20 (GCC 11-64) (first AC) · Tags: geometry

[jiangly's solution](#)

4561.

609F

[Frogs and mosquitoes](#) · [Tutorial](#)

Quality: 1,511 global accepts · Rating: 2500 · first AC: 2023-04-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[jiangly's solution](#)

4562.

44G

[Shooting Gallery](#) · [Tutorial](#)

Quality: 501 global accepts · Rating: 2500 · first AC: 2023-04-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[jiangly's solution](#)

4563.

40E

[Number Table](#) · [Tutorial](#)

Quality: 810 global accepts · Rating: 2500 · first AC: 2023-04-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics

[jiangly's solution](#)

4564.

39I

[Tram](#) · [Tutorial](#)

Quality: 199 global accepts · Rating: 2500 · first AC: 2023-04-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

4565.

23E

[Tree](#) · [Tutorial](#)

Quality: 725 global accepts · Rating: 2500 · first AC: 2023-04-09 · PyPy 3-64 (first AC) · Tags: dp

[jiangly's solution](#)

4566.

23C

[Oranges and Apples](#) · [Tutorial](#)

Quality: 1,694 global accepts · Rating: 2500 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings

[jiangly's solution](#)

4567.

17C

[Balance](#) · [Tutorial](#)

Quality: 1,027 global accepts · Rating: 2500 · first AC: 2023-04-07 · C++20 (GCC 11-64) (first AC) · Tags: dp

[jiangly's solution](#)

4568.

15D

[Map](#) · [Tutorial](#)

Quality: 913 global accepts · Rating: 2500 · first AC: 2023-04-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, sortings

[jiangly's solution](#)

4569.

1814D

[Balancing Weapons](#) · [Tutorial](#)

Quality: 1,025 global accepts · Rating: 2500 · first AC: 2023-04-06 · last AC: 2023-04-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, math, two pointers

[jiangly's solution](#)

4570.

1808E2

[Minibuses on Venus \(medium version\)](#) · [Tutorial](#)

Quality: 847 global accepts · Rating: 2500 · first AC: 2023-03-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dp, matrices

[jiangly's solution](#)

4571.

1798F

[Gifts from Grandfather Ahmed](#) · [Tutorial](#)

Quality: 644 global accepts · Rating: 2500 · first AC: 2023-03-26 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory

[jiangly's solution](#)

4572.

1809F

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

Quality: 930 global accepts · Rating: 2500 · first AC: 2023-03-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, graphs, greedy, implementation

[jiangly's solution](#)

4573.

1806D

[DSU Master](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 2500 · first AC: 2023-03-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, dsu, math

[jiangly's solution](#)

4574.

706E

[Working routine](#) · [Tutorial](#)

Quality: 1,262 global accepts · Rating: 2500 · first AC: 2023-03-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation
[jiangly's solution](#)

4575.

1796E

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

Quality: 1,032 global accepts · Rating: 2500 · first AC: 2023-03-01 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, games, greedy, trees
[jiangly's solution](#)

4576.

1789E

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

Quality: 968 global accepts · Rating: 2500 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, implementation, math, number theory
[jiangly's solution](#)

4577.

1776I

[Spinach Pizza](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2500 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: games, geometry, greedy, interactive
[jiangly's solution](#)

4578.

1776J

[Italian Data Centers](#) · [Tutorial](#)

Quality: 881 global accepts · Rating: 2500 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: graphs, shortest paths
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4579.

1776C

[Library game](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2500 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, interactive, sortings
[jiangly's solution](#)

4580.

1788F

[XOR, Tree, and Queries](#) · [Tutorial](#)

Quality: 1,156 global accepts · Rating: 2500 · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, trees
[jiangly's solution](#)

4581.

1778E

[The Tree Has Fallen!](#) · [Tutorial](#)

Quality: 1,109 global accepts · Rating: 2500 · first AC: 2023-02-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, math, trees
[jiangly's solution](#)

4582.

1787F

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

Quality: 800 global accepts · Rating: 2500 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math
[jiangly's solution](#)

4583.

1775F

[Laboratory on Pluto](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2500 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, math
[jiangly's solution](#)

4584.

1783F

[Double Sort II](#) · [Tutorial](#)

Quality: 1,315 global accepts · Rating: 2500 · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, flows, graph matchings, graphs

[jiangly's solution](#)

4585.

1779F

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

Quality: 1,408 global accepts · Rating: 2500 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees

[jiangly's solution](#)

4586.

1731F

[Function Sum](#) · [Tutorial](#)

Quality: 854 global accepts · Rating: 2500 · first AC: 2022-12-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, fft, math

[jiangly's solution](#)

4587.

1767E

[Algebra Flash](#) · [Tutorial](#)

Quality: 1,255 global accepts · Rating: 2500 · first AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, graphs, math, meet-in-the-middle, trees

[jiangly's solution](#)

4588.

1771F

[Hossam and Range Minimum Query](#) · [Tutorial](#)

Quality: 1,550 global accepts · Rating: 2500 · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, hashing, probabilities, strings, trees

[jiangly's solution](#)

4589.

1771E

[Hossam and a Letter](#) · [Tutorial](#)

Quality: 797 global accepts · Rating: 2500 · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, implementation, two pointers

[jiangly's solution](#)

4590.

1773I

[Interactive Factorial Guessing](#) · [Tutorial](#)

Quality: 581 global accepts · Rating: 2500 · first AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, games, implementation, interactive

[jiangly's solution](#)

4591.

1764F

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

Quality: 1,195 global accepts · Rating: 2500 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, sortings, trees

[jiangly's solution](#)

4592.

1758E

[Tick, Tock](#) · [Tutorial](#)

Quality: 1,012 global accepts · Rating: 2500 · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs

[jiangly's solution](#)

4593.

1746E1

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

Quality: 1,693 global accepts · Rating: 2500 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive

algorithms, interactive, ternary search

[jiangly's solution](#)

4594.

1734F

[Zeros and Ones](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2500 · first AC: 2022-09-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[jiangly's solution](#)

4595.

1725E

[Electrical Efficiency](#) · [Tutorial](#)

Quality: 599 global accepts · Rating: 2500 · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, dp, math, number theory, trees

[jiangly's solution](#)

4596.

1725J

[Journey](#) · [Tutorial](#)

Quality: 464 global accepts · Rating: 2500 · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: dp, trees

[jiangly's solution](#)

4597.

1725K

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

Quality: 785 global accepts · Rating: 2500 · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu

[jiangly's solution](#)

4598.

1717F

[Madoka and The First Session](#) · [Tutorial](#)

Quality: 638 global accepts · Rating: 2500 · first AC: 2022-09-02 · last AC: 2022-09-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, flows, graph matchings, graphs, implementation

[jiangly's solution](#)

4599.

1716F

[Bags with Balls](#) · [Tutorial](#)

Quality: 1,365 global accepts · Rating: 2500 · first AC: 2022-08-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory

[jiangly's solution](#)

4600.

1716E

[Swap and Maximum Block](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2022-08-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, divide and conquer, dp

[jiangly's solution](#)

4601.

1712E2

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

Quality: 1,613 global accepts · Rating: 2500 · first AC: 2022-08-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, math, number theory, two pointers

[jiangly's solution](#)

4602.

1710C

[XOR Triangle](#) · [Tutorial](#)

Quality: 1,628 global accepts · Rating: 2500 · first AC: 2022-07-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, math

[jiangly's solution](#)

4603.

1709F

[Multiset of Strings](#) · [Tutorial](#)

Quality: 681 global accepts · Rating: 2500 · first AC: 2022-07-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, fft, flows, graphs, math, meet-in-the-middle, trees

[jiangly's solution](#)

4604.

1701F

[Points](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2500 · first AC: 2022-07-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, implementation, math, matrices

[jiangly's solution](#)

4605.

1701E

[Text Editor](#) · [Tutorial](#)

Quality: 1,347 global accepts · Rating: 2500 · first AC: 2022-07-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, strings

[jiangly's solution](#)

4606.

1574E

[Coloring](#) · [Tutorial](#)

Quality: 1,038 global accepts · Rating: 2500 · first AC: 2022-06-12 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, implementation, math

[jiangly's solution](#)

4607.

1689E

[ANDfinity](#) · [Tutorial](#)

Quality: 1,360 global accepts · Rating: 2500 · first AC: 2022-06-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dsu, graphs

[jiangly's solution](#)

4608.

1687C

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

Quality: 1,688 global accepts · Rating: 2500 · first AC: 2022-06-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[jiangly's solution](#)

4609.

1691F

[K-Set Tree](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 2500 · first AC: 2022-05-31 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[jiangly's solution](#)

4610.

1673E

[Power or XOR?](#) · [Tutorial](#)

Quality: 802 global accepts · Rating: 2500 · first AC: 2022-05-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, math, number theory

[jiangly's solution](#)

4611.

1677D

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

Quality: 1,459 global accepts · Rating: 2500 · first AC: 2022-05-08 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[jiangly's solution](#)

4612.

1666E

[Even Split](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 2500 · first AC: 2022-04-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math

[jiangly's solution](#)

4613.

1661E

[Narrow Components](#) · [Tutorial](#)

Quality: 1,122 global accepts · Rating: 2500 · first AC: 2022-04-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, dsu, math, trees

[jiangly's solution](#)

4614.

1665E

[MinimizOR](#) · [Tutorial](#)

Quality: 1,798 global accepts · Rating: 2500 · first AC: 2022-04-08 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, data structures, divide and conquer, greedy, implementation, two pointers

[jiangly's solution](#)

4615.

1658E

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

Quality: 1,176 global accepts · Rating: 2500 · first AC: 2022-03-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, games, hashing, implementation, math, number theory, sortings

[jiangly's solution](#)

4616.

1637F

[Towers](#) · [Tutorial](#)

Quality: 2,160 global accepts · Rating: 2500 · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[jiangly's solution](#)

4617.

1625E1

[Cats on the Upgrade \(easy version\)](#) · [Tutorial](#)

Quality: 1,149 global accepts · Rating: 2500 · first AC: 2022-01-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, divide and conquer, dp, graphs, trees

[jiangly's solution](#)

4618.

1623E

[Middle Duplication](#) · [Tutorial](#)

Quality: 1,261 global accepts · Rating: 2500 · first AC: 2021-12-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, strings, trees

[jiangly's solution](#)

4619.

734F

[Anton and School](#) · [Tutorial](#)

Quality: 1,402 global accepts · Rating: 2500 · first AC: 2021-12-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, implementation, math

[jiangly's solution](#)

4620.

1612G

[Max Sum Array](#) · [Tutorial](#)

Quality: 1,000 global accepts · Rating: 2500 · first AC: 2021-11-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, sortings

[jiangly's solution](#)

4621.

1586F

[Defender of Childhood Dreams](#) · [Tutorial](#)

Rating: 2500 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, graphs, greedy, math

[jiangly's solution](#)

4622.

1556F

[Sports Betting](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2500 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, graphs, math, probabilities

[jiangly's solution](#)

4623.

1562E

[Rescue Niwen!](#) · [Tutorial](#)

Quality: 1,588 global accepts · Rating: 2500 · first AC: 2021-08-26 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, string suffix structures, strings

[jiangly's solution](#)

4624.

1559D2

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

Quality: 3,064 global accepts · Rating: 2500 · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, greedy, trees, two pointers

[jiangly's solution](#)

4625.

1548C

[The Three Little Pigs](#) · [Tutorial](#)

Quality: 2,040 global accepts · Rating: 2500 · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math

[jiangly's solution](#)

4626.

1096E

[The Top Scorer](#) · [Tutorial](#)

Quality: 1,279 global accepts · Rating: 2500 · first AC: 2021-07-15 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[jiangly's solution](#)

4627.

1085F

[Rock-Paper-Scissors Champion](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 2500 · first AC: 2021-07-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

4628.

1550E

[Stringforces](#) · [Tutorial](#)

Quality: 1,838 global accepts · Rating: 2500 · first AC: 2021-07-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, dp, strings, two pointers

[jiangly's solution](#)

4629.

710D

[Two Arithmetic Progressions](#) · [Tutorial](#)

Quality: 1,844 global accepts · Rating: 2500 · first AC: 2021-07-07 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[jiangly's solution](#)

4630.

504C

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

Rating: 2500 · first AC: 2021-06-24 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[jiangly's solution](#)

4631.

1539E

[Game with Cards](#) · [Tutorial](#)

Quality: 1,055 global accepts · Rating: 2500 · first AC: 2021-06-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, greedy, implementation

[jiangly's solution](#)

4632.

1534F1

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

Quality: 1,400 global accepts · Rating: 2500 · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, greedy

[jiangly's solution](#)

4633.

1528D

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

Quality: 1,689 global accepts · Rating: 2500 · first AC: 2021-05-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[jiangly's solution](#)

4634.

1527E

[Partition Game](#) · [Tutorial](#)

Quality: 2,906 global accepts · Rating: 2500 · first AC: 2021-05-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp

[jiangly's solution](#)

4635.

1517E

[Group Photo](#) · [Tutorial](#)

Quality: 1,032 global accepts · Rating: 2500 · first AC: 2021-04-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation, two pointers

[jiangly's solution](#)

4636.

1508C

[Complete the MST](#) · [Tutorial](#)

Quality: 1,726 global accepts · Rating: 2500 · first AC: 2021-04-16 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, dsu, graphs, greedy, trees

[jiangly's solution](#)

4637.

1485E

[Move and Swap](#) · [Tutorial](#)

Quality: 1,528 global accepts · Rating: 2500 · first AC: 2021-02-12 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[jiangly's solution](#)

4638.

1479C

[Continuous City](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2500 · first AC: 2021-02-07 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms

[jiangly's solution](#)

4639.

1470C

[Strange Shuffle](#) · [Tutorial](#)

Quality: 1,439 global accepts · Rating: 2500 · first AC: 2021-01-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, interactive

[jiangly's solution](#)

4640.

1468I

[Plane Tiling](#) · [Tutorial](#)

Quality: 573 global accepts · Rating: 2500 · first AC: 2020-12-25 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation, math

[jiangly's solution](#)

4641.

1468G

[Hobbits](#) · [Tutorial](#)

Quality: 887 global accepts · Rating: 2500 · first AC: 2020-12-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry

[jiangly's solution](#)

4642.

1438E

[Yurii Can Do Everything](#) · [Tutorial](#)

Quality: 1,466 global accepts · Rating: 2500 · first AC: 2020-11-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, divide and conquer, two pointers

[jiangly's solution](#)

4643.

1444C

[Team-Building](#) · [Tutorial](#)

Quality: 1,859 global accepts · Rating: 2500 · first AC: 2020-11-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[jiangly's solution](#)

4644.

1423H

[Virus](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 2500 · first AC: 2020-10-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dsu, graphs

[jiangly's solution](#)

4645.

1420E

[Battle Lemmings](#) · [Tutorial](#)

Quality: 1,045 global accepts · Rating: 2500 · first AC: 2020-09-24 · last AC: 2020-09-26 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[jiangly's solution](#)

4646.

1418G

[Three Occurrences](#) · [Tutorial](#)

Quality: 2,748 global accepts · Rating: 2500 · first AC: 2020-09-14 · last AC: 2020-09-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, hashing, two pointers

[jiangly's solution](#)

4647.

1407E

[Egor in the Republic of Dagestan](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2500 · first AC: 2020-09-08 · last AC: 2020-09-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, shortest paths

[jiangly's solution](#)

4648.

1398F

[Controversial Rounds](#) · [Tutorial](#)

Quality: 1,392 global accepts · Rating: 2500 · first AC: 2020-08-14 · last AC: 2020-08-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[jiangly's solution](#)

4649.

1381C

[Mastermind](#) · [Tutorial](#)

Quality: 1,710 global accepts · Rating: 2500 · first AC: 2020-07-21 · last AC: 2020-07-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graph matchings, greedy, implementation, sortings, two pointers

[jiangly's solution](#)

4650.

1387B2

[Village \(Maximum\)](#) · [Tutorial](#)

Quality: 1,277 global accepts · Rating: 2500 · first AC: 2020-07-23 · last AC: 2020-07-31 · C++17 (GCC 9-64) (first AC) · Tags: *special, dfs and similar, trees

[jiangly's solution](#)

4651.

1375E

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

Quality: 3,371 global accepts · Rating: 2500 · first AC: 2020-07-04 · last AC: 2020-07-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[jiangly's solution](#)

4652.

1374E2

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

Quality: 1,075 global accepts · Rating: 2500 · first AC: 2020-06-28 · last AC: 2020-07-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation, sortings, ternary search, two pointers

[jiangly's solution](#)

4653.

1368E

[Ski Accidents](#) · [Tutorial](#)

Quality: 2,363 global accepts · Rating: 2500 · first AC: 2020-06-18 · last AC: 2020-06-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[jiangly's solution](#)

4654.

1361C

[Johnny and Megan's Necklace](#) · [Tutorial](#)

Quality: 1,836 global accepts · Rating: 2500 · first AC: 2020-06-04 · last AC: 2020-06-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, dsu, graphs

[jiangly's solution](#)

4655.

1354F

[Summoning Minions](#) · [Tutorial](#)

Quality: 1,477 global accepts · Rating: 2500 · first AC: 2020-05-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, flows, graph matchings, greedy, sortings

[jiangly's solution](#)

4656.

1334F

[Strange Function](#) · [Tutorial](#)

Quality: 1,506 global accepts · Rating: 2500 · first AC: 2020-04-10 · last AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy

[jiangly's solution](#)

4657.

1332F

[Independent Set](#) · [Tutorial](#)

Quality: 1,129 global accepts · Rating: 2500 · first AC: 2020-03-31 · last AC: 2020-04-04 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, trees

[jiangly's solution](#)

4658.

1327F

[AND Segments](#) · [Tutorial](#)

Quality: 2,028 global accepts · Rating: 2500 · first AC: 2020-03-23 · last AC: 2020-03-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, data structures, dp, two pointers

[jiangly's solution](#)

4659.

1325F

[Ehab's Last Theorem](#) · [Tutorial](#)

Quality: 2,329 global accepts · Rating: 2500 · first AC: 2020-03-14 · last AC: 2020-03-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[jiangly's solution](#)

4660.

1312F

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

Quality: 1,030 global accepts · Rating: 2500 · first AC: 2020-03-09 · last AC: 2020-03-13 · C++17 (GCC 7-32) (first AC) · Tags: games, two pointers

[jiangly's solution](#)

4661.

1305F

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

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2020-03-03 · last AC: 2020-03-06 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory, probabilities

[jiangly's solution](#)

4662.

1320D

[Reachable Strings](#) · [Tutorial](#)

Quality: 1,692 global accepts · Rating: 2500 · first AC: 2020-03-01 · last AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, strings

[jiangly's solution](#)

4663.

1313D

[Happy New Year](#) · [Tutorial](#)

Quality: 1,501 global accepts · Rating: 2500 · first AC: 2020-02-23 · last AC: 2020-02-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, implementation

[jiangly's solution](#)

4664.

1310B

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

Quality: 574 global accepts · Rating: 2500 · first AC: 2020-02-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[jiangly's solution](#)

4665.

1314B

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

Rating: 2500 · first AC: 2020-02-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[jiangly's solution](#)

4666.

1307E

[Cow and Treats](#) · [Tutorial](#)

Quality: 1,364 global accepts · Rating: 2500 · first AC: 2020-02-17 · last AC: 2020-02-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, dp, greedy, implementation, math

[jiangly's solution](#)

4667.

1301E

[Nanosoft](#) · [Tutorial](#)

Quality: 1,613 global accepts · Rating: 2500 · first AC: 2020-02-13 · last AC: 2020-02-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, implementation

[jiangly's solution](#)

4668.

1111E

[Tree](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2500 · first AC: 2020-01-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, trees

[jiangly's solution](#)

4669.

1250M

[SmartGarden](#) · [Tutorial](#)

Quality: 391 global accepts · Rating: 2500 · first AC: 2020-01-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer

[jiangly's solution](#)

4670.

1284E

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

Quality: 1,379 global accepts · Rating: 2500 · first AC: 2020-01-04 · last AC: 2020-01-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, geometry, math, sortings

[jiangly's solution](#)

4671.

1280D

[Miss Punyverse](#) · [Tutorial](#)

Quality: 1,230 global accepts · Rating: 2500 · first AC: 2019-12-15 · last AC: 2019-12-31 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, trees

[jiangly's solution](#)

4672.

1253F

[Cheap Robot](#) · [Tutorial](#)

Quality: 2,252 global accepts · Rating: 2500 · first AC: 2019-11-19 · GNU C++11 (first AC) · Tags: binary search, dsu, graphs, shortest paths, trees

[jiangly's solution](#)

4673.

704B

[Ant Man](#) · [Tutorial](#)

Quality: 2,168 global accepts · Rating: 2500 · first AC: 2019-11-06 · GNU C++11 (first AC) · Tags: dp, graphs, greedy

[jiangly's solution](#)

4674.

1225F

[Tree Factory](#) · [Tutorial](#)

Quality: 992 global accepts · Rating: 2500 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, trees

[jiangly's solution](#)

4675.

1246D

[Tree Factory](#) · [Tutorial](#)

Rating: 2500 · first AC: 2019-10-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer, greedy, trees

[jiangly's solution](#)

4676.

1239B

[The World Is Just a Programming Task \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,120 global accepts · Rating: 2500 · first AC: 2019-10-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[jiangly's solution](#)

4677.

1251F

[Red-White Fence](#) · [Tutorial](#)

Quality: 978 global accepts · Rating: 2500 · first AC: 2019-10-24 · last AC: 2019-10-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, fft

[jiangly's solution](#)

4678.

1236E

[Alice and the Unfair Game](#) · [Tutorial](#)

Quality: 731 global accepts · Rating: 2500 · first AC: 2019-10-17 · last AC: 2019-10-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, dsu

[jiangly's solution](#)

4679.

1228F

[One Node is Gone](#) · [Tutorial](#)

Quality: 479 global accepts · Rating: 2500 · first AC: 2019-09-29 · last AC: 2019-10-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, trees

[jiangly's solution](#)

4680.

1221E

[Game With String](#) · [Tutorial](#)

Quality: 1,169 global accepts · Rating: 2500 · first AC: 2019-09-19 · last AC: 2019-09-20 · C++17 (GCC 7-32) (first AC) · Tags: games

[jiangly's solution](#)

4681.

1218E

[Product Tuples](#) · [Tutorial](#)

Quality: 475 global accepts · Rating: 2500 · first AC: 2019-09-17 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, fft

[jiangly's solution](#)

4682.

1209E2

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

Quality: 2,299 global accepts · Rating: 2500 · first AC: 2019-09-14 · last AC: 2019-09-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy, sortings

[jiangly's solution](#)

4683.

1187G

[Gang Up](#) · [Tutorial](#)

Quality: 688 global accepts · Rating: 2500 · first AC: 2019-08-26 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs

[jiangly's solution](#)

4684.

1187F

[Expected Square Beauty](#) · [Tutorial](#)

Quality: 1,113 global accepts · Rating: 2500 · first AC: 2019-08-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities

[jiangly's solution](#)

4685.

1195F

[Geometers Anonymous Club](#) · [Tutorial](#)

Quality: 1,039 global accepts · Rating: 2500 · first AC: 2019-08-18 · last AC: 2019-08-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry, math, sortings

[jiangly's solution](#)

4686.

1181E1

[A Story of One Country \(Easy\)](#) · [Tutorial](#)

Quality: 621 global accepts · Rating: 2500 · first AC: 2019-06-21 · last AC: 2019-08-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, divide and conquer, sortings

[jiangly's solution](#)

4687.

424E

[Colored Jenga](#) · [Tutorial](#)

Quality: 149 global accepts · Rating: 2500 · first AC: 2019-08-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, probabilities

[jiangly's solution](#)

4688.

1188A2

[Add on a Tree: Revolution](#) · [Tutorial](#)

Quality: 1,296 global accepts · Rating: 2500 · first AC: 2019-07-05 · last AC: 2019-08-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, implementation, trees

[jiangly's solution](#)

4689.

1198E

[Rectangle Painting 2](#) · [Tutorial](#)

Quality: 1,298 global accepts · Rating: 2500 · first AC: 2019-07-30 · last AC: 2019-08-06 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings, graphs

[jiangly's solution](#)

4690.

1186E

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

Quality: 681 global accepts · Rating: 2500 · first AC: 2019-06-28 · last AC: 2019-07-13 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, implementation, math

[jiangly's solution](#)

4691.

1188C

[Array Beauty](#) · [Tutorial](#)

Quality: 2,133 global accepts · Rating: 2500 · first AC: 2019-07-05 · last AC: 2019-07-13 · C++17 (GCC 7-32) (first AC) · Tags: dp

[jiangly's solution](#)

4692.

1175F

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

Quality: 2,664 global accepts · Rating: 2500 · first AC: 2019-06-09 · last AC: 2019-06-09 · Clang++17 Diagnostics (first AC) · Tags: brute force, data structures, divide and conquer, hashing, math

[jiangly's solution](#)

4693.

712E

[Memory and Casinos](#) · [Tutorial](#)

Quality: 697 global accepts · Rating: 2500 · first AC: 2019-03-12 · GNU C++11 (first AC) · Tags: data structures, math, probabilities

[jiangly's solution](#)

4694.

2158F1

[Distinct GCDs \(Easy Version\)](#) · [Tutorial](#)

Quality: 403 global accepts · Rating: 2600 · first AC: 2026-04-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, math, number theory

[jiangly's solution](#)

4695.

1919E

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

Quality: 1,130 global accepts · Rating: 2600 · first AC: 2026-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, dp, implementation, math

[jiangly's solution](#)

4696.

2206D

[Christmas Tree Un-decoration](#) · [Tutorial](#)

Quality: 241 global accepts · Rating: 2600 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, trees

[jiangly's solution](#)

4697.

2200H

[Six Seven](#) · [Tutorial](#)

Quality: 454 global accepts · Rating: 2600 · first AC: 2026-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: divide and conquer, math, number theory, strings, trees

[jiangly's solution](#)

4698.

2203F

[Binary Search with One Swap](#) · [Tutorial](#)

Quality: 414 global accepts · Rating: 2600 · first AC: 2026-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, dp, hashing, math, two pointers

[jiangly's solution](#)

4699.

2187D

[Cool Problem](#) · [Tutorial](#)

Quality: 635 global accepts · Rating: 2600 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, math

[jiangly's solution](#)

4700.

2189E

[Majority Wins?](#) · [Tutorial](#)

Quality: 818 global accepts · Rating: 2600 · first AC: 2026-01-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, strings

[jiangly's solution](#)

4701.

2150E1

[Hidden Single \(Version 1\)](#) · [Tutorial](#)

Quality: 1,026 global accepts · Rating: 2600 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: divide and conquer, interactive, math, probabilities, sortings

[jiangly's solution](#)

4702.

2138D

[Antiamuny and Slider Movement](#) · [Tutorial](#)

Quality: 640 global accepts · Rating: 2600 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, implementation, math, sortings

[jiangly's solution](#)

4703.

2132G

[Famous Choreographer](#) · [Tutorial](#)

Quality: 515 global accepts · Rating: 2600 · first AC: 2025-08-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: hashing, implementation, strings

[jiangly's solution](#)

4704.

2131H

[Sea, You & copriMe](#) · [Tutorial](#)

Quality: 887 global accepts · Rating: 2600 · first AC: 2025-08-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, math, number theory

[jiangly's solution](#)

4705.

325C

[Monsters and Diamonds](#) · [Tutorial](#)

Quality: 449 global accepts · Rating: 2600 · first AC: 2025-08-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, shortest paths

[jiangly's solution](#)

4706.

818G

[Four Melodies](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2600 · first AC: 2025-08-02 · last AC: 2025-08-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, graphs

[jiangly's solution](#)

4707.

2129D

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

Quality: 945 global accepts · Rating: 2600 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, implementation, math

[jiangly's solution](#)

4708.

2128E2

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

Quality: 795 global accepts · Rating: 2600 · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, data structures, math, two pointers

[jiangly's solution](#)

4709.

2109C3

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

Quality: 3,202 global accepts · Rating: 2600 · first AC: 2025-05-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, math, number theory

[jiangly's solution](#)

4710.

2107E

[Ain and Apple Tree](#) · [Tutorial](#)

Quality: 934 global accepts · Rating: 2600 · first AC: 2025-05-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, greedy, math, trees

[jiangly's solution](#)

4711.

2108E

[Spruce Dispute](#) · [Tutorial](#)

Quality: 888 global accepts · Rating: 2600 · first AC: 2025-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, implementation, shortest paths, trees

[jiangly's solution](#)

4712.

2104F

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

Quality: 726 global accepts · Rating: 2600 · first AC: 2025-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dfs and similar, dp, implementation, math

[jiangly's solution](#)

4713.

2103E

[Keep the Sum](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 2600 · first AC: 2025-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, two pointers

[jiangly's solution](#)

4714.

2103F

[Maximize Nor](#) · [Tutorial](#)

Quality: 618 global accepts · Rating: 2600 · first AC: 2025-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, dp, implementation, sortings

[jiangly's solution](#)

4715.

2084G1

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

Quality: 755 global accepts · Rating: 2600 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games

[jiangly's solution](#)

4716.

2085F1

[Serval and Colorful Array \(Easy Version\)](#) · [Tutorial](#)

Quality: 782 global accepts · Rating: 2600 · first AC: 2025-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[jiangly's solution](#)

4717.

2079B

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

Quality: 155 global accepts · Rating: 2600 · first AC: 2025-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, data structures, dp, greedy

[jiangly's solution](#)

4718.

2071E

[LeaFall](#) · [Tutorial](#)

Quality: 819 global accepts · Rating: 2600 · first AC: 2025-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, probabilities, trees

[jiangly's solution](#)

4719.

2064F

[We Be Summing](#) · [Tutorial](#)

Quality: 702 global accepts · Rating: 2600 · first AC: 2025-02-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, two pointers

[jiangly's solution](#)

4720.

2053F

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

Quality: 947 global accepts · Rating: 2600 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, math

[jiangly's solution](#)

4721.

2042F

[Two Subarrays](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2600 · first AC: 2024-12-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, implementation, matrices

[jiangly's solution](#)

4722.

2022E2

[Billetes MX \(Hard Version\)](#) · [Tutorial](#)

Quality: 707 global accepts · Rating: 2600 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, dsu, graphs

[jiangly's solution](#)

4723.

2006D

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

Quality: 981 global accepts · Rating: 2600 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math

[jiangly's solution](#)

4724.

1987F2

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

Quality: 1,318 global accepts · Rating: 2600 · first AC: 2024-08-28 · C++20 (GCC 13-64) (first AC) · Tags: dp

[jiangly's solution](#)

4725.

2003E1

[Turtle and Inversions \(Easy Version\)](#) · [Tutorial](#)

Quality: 884 global accepts · Rating: 2600 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, divide and conquer, dp, greedy, math

[jiangly's solution](#)

4726.

2004F

[Make a Palindrome](#) · [Tutorial](#)

Quality: 1,412 global accepts · Rating: 2600 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, math

[jiangly's solution](#)

4727.

2002F1

[Court Blue \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,004 global accepts · Rating: 2600 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, math, number theory

[jiangly's solution](#)

4728.

1990E2

[Catch the Mole\(Hard Version\)](#) · [Tutorial](#)

Quality: 1,109 global accepts · Rating: 2600 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, interactive, trees

[jiangly's solution](#)

4729.

1994G

[Minecraft](#) · [Tutorial](#)

Quality: 1,627 global accepts · Rating: 2600 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, graphs, math

[jiangly's solution](#)

4730.

1982F

[Sorting Problem Again](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2600 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, sortings

[jiangly's solution](#)

4731.

1981E

[Turtle and Intersected Segments](#) · [Tutorial](#)

Quality: 1,224 global accepts · Rating: 2600 · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, graphs, greedy

[jiangly's solution](#)

4732.

1977E

[Tensor](#) · [Tutorial](#)

Quality: 934 global accepts · Rating: 2600 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, interactive

[jiangly's solution](#)

4733.

1970D2

[Arithmancy \(Medium\)](#) · [Tutorial](#)

Quality: 309 global accepts · Rating: 2600 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, probabilities, strings

[jiangly's solution](#)

4734.

1957F1

[Frequency Mismatch \(Easy Version\)](#) · [Tutorial](#)

Quality: 664 global accepts · Rating: 2600 · first AC: 2024-04-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, hashing, probabilities, trees

[jiangly's solution](#)

4735.

1949D

[Funny or Scary?](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2600 · first AC: 2024-03-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[jiangly's solution](#)

4736.

1945H

[GCD is Greater](#) · [Tutorial](#)

Quality: 853 global accepts · Rating: 2600 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, math, number theory

[jiangly's solution](#)

4737.

1905F

[Field Should Not Be Empty](#) · [Tutorial](#)

Quality: 753 global accepts · Rating: 2600 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, divide and conquer

[jiangly's solution](#)

4738.

1898F

[Vova Escapes the Matrix](#) · [Tutorial](#)

Quality: 942 global accepts · Rating: 2600 · first AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, divide and conquer, shortest paths

[jiangly's solution](#)

4739.

1893D

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

Quality: 1,091 global accepts · Rating: 2600 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[jiangly's solution](#)

4740.

1895F

[Fancy Arrays](#) · [Tutorial](#)

Quality: 1,044 global accepts · Rating: 2600 · first AC: 2023-11-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, matrices

[jiangly's solution](#)

4741.

1592F1

[Alice and Recoloring 1](#) · [Tutorial](#)

Quality: 1,081 global accepts · Rating: 2600 · first AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[jiangly's solution](#)

4742.

963C

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

Quality: 672 global accepts · Rating: 2600 · first AC: 2023-10-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory
[jiangly's solution](#)

4743.

1600A

[Weights](#) · [Tutorial](#)

Rating: 2600 · first AC: 2023-09-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

4744.

1582G

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

Quality: 699 global accepts · Rating: 2600 · first AC: 2023-09-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, number theory

[jiangly's solution](#)

4745.

1863F

[Divide, XOR, and Conquer](#) · [Tutorial](#)

Quality: 1,352 global accepts · Rating: 2600 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, math

[jiangly's solution](#)

4746.

896C

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

Quality: 4,434 global accepts · Rating: 2600 · first AC: 2023-08-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, probabilities

[jiangly's solution](#)

4747.

1858E2

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

Quality: 1,264 global accepts · Rating: 2600 · first AC: 2023-08-15 · last AC: 2023-08-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, interactive, trees

[jiangly's solution](#)

4748.

1848E

[Vika and Stone Skipping](#) · [Tutorial](#)

Quality: 925 global accepts · Rating: 2600 · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, number theory

[jiangly's solution](#)

4749.

1844F1

[Min Cost Permutation \(Easy Version\)](#) · [Tutorial](#)

Quality: 906 global accepts · Rating: 2600 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[jiangly's solution](#)

4750.

1835C

[Twin Clusters](#) · [Tutorial](#)

Quality: 1,167 global accepts · Rating: 2600 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, probabilities

[jiangly's solution](#)

4751.

925D

[Aztec Catacombs](#) · [Tutorial](#)

Quality: 565 global accepts · Rating: 2600 · first AC: 2023-06-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[jiangly's solution](#)

4752.

196E

[Opening Portals](#) · [Tutorial](#)

Quality: 1,204 global accepts · Rating: 2600 · first AC: 2023-05-29 · C++20 (GCC 11-64) (first AC) · Tags: dsu, graphs, shortest paths
[jiangly's solution](#)

4753.

1827C

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

Quality: 1,658 global accepts · Rating: 2600 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, strings
[jiangly's solution](#)

4754.

235E

[Number Challenge](#) · [Tutorial](#)

Quality: 886 global accepts · Rating: 2600 · first AC: 2023-04-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math, number theory
[jiangly's solution](#)

4755.

1823F

[Random Walk](#) · [Tutorial](#)

Quality: 1,289 global accepts · Rating: 2600 · first AC: 2023-04-28 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, math, probabilities, trees
[jiangly's solution](#)

4756.

40D

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

Quality: 170 global accepts · Rating: 2600 · first AC: 2023-04-23 · PyPy 3-64 (first AC) · Tags: math
[jiangly's solution](#)

4757.

37E

[Trial for Chief](#) · [Tutorial](#)

Quality: 678 global accepts · Rating: 2600 · first AC: 2023-04-21 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy, shortest paths
[jiangly's solution](#)

4758.

1821F

[Timber](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2600 · first AC: 2023-04-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math
[jiangly's solution](#)

4759.

39K

[Testing](#) · [Tutorial](#)

Quality: 102 global accepts · Rating: 2600 · first AC: 2023-04-20 · C++20 (GCC 11-64) (first AC) · Tags: —
[jiangly's solution](#)

4760.

36E

[Two Paths](#) · [Tutorial](#)

Quality: 614 global accepts · Rating: 2600 · first AC: 2023-04-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dsu, graphs, implementation
[jiangly's solution](#)

4761.

33E

[Helper](#) · [Tutorial](#)

Quality: 152 global accepts · Rating: 2600 · first AC: 2023-04-19 · C++20 (GCC 11-64) (first AC) · Tags: —
[jiangly's solution](#)

4762.

30D

[King's Problem?](#) · [Tutorial](#)

Quality: 498 global accepts · Rating: 2600 · first AC: 2023-04-13 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy

[jiangly's solution](#)

4763.

1815D

[XOR Counting](#) · [Tutorial](#)

Quality: 1,494 global accepts · Rating: 2600 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[jiangly's solution](#)

4764.

23D

[Tetragon](#) · [Tutorial](#)

Quality: 380 global accepts · Rating: 2600 · first AC: 2023-04-09 · last AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math

[jiangly's solution](#)

4765.

15E

[Triangles](#) · [Tutorial](#)

Quality: 673 global accepts · Rating: 2600 · first AC: 2023-04-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

[jiangly's solution](#)

4766.

13D

[Triangles](#) · [Tutorial](#)

Quality: 735 global accepts · Rating: 2600 · first AC: 2023-04-06 · C++20 (GCC 11-64) (first AC) · Tags: dp, geometry

[jiangly's solution](#)

4767.

10E

[Greedy Change](#) · [Tutorial](#)

Quality: 924 global accepts · Rating: 2600 · first AC: 2023-04-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[jiangly's solution](#)

4768.

1805F1

[Survival of the Weakest \(easy version\)](#) · [Tutorial](#)

Quality: 1,337 global accepts · Rating: 2600 · first AC: 2023-04-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, implementation, math, sortings

[jiangly's solution](#)

4769.

703E

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

Quality: 670 global accepts · Rating: 2600 · first AC: 2023-03-14 · C++20 (GCC 11-64) (first AC) · Tags: dp, number theory

[jiangly's solution](#)

4770.

1799G

[Count Voting](#) · [Tutorial](#)

Quality: 1,071 global accepts · Rating: 2600 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[jiangly's solution](#)

4771.

1793F

[Rebrending](#) · [Tutorial](#)

Quality: 1,631 global accepts · Rating: 2600 · first AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, divide and conquer, implementation

[jiangly's solution](#)

4772.

1793E

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

Quality: 1,334 global accepts · Rating: 2600 · first AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers

[jiangly's solution](#)

4773.

1765C

[Card Guessing](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2600 · first AC: 2023-02-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, probabilities
[jiangly's solution](#)

4774.

1765G

[Guess the String](#) · [Tutorial](#)

Quality: 480 global accepts · Rating: 2600 · first AC: 2023-02-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, probabilities
[jiangly's solution](#)

4775.

1778F

[Maximizing Root](#) · [Tutorial](#)

Quality: 867 global accepts · Rating: 2600 · first AC: 2023-02-01 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, math, number theory, trees
[jiangly's solution](#)

4776.

1762F

[Good Pairs](#) · [Tutorial](#)

Quality: 888 global accepts · Rating: 2600 · first AC: 2022-12-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp
[jiangly's solution](#)

4777.

1762E

[Tree Sum](#) · [Tutorial](#)

Quality: 848 global accepts · Rating: 2600 · first AC: 2022-12-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, trees
[jiangly's solution](#)

4778.

1773H

[Hot and Cold](#) · [Tutorial](#)

Quality: 494 global accepts · Rating: 2600 · first AC: 2022-12-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive
[jiangly's solution](#)

4779.

1773D

[Dominoes](#) · [Tutorial](#)

Quality: 642 global accepts · Rating: 2600 · first AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, flows, graph matchings, greedy
[jiangly's solution](#)

4780.

1740F

[Conditional Mix](#) · [Tutorial](#)

Quality: 1,067 global accepts · Rating: 2600 · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math
[jiangly's solution](#)

4781.

1736E

[Swap and Take](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 2600 · first AC: 2022-10-10 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy
[jiangly's solution](#)

4782.

1739F

[Keyboard Design](#) · [Tutorial](#)

Quality: 636 global accepts · Rating: 2600 · first AC: 2022-09-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dp, string suffix structures, strings
[jiangly's solution](#)

4783.

1704F

[Colouring Game](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2600 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, games
[jiangly's solution](#)

4784.

1699E

[Three Days Grace](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2022-07-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers
[jiangly's solution](#)

4785.

1696F

[Tree Recovery](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2600 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, trees
[jiangly's solution](#)

4786.

1700E

[Serega the Pirate](#) · [Tutorial](#)

Quality: 955 global accepts · Rating: 2600 · first AC: 2022-06-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms
[jiangly's solution](#)

4787.

1700F

[Puzzle](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2600 · first AC: 2022-06-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy
[jiangly's solution](#)

4788.

1685C

[Bring Balance](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2600 · first AC: 2022-05-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy
[jiangly's solution](#)

4789.

1681E

[Labyrinth Adventures](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2600 · first AC: 2022-05-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, matrices, shortest paths
[jiangly's solution](#)

4790.

1684F

[Diverse Segments](#) · [Tutorial](#)

Quality: 1,123 global accepts · Rating: 2600 · first AC: 2022-05-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, two pointers
[jiangly's solution](#)

4791.

1680F

[Lenient Vertex Cover](#) · [Tutorial](#)

Quality: 901 global accepts · Rating: 2600 · first AC: 2022-05-16 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, divide and conquer, dsu, graphs, trees
[jiangly's solution](#)

4792.

1679F

[Formalism for Formalism](#) · [Tutorial](#)

Quality: 772 global accepts · Rating: 2600 · first AC: 2022-05-16 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, math
[jiangly's solution](#)

4793.

1661F

[Teleporters](#) · [Tutorial](#)

Quality: 827 global accepts · Rating: 2600 · first AC: 2022-04-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy
[jiangly's solution](#)

4794.

1656F

[Parametric MST](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2600 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, graphs, greedy, math, sortings
[jiangly's solution](#)

4795.

1657F

[Words on Tree](#) · [Tutorial](#)

Quality: 755 global accepts · Rating: 2600 · first AC: 2022-03-22 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs, trees
[jiangly's solution](#)

4796.

1651E

[Sum of Matchings](#) · [Tutorial](#)

Quality: 619 global accepts · Rating: 2600 · first AC: 2022-03-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, graph matchings, greedy, math
[jiangly's solution](#)

4797.

724G

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

Quality: 1,515 global accepts · Rating: 2600 · first AC: 2021-12-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, graphs, math, number theory, trees
[jiangly's solution](#)

4798.

1613F

[Tree Coloring](#) · [Tutorial](#)

Quality: 830 global accepts · Rating: 2600 · first AC: 2021-12-01 · last AC: 2021-12-02 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, fft
[jiangly's solution](#)

4799.

1614E

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

Quality: 948 global accepts · Rating: 2600 · first AC: 2021-11-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures
[jiangly's solution](#)

4800.

1588D

[Strange LCS](#) · [Tutorial](#)

Rating: 2600 · first AC: 2021-11-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, graphs, strings
[jiangly's solution](#)

4801.

1566F

[Points Movement](#) · [Tutorial](#)

Quality: 1,172 global accepts · Rating: 2600 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, implementation, sortings
[jiangly's solution](#)

4802.

1569E

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

Quality: 875 global accepts · Rating: 2600 · first AC: 2021-09-08 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, hashing, implementation, meet-in-the-middle
[jiangly's solution](#)

4803.

1558D

[Top-Notch Insertions](#) · [Tutorial](#)

Quality: 1,134 global accepts · Rating: 2600 · first AC: 2021-08-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures
[jiangly's solution](#)

4804.

1530F

[Bingo](#) · [Tutorial](#)

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

4805.

1091F

[New Year and the Mallard Expedition](#) · [Tutorial](#)

Quality: 892 global accepts · Rating: 2600 · first AC: 2021-07-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy
[jiangly's solution](#)

4806.

725E

[Too Much Money](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 2600 · first AC: 2021-07-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy
[jiangly's solution](#)

4807.

513D2

[Constrained Tree](#) · [Tutorial](#)

Quality: 398 global accepts · Rating: 2600 · first AC: 2021-06-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures
[jiangly's solution](#)

4808.

513E1

[Subarray Cuts](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2600 · first AC: 2021-06-25 · C++17 (GCC 9-64) (first AC) · Tags: dp
[jiangly's solution](#)

4809.

494C

[Helping People](#) · [Tutorial](#)

Quality: 958 global accepts · Rating: 2600 · first AC: 2021-06-21 · C++17 (GCC 9-64) (first AC) · Tags: dp, probabilities
[jiangly's solution](#)

4810.

1539F

[Strange Array](#) · [Tutorial](#)

Quality: 984 global accepts · Rating: 2600 · first AC: 2021-06-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings
[jiangly's solution](#)

4811.

1536F

[Omkar and Akmar](#) · [Tutorial](#)

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

4812.

1523E

[Crypto Lights](#) · [Tutorial](#)

Quality: 1,938 global accepts · Rating: 2600 · first AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities
[jiangly's solution](#)

4813.

1515F

[Phoenix and Earthquake](#) · [Tutorial](#)

Quality: 2,076 global accepts · Rating: 2600 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and

similar, dsu, graphs, greedy, trees

[jiangly's solution](#)

4814.

1503D

[Flip the Cards](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2600 · first AC: 2021-04-03 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, constructive algorithms, data structures, greedy, sortings, two pointers

[jiangly's solution](#)

4815.

1500C

[Matrix Sorting](#) · [Tutorial](#)

Quality: 915 global accepts · Rating: 2600 · first AC: 2021-03-13 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, two pointers

[jiangly's solution](#)

4816.

1495D

[BFS Trees](#) · [Tutorial](#)

Quality: 1,537 global accepts · Rating: 2600 · first AC: 2021-03-10 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, graphs, math, shortest paths, trees

[jiangly's solution](#)

4817.

1391E

[Pairs of Pairs](#) · [Tutorial](#)

Quality: 1,926 global accepts · Rating: 2600 · first AC: 2020-08-09 · last AC: 2021-02-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees

[jiangly's solution](#)

4818.

1466G

[Song of the Sirens](#) · [Tutorial](#)

Quality: 1,008 global accepts · Rating: 2600 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, hashing, math, string suffix structures, strings

[jiangly's solution](#)

4819.

1469F

[Power Sockets](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2600 · first AC: 2020-12-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy

[jiangly's solution](#)

4820.

663E

[Binary Table](#) · [Tutorial](#)

Rating: 2600 · first AC: 2020-11-26 · last AC: 2020-11-26 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, divide and conquer, dp

[jiangly's solution](#)

4821.

1439C

[Greedy Shopping](#) · [Tutorial](#)

Quality: 2,209 global accepts · Rating: 2600 · first AC: 2020-11-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation

[jiangly's solution](#)

4822.

1439B

[Graph Subset Problem](#) · [Tutorial](#)

Quality: 1,652 global accepts · Rating: 2600 · first AC: 2020-11-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, graphs

[jiangly's solution](#)

4823.

1446D1

[Frequency Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,104 global accepts · Rating: 2600 · first AC: 2020-11-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[jiangly's solution](#)

4824.

1437G

[Death DBMS](#) · [Tutorial](#)

Quality: 1,261 global accepts · Rating: 2600 · first AC: 2020-10-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, string suffix structures, strings, trees

[jiangly's solution](#)

4825.

1437F

[Emotional Fishermen](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2600 · first AC: 2020-10-27 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, two pointers

[jiangly's solution](#)

4826.

1430G

[Yet Another DAG Problem](#) · [Tutorial](#)

Quality: 869 global accepts · Rating: 2600 · first AC: 2020-10-11 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, dp, flows, graphs, math

[jiangly's solution](#)

4827.

1430F

[Realistic Gameplay](#) · [Tutorial](#)

Quality: 1,026 global accepts · Rating: 2600 · first AC: 2020-10-11 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[jiangly's solution](#)

4828.

1423L

[Light switches](#) · [Tutorial](#)

Quality: 586 global accepts · Rating: 2600 · first AC: 2020-10-05 · C++17 (GCC 9-64) (first AC) · Tags: meet-in-the-middle

[jiangly's solution](#)

4829.

1416D

[Graph and Queries](#) · [Tutorial](#)

Quality: 2,712 global accepts · Rating: 2600 · first AC: 2020-09-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, graphs, implementation, trees

[jiangly's solution](#)

4830.

1425B

[Blue and Red of Our Faculty!](#) · [Tutorial](#)

Quality: 345 global accepts · Rating: 2600 · first AC: 2020-09-27 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, dp

[jiangly's solution](#)

4831.

1406E

[Deleting Numbers](#) · [Tutorial](#)

Quality: 1,879 global accepts · Rating: 2600 · first AC: 2020-09-12 · last AC: 2020-09-13 · C++17 (GCC 9-64) (first AC) · Tags: interactive, math, number theory

[jiangly's solution](#)

4832.

1400G

[Mercenaries](#) · [Tutorial](#)

Quality: 1,160 global accepts · Rating: 2600 · first AC: 2020-08-25 · last AC: 2020-08-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, dsu, math, two pointers

[jiangly's solution](#)

4833.

1402C

[Star Trek](#) · [Tutorial](#)

Quality: 234 global accepts · Rating: 2600 · first AC: 2020-08-26 · C++17 (GCC 9-64) (first AC) · Tags: *special, combinatorics, dfs and similar,

dp, games, graphs, matrices, trees

[jiangly's solution](#)

4834.

1398G

[Running Competition](#) · [Tutorial](#)

Quality: 1,280 global accepts · Rating: 2600 · first AC: 2020-08-14 · last AC: 2020-08-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, fft, math, number theory

[jiangly's solution](#)

4835.

1394C

[Boboniu and String](#) · [Tutorial](#)

Quality: 1,224 global accepts · Rating: 2600 · first AC: 2020-08-12 · last AC: 2020-08-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, geometry, ternary search

[jiangly's solution](#)

4836.

1380G

[Circular Dungeon](#) · [Tutorial](#)

Quality: 935 global accepts · Rating: 2600 · first AC: 2020-07-16 · last AC: 2020-07-31 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, probabilities

[jiangly's solution](#)

4837.

1380F

[Strange Addition](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2600 · first AC: 2020-07-16 · last AC: 2020-07-31 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, matrices

[jiangly's solution](#)

4838.

1389F

[Bicolored Segments](#) · [Tutorial](#)

Quality: 1,246 global accepts · Rating: 2600 · first AC: 2020-07-29 · last AC: 2020-07-31 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, graph matchings, sortings

[jiangly's solution](#)

4839.

1375F

[Integer Game](#) · [Tutorial](#)

Quality: 2,510 global accepts · Rating: 2600 · first AC: 2020-07-04 · last AC: 2020-07-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, interactive, math

[jiangly's solution](#)

4840.

1373G

[Pawns](#) · [Tutorial](#)

Quality: 923 global accepts · Rating: 2600 · first AC: 2020-06-25 · last AC: 2020-06-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, greedy

[jiangly's solution](#)

4841.

1368F

[Lamps on a Circle](#) · [Tutorial](#)

Quality: 1,105 global accepts · Rating: 2600 · first AC: 2020-06-18 · C++17 (GCC 9-64) (first AC) · Tags: games, implementation, interactive, math

[jiangly's solution](#)

4842.

1363F

[Rotating Substrings](#) · [Tutorial](#)

Quality: 1,736 global accepts · Rating: 2600 · first AC: 2020-06-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[jiangly's solution](#)

4843.

1355F

[Guess Divisors Count](#) · [Tutorial](#)

Quality: 964 global accepts · Rating: 2600 · first AC: 2020-05-16 · last AC: 2020-05-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, number theory

[jiangly's solution](#)

4844.

1354G

[Find a Gift](#) · [Tutorial](#)

Quality: 963 global accepts · Rating: 2600 · first AC: 2020-05-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive, probabilities

[jiangly's solution](#)

4845.

1344C

[Quantifier Question](#) · [Tutorial](#)

Quality: 1,979 global accepts · Rating: 2600 · first AC: 2020-05-06 · last AC: 2020-05-13 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, math

[jiangly's solution](#)

4846.

1348F

[Phoenix and Memory](#) · [Tutorial](#)

Quality: 906 global accepts · Rating: 2600 · first AC: 2020-05-01 · last AC: 2020-05-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, graphs, greedy

[jiangly's solution](#)

4847.

1340D

[Nastya and Time Machine](#) · [Tutorial](#)

Quality: 1,071 global accepts · Rating: 2600 · first AC: 2020-04-23 · last AC: 2020-04-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[jiangly's solution](#)

4848.

1326F1

[Wise Men \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,007 global accepts · Rating: 2600 · first AC: 2020-03-19 · last AC: 2020-03-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[jiangly's solution](#)

4849.

1325E

[Ehab's REAL Number Theory Problem](#) · [Tutorial](#)

Quality: 2,335 global accepts · Rating: 2600 · first AC: 2020-03-14 · last AC: 2020-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, number theory, shortest paths

[jiangly's solution](#)

4850.

1312G

[Autocompletion](#) · [Tutorial](#)

Quality: 1,081 global accepts · Rating: 2600 · first AC: 2020-03-09 · last AC: 2020-03-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp

[jiangly's solution](#)

4851.

1301F

[Super Jaber](#) · [Tutorial](#)

Quality: 1,414 global accepts · Rating: 2600 · first AC: 2020-02-13 · last AC: 2020-02-16 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[jiangly's solution](#)

4852.

1218C

[Jumping Transformers](#) · [Tutorial](#)

Quality: 218 global accepts · Rating: 2600 · first AC: 2020-01-08 · last AC: 2020-01-08 · C++17 (GCC 7-32) (first AC) · Tags: dp

[jiangly's solution](#)

4853.

528C

[Data Center Drama](#) · [Tutorial](#)

Quality: 2600 · first AC: 2020-01-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs

[jiangly's solution](#)

4854.

1278F

[Cards](#) · [Tutorial](#)

Quality: 2,498 global accepts · Rating: 2600 · first AC: 2020-01-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities

[jiangly's solution](#)

4855.

1270F

[Awesome Substrings](#) · [Tutorial](#)

Quality: 1,336 global accepts · Rating: 2600 · first AC: 2019-12-29 · last AC: 2019-12-31 · C++17 (GCC 7-32) (first AC) · Tags: math, strings

[jiangly's solution](#)

4856.

568C

[New Language](#) · [Tutorial](#)

Quality: 947 global accepts · Rating: 2600 · first AC: 2019-11-14 · last AC: 2019-12-10 · GNU C++11 (first AC) · Tags: 2-sat, greedy

[jiangly's solution](#)

4857.

1267F

[Foolprüf Security](#) · [Tutorial](#)

Quality: 720 global accepts · Rating: 2600 · first AC: 2019-12-06 · C++14 (GCC 6-32) (first AC) · Tags: graphs

[jiangly's solution](#)

4858.

1264D1

[Beautiful Bracket Sequence \(easy version\)](#) · [Tutorial](#)

Quality: 1,526 global accepts · Rating: 2600 · first AC: 2019-12-05 · last AC: 2019-12-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, probabilities

[jiangly's solution](#)

4859.

1267I

[Intriguing Selection](#) · [Tutorial](#)

Quality: 1,068 global accepts · Rating: 2600 · first AC: 2019-12-01 · last AC: 2019-12-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, interactive, sortings

[jiangly's solution](#)

4860.

1227G

[Not Same](#) · [Tutorial](#)

Quality: 1,188 global accepts · Rating: 2600 · first AC: 2019-11-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[jiangly's solution](#)

4861.

1261E

[Not Same](#) · [Tutorial](#)

Rating: 2600 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[jiangly's solution](#)

4862.

1257G

[Divisor Set](#) · [Tutorial](#)

Quality: 736 global accepts · Rating: 2600 · first AC: 2019-11-13 · last AC: 2019-11-14 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, fft, greedy, math, number theory

[jiangly's solution](#)

4863.

1140F

[Extending Set of Points](#) · [Tutorial](#)

Quality: 1,557 global accepts · Rating: 2600 · first AC: 2019-11-13 · last AC: 2019-11-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dsu

[jiangly's solution](#)

4864.

1153F

[Serval and Bonus Problem](#) · [Tutorial](#)

Quality: 929 global accepts · Rating: 2600 · first AC: 2019-11-10 · last AC: 2019-11-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[jiangly's solution](#)

4865.

698D

[Limak and Shooting Points](#) · [Tutorial](#)

Quality: 581 global accepts · Rating: 2600 · first AC: 2019-11-08 · GNU C++11 (first AC) · Tags: brute force, geometry, math

[jiangly's solution](#)

4866.

547D

[Mike and Fish](#) · [Tutorial](#)

Quality: 3,121 global accepts · Rating: 2600 · first AC: 2019-10-30 · last AC: 2019-11-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[jiangly's solution](#)

4867.

1237F

[Balanced Domino Placements](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2600 · first AC: 2019-10-16 · last AC: 2019-10-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[jiangly's solution](#)

4868.

1223F

[Stack Exterminable Arrays](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 2600 · first AC: 2019-10-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, hashing

[jiangly's solution](#)

4869.

1240D

[Stack Exterminable Arrays](#) · [Tutorial](#)

Rating: 2600 · first AC: 2019-10-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, hashing

[jiangly's solution](#)

4870.

1209F

[Koala and Notebook](#) · [Tutorial](#)

Quality: 1,364 global accepts · Rating: 2600 · first AC: 2019-09-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths, strings, trees

[jiangly's solution](#)

4871.

914G

[Sum the Fibonacci](#) · [Tutorial](#)

Quality: 1,136 global accepts · Rating: 2600 · first AC: 2019-09-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, dp, fft, math

[jiangly's solution](#)

4872.

1217F

[Forced Online Queries Problem](#) · [Tutorial](#)

Quality: 722 global accepts · Rating: 2600 · first AC: 2019-09-05 · last AC: 2019-09-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, trees

[jiangly's solution](#)

4873.

1208F

[Bits And Pieces](#) · [Tutorial](#)

Quality: 3,300 global accepts · Rating: 2600 · first AC: 2019-08-27 · last AC: 2019-09-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy

[jiangly's solution](#)

4874.

1185G2

[Playlist for Polycarp \(hard version\)](#) · [Tutorial](#)

Quality: 919 global accepts · Rating: 2600 · first AC: 2019-07-29 · last AC: 2019-08-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[jiangly's solution](#)

4875.

1178F2

[Long Colorful Strip](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2600 · first AC: 2019-08-06 · C++17 (GCC 7-32) (first AC) · Tags: dp

[jiangly's solution](#)

4876.

1158D

[Winding polygonal line](#) · [Tutorial](#)

Quality: 927 global accepts · Rating: 2600 · first AC: 2019-05-15 · last AC: 2019-05-15 · GNU C++11 (first AC) · Tags: constructive algorithms, geometry, greedy, math

[jiangly's solution](#)

4877.

8E

[Beads](#) · [Tutorial](#)

Quality: 758 global accepts · Rating: 2600 · first AC: 2019-05-13 · GNU C++11 (first AC) · Tags: dp, graphs

[jiangly's solution](#)

4878.

8D

[Two Friends](#) · [Tutorial](#)

Quality: 580 global accepts · Rating: 2600 · first AC: 2019-04-16 · GNU C++11 (first AC) · Tags: binary search, geometry

[jiangly's solution](#)

4879.

7E

[Defining Macros](#) · [Tutorial](#)

Quality: 777 global accepts · Rating: 2600 · first AC: 2019-04-03 · GNU C++11 (first AC) · Tags: dp, expression parsing, implementation

[jiangly's solution](#)

4880.

6D

[Lizards and Basements 2](#) · [Tutorial](#)

Quality: 2,279 global accepts · Rating: 2600 · first AC: 2019-04-02 · GNU C++11 (first AC) · Tags: brute force, dp

[jiangly's solution](#)

4881.

2C

[Commentator problem](#) · [Tutorial](#)

Quality: 2,024 global accepts · Rating: 2600 · first AC: 2019-03-31 · GNU C++11 (first AC) · Tags: geometry

[jiangly's solution](#)

4882.

3D

[Least Cost Bracket Sequence](#) · [Tutorial](#)

Quality: 3,945 global accepts · Rating: 2600 · first AC: 2019-03-31 · GNU C++11 (first AC) · Tags: greedy

[jiangly's solution](#)

4883.

2210F

[A Simple Problem](#) · [Tutorial](#)

Quality: 216 global accepts · Rating: 2700 · first AC: 2026-03-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures,

greedy, math, trees

[jiangly's solution](#)

4884.

2208E

[Counting Cute Arrays](#) · [Tutorial](#)

Quality: 427 global accepts · Rating: 2700 · first AC: 2026-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[jiangly's solution](#)

4885.

2209F

[Dynamic Values And Maximum Sum](#) · [Tutorial](#)

Quality: 413 global accepts · Rating: 2700 · first AC: 2026-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation, trees

[jiangly's solution](#)

4886.

2204G

[Grid Path](#) · [Tutorial](#)

Quality: 406 global accepts · Rating: 2700 · first AC: 2026-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graphs, matrices

[jiangly's solution](#)

4887.

2169F

[Subsequence Problem](#) · [Tutorial](#)

Quality: 334 global accepts · Rating: 2700 · first AC: 2025-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, fft, math

[jiangly's solution](#)

4888.

2163E

[Plegma](#) · [Tutorial](#)

Quality: 637 global accepts · Rating: 2700 · first AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, communication, interactive

[jiangly's solution](#)

4889.

2154F1

[Bombing \(Easy Version\)](#) · [Tutorial](#)

Quality: 565 global accepts · Rating: 2700 · first AC: 2025-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation, math

[jiangly's solution](#)

4890.

2150D

[Attraction Theory](#) · [Tutorial](#)

Quality: 752 global accepts · Rating: 2700 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[jiangly's solution](#)

4891.

2143F

[Increasing Xor](#) · [Tutorial](#)

Quality: 424 global accepts · Rating: 2700 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, math

[jiangly's solution](#)

4892.

2144F

[Bracket Groups](#) · [Tutorial](#)

Quality: 918 global accepts · Rating: 2700 · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dp, string suffix structures, strings

[jiangly's solution](#)

4893.

2115C

[Gellyfish and Eternal Violet](#) · [Tutorial](#)

Quality: 913 global accepts · Rating: 2700 · first AC: 2025-05-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math, probabilities

[jiangly's solution](#)

4894.

2104G

[Modulo 3](#) · [Tutorial](#)

Quality: 534 global accepts · Rating: 2700 · first AC: 2025-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, trees

[jiangly's solution](#)

4895.

2077E

[Another Folding Strip](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 2700 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, data structures, divide and conquer, dp, greedy, math

[jiangly's solution](#)

4896.

2068H

[Statues](#) · [Tutorial](#)

Quality: 405 global accepts · Rating: 2700 · first AC: 2025-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[jiangly's solution](#)

4897.

2071F

[Towering Arrays](#) · [Tutorial](#)

Quality: 332 global accepts · Rating: 2700 · first AC: 2025-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures

[jiangly's solution](#)

4898.

2056F1

[Xor of Median \(Easy Version\)](#) · [Tutorial](#)

Quality: 447 global accepts · Rating: 2700 · first AC: 2025-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math

[jiangly's solution](#)

4899.

2043F

[Nim](#) · [Tutorial](#)

Quality: 907 global accepts · Rating: 2700 · first AC: 2024-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, games, greedy, implementation, shortest paths

[jiangly's solution](#)

4900.

2052M

[Managing Cluster](#) · [Tutorial](#)

Quality: 395 global accepts · Rating: 2700 · first AC: 2024-12-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graphs, math, trees

[jiangly's solution](#)

4901.

2040F

[Number of Cubes](#) · [Tutorial](#)

Quality: 459 global accepts · Rating: 2700 · first AC: 2024-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, number theory

[jiangly's solution](#)

4902.

2028F

[Alice's Adventures in Addition](#) · [Tutorial](#)

Quality: 541 global accepts · Rating: 2700 · first AC: 2024-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, implementation

[jiangly's solution](#)

4903.

2032F

[Peanuts](#) · [Tutorial](#)

Quality: 486 global accepts · Rating: 2700 · first AC: 2024-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, games, math
[jiangly's solution](#)

4904.

2026F

[Bermart Ice Cream](#) · [Tutorial](#)

Quality: 397 global accepts · Rating: 2700 · first AC: 2024-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, implementation, trees
[jiangly's solution](#)

4905.

2025F

[Choose Your Queries](#) · [Tutorial](#)

Quality: 1,056 global accepts · Rating: 2700 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, trees
[jiangly's solution](#)

4906.

2022D2

[Asesino \(Hard Version\)](#) · [Tutorial](#)

Quality: 827 global accepts · Rating: 2700 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, interactive
[jiangly's solution](#)

4907.

2013F1

[Game in Tree \(Easy Version\)](#) · [Tutorial](#)

Quality: 653 global accepts · Rating: 2700 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, games, greedy, implementation, trees
[jiangly's solution](#)

4908.

1179D

[Fedor Runs for President](#) · [Tutorial](#)

Quality: 1,035 global accepts · Rating: 2700 · first AC: 2024-09-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, trees
[jiangly's solution](#)

4909.

2009G3

[Yunli's Subarray Queries \(extreme version\)](#) · [Tutorial](#)

Quality: 532 global accepts · Rating: 2700 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, implementation
[jiangly's solution](#)

4910.

2003E2

[Turtle and Inversions \(Hard Version\)](#) · [Tutorial](#)

Quality: 641 global accepts · Rating: 2700 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy, math, two pointers
[jiangly's solution](#)

4911.

1993E

[Xor-Grid Problem](#) · [Tutorial](#)

Quality: 730 global accepts · Rating: 2700 · first AC: 2024-08-05 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, implementation
[jiangly's solution](#)

4912.

1997F

[Chips on a Line](#) · [Tutorial](#)

Quality: 1,256 global accepts · Rating: 2700 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, greedy, math
[jiangly's solution](#)

4913.

1991G

[Grid Reset](#) · [Tutorial](#)

Quality: 746 global accepts · Rating: 2700 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[jiangly's solution](#)

4914.

1995E1

[Let Me Teach You a Lesson \(Easy Version\)](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 2700 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, data structures, dp, matrices, two pointers

[jiangly's solution](#)

4915.

1957F2

[Frequency Mismatch \(Hard Version\)](#) · [Tutorial](#)

Quality: 610 global accepts · Rating: 2700 · first AC: 2024-04-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, hashing, probabilities, trees

[jiangly's solution](#)

4916.

1956E2

[Nene vs. Monsters \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2700 · first AC: 2024-04-14 · last AC: 2024-04-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math

[jiangly's solution](#)

4917.

1942F

[Farmer John's Favorite Function](#) · [Tutorial](#)

Quality: 973 global accepts · Rating: 2700 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, math

[jiangly's solution](#)

4918.

1910I

[Inverse Problem](#) · [Tutorial](#)

Quality: 65 global accepts · Rating: 2700 · first AC: 2024-02-20 · Kotlin 1.9 (first AC) · Tags: *special, combinatorics, dp

[jiangly's solution](#)

4919.

1910G

[Pool Records](#) · [Tutorial](#)

Quality: 73 global accepts · Rating: 2700 · first AC: 2024-02-20 · Kotlin 1.9 (first AC) · Tags: *special, greedy

[jiangly's solution](#)

4920.

1930F

[Maximize the Difference](#) · [Tutorial](#)

Quality: 937 global accepts · Rating: 2700 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar

[jiangly's solution](#)

4921.

1918G

[Permutation of Given](#) · [Tutorial](#)

Quality: 657 global accepts · Rating: 2700 · first AC: 2024-01-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[jiangly's solution](#)

4922.

1924D

[Balanced Subsequences](#) · [Tutorial](#)

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[jiangly's solution](#)

4923.

1916H1

[Matrix Rank \(Easy Version\)](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2700 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, math,

matrices

[jiangly's solution](#)

4924.

1916H2

[Matrix Rank \(Hard Version\)](#) · [Tutorial](#)

Quality: 631 global accepts · Rating: 2700 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, matrices, string suffix structures

[jiangly's solution](#)

4925.

1887D

[Split](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2700 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, math, trees, two pointers

[jiangly's solution](#)

4926.

293D

[Ksusha and Square](#) · [Tutorial](#)

Quality: 261 global accepts · Rating: 2700 · first AC: 2023-10-15 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math, probabilities, two pointers

[jiangly's solution](#)

4927.

1602F

[Difficult Mountain](#) · [Tutorial](#)

Rating: 2700 · first AC: 2023-09-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, sortings

[jiangly's solution](#)

4928.

1867F

[Most Different Tree](#) · [Tutorial](#)

Quality: 509 global accepts · Rating: 2700 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, hashing

[jiangly's solution](#)

4929.

1866E

[Elevators of Tamem](#) · [Tutorial](#)

Quality: 535 global accepts · Rating: 2700 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: dp

[jiangly's solution](#)

4930.

1856E2

[PermuTree \(hard version\)](#) · [Tutorial](#)

Quality: 1,755 global accepts · Rating: 2700 · first AC: 2023-08-08 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dp, fft, greedy, implementation, math, trees

[jiangly's solution](#)

4931.

1849F

[XOR Partition](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2700 · first AC: 2023-07-27 · last AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, divide and conquer, greedy, trees

[jiangly's solution](#)

4932.

1841F

[Monocarp and a Strategic Game](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 2700 · first AC: 2023-06-15 · C++20 (GCC 11-64) (first AC) · Tags: geometry, sortings, two pointers

[jiangly's solution](#)

4933.

235C

[Cyclical Quest](#) · [Tutorial](#)

Quality: 2,472 global accepts · Rating: 2700 · first AC: 2023-04-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, string suffix structures, strings

[jiangly's solution](#)

4934.

1817D

[Toy Machine](#) · [Tutorial](#)

Quality: 1,035 global accepts · Rating: 2700 · first AC: 2023-04-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, implementation

[jiangly's solution](#)

4935.

339E

[Three Swaps](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2700 · first AC: 2023-04-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy

[jiangly's solution](#)

4936.

42E

[Baldman and the military](#) · [Tutorial](#)

Quality: 244 global accepts · Rating: 2700 · first AC: 2023-04-25 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, trees

[jiangly's solution](#)

4937.

778D

[Parquet Re-laying](#) · [Tutorial](#)

Quality: 589 global accepts · Rating: 2700 · first AC: 2023-04-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[jiangly's solution](#)

4938.

1814F

[Communication Towers](#) · [Tutorial](#)

Quality: 937 global accepts · Rating: 2700 · first AC: 2023-04-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, divide and conquer, dsu

[jiangly's solution](#)

4939.

13E

[Holes](#) · [Tutorial](#)

Quality: 7,948 global accepts · Rating: 2700 · first AC: 2023-04-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu

[jiangly's solution](#)

4940.

717B

[R3D3's Summer Adventure](#) · [Tutorial](#)

Quality: 181 global accepts · Rating: 2700 · first AC: 2023-03-15 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[jiangly's solution](#)

4941.

1804F

[Approximate Diameter](#) · [Tutorial](#)

Quality: 1,175 global accepts · Rating: 2700 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, divide and conquer, graphs, shortest paths

[jiangly's solution](#)

4942.

1801F

[Another n-dimensional chocolate bar](#) · [Tutorial](#)

Quality: 745 global accepts · Rating: 2700 · first AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, meet-in-the-middle, number theory

[jiangly's solution](#)

4943.

1799F

[Halve or Subtract](#) · [Tutorial](#)

Quality: 1,082 global accepts · Rating: 2700 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dp,

greedy, sortings
[jiangly's solution](#)

4944.

1789F

[Serval and Brain Power](#) · [Tutorial](#)

Quality: 999 global accepts · Rating: 2700 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation, strings

[jiangly's solution](#)

4945.

1795G

[Removal Sequences](#) · [Tutorial](#)

Quality: 817 global accepts · Rating: 2700 · first AC: 2023-02-16 · last AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, graphs

[jiangly's solution](#)

4946.

1774F2

[Magician and Pigs \(Hard Version\)](#) · [Tutorial](#)

Quality: 865 global accepts · Rating: 2700 · first AC: 2023-02-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, implementation

[jiangly's solution](#)

4947.

1792F1

[Graph Coloring \(easy version\)](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 2700 · first AC: 2023-01-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, graphs

[jiangly's solution](#)

4948.

1782F

[Bracket Insertion](#) · [Tutorial](#)

Rating: 2700 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, probabilities, trees

[jiangly's solution](#)

4949.

1750F

[Majority](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 2700 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, strings

[jiangly's solution](#)

4950.

1730E

[Maximums and Minimums](#) · [Tutorial](#)

Quality: 767 global accepts · Rating: 2700 · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, divide and conquer, number theory

[jiangly's solution](#)

4951.

1730F

[Almost Sorted](#) · [Tutorial](#)

Quality: 743 global accepts · Rating: 2700 · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dp

[jiangly's solution](#)

4952.

1733E

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Quality: 1,486 global accepts · Rating: 2700 · first AC: 2022-09-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, math

[jiangly's solution](#)

4953.

1728G

[Illumination](#) · [Tutorial](#)

Quality: 618 global accepts · Rating: 2700 · first AC: 2022-09-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, dp, math, two pointers

[jiangly's solution](#)

4954.

1715F

[Crop Squares](#) · [Tutorial](#)

Quality: 589 global accepts · Rating: 2700 · first AC: 2022-08-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, geometry, interactive, math

[jiangly's solution](#)

4955.

1720E

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Quality: 951 global accepts · Rating: 2700 · first AC: 2022-08-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[jiangly's solution](#)

4956.

1519E

[Off by One](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2700 · first AC: 2022-06-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, geometry, graphs, sortings, trees

[jiangly's solution](#)

4957.

1555F

[Good Graph](#) · [Tutorial](#)

Quality: 1,054 global accepts · Rating: 2700 · first AC: 2022-06-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, graphs, trees

[jiangly's solution](#)

4958.

1695E

[Ambiguous Dominoes](#) · [Tutorial](#)

Quality: 513 global accepts · Rating: 2700 · first AC: 2022-06-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[jiangly's solution](#)

4959.

1574F

[Occurrences](#) · [Tutorial](#)

Quality: 744 global accepts · Rating: 2700 · first AC: 2022-06-12 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, fft, graphs

[jiangly's solution](#)

4960.

1671F

[Permutation Counting](#) · [Tutorial](#)

Quality: 428 global accepts · Rating: 2700 · first AC: 2022-05-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, fft, math

[jiangly's solution](#)

4961.

1682F

[MCMF?](#) · [Tutorial](#)

Quality: 393 global accepts · Rating: 2700 · first AC: 2022-05-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, flows, graphs, greedy, sortings, two pointers

[jiangly's solution](#)

4962.

1682E

[Unordered Swaps](#) · [Tutorial](#)

Quality: 749 global accepts · Rating: 2700 · first AC: 2022-05-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, math, sortings, trees

[jiangly's solution](#)

4963.

1672H

[Zigu Zagu](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2700 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[jiangly's solution](#)

4964.

1658F

[Juju and Binary String](#) · [Tutorial](#)

Quality: 924 global accepts · Rating: 2700 · first AC: 2022-03-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[jiangly's solution](#)

4965.

1641D

[Two Arrays](#) · [Tutorial](#)

Quality: 1,504 global accepts · Rating: 2700 · first AC: 2022-02-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, combinatorics, greedy, hashing, math, two pointers

[jiangly's solution](#)

4966.

1634F

[Fibonacci Additions](#) · [Tutorial](#)

Quality: 1,902 global accepts · Rating: 2700 · first AC: 2022-02-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, hashing, implementation, math

[jiangly's solution](#)

4967.

1632E2

[Distance Tree \(hard version\)](#) · [Tutorial](#)

Quality: 1,198 global accepts · Rating: 2700 · first AC: 2022-01-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, shortest paths, trees

[jiangly's solution](#)

4968.

1627F

[Not Splitting](#) · [Tutorial](#)

Quality: 655 global accepts · Rating: 2700 · first AC: 2022-01-15 · C++20 (GCC 11-64) (first AC) · Tags: geometry, graphs, greedy, implementation, shortest paths

[jiangly's solution](#)

4969.

1621F

[Strange Instructions](#) · [Tutorial](#)

Quality: 637 global accepts · Rating: 2700 · first AC: 2022-01-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation

[jiangly's solution](#)

4970.

724F

[Uniformly Branched Trees](#) · [Tutorial](#)

Quality: 522 global accepts · Rating: 2700 · first AC: 2021-12-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, trees

[jiangly's solution](#)

4971.

1617E

[Christmas Chocolates](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2700 · first AC: 2021-12-16 · last AC: 2021-12-17 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, games, graphs, implementation, math, number theory, shortest paths, trees

[jiangly's solution](#)

4972.

1603F

[October 18, 2017](#) · [Tutorial](#)

Quality: 348 global accepts · Rating: 2700 · first AC: 2021-10-31 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math

[jiangly's solution](#)

4973.

1578M

[The Mind](#) · [Tutorial](#)

Quality: 515 global accepts · Rating: 2700 · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, probabilities

[jiangly's solution](#)

4974.

1567F

[One-Four Overload](#) · [Tutorial](#)

Quality: 880 global accepts · Rating: 2700 · first AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs, implementation

[jiangly's solution](#)

4975.

1044F

[DFS](#) · [Tutorial](#)

Quality: 683 global accepts · Rating: 2700 · first AC: 2021-07-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[jiangly's solution](#)

4976.

1553G

[Common Divisor Graph](#) · [Tutorial](#)

Quality: 1,213 global accepts · Rating: 2700 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, hashing, math, number theory

[jiangly's solution](#)

4977.

773D

[Perishable Roads](#) · [Tutorial](#)

Quality: 801 global accepts · Rating: 2700 · first AC: 2021-07-20 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, shortest paths

[jiangly's solution](#)

4978.

1550F

[Jumping Around](#) · [Tutorial](#)

Quality: 899 global accepts · Rating: 2700 · first AC: 2021-07-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, dsu, graphs, shortest paths

[jiangly's solution](#)

4979.

1543E

[The Final Pursuit](#) · [Tutorial](#)

Quality: 451 global accepts · Rating: 2700 · first AC: 2021-07-07 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, graphs, greedy, math

[jiangly's solution](#)

4980.

713D

[Animals and Puzzle](#) · [Tutorial](#)

Quality: 1,359 global accepts · Rating: 2700 · first AC: 2021-07-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures

[jiangly's solution](#)

4981.

715C

[Digit Tree](#) · [Tutorial](#)

Quality: 2,587 global accepts · Rating: 2700 · first AC: 2021-07-07 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, divide and conquer, dsu, trees

[jiangly's solution](#)

4982.

1542E2

[Abnormal Permutation Pairs \(hard version\)](#) · [Tutorial](#)

Quality: 1,015 global accepts · Rating: 2700 · first AC: 2021-07-03 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math

[jiangly's solution](#)

4983.

1540C1

[Converging Array \(Easy Version\)](#) · [Tutorial](#)

Quality: 749 global accepts · Rating: 2700 · first AC: 2021-06-25 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

[jiangly's solution](#)

4984.

513F1

[Scaygerboss](#) · [Tutorial](#)

Quality: 359 global accepts · Rating: 2700 · first AC: 2021-06-25 · C++17 (GCC 9-64) (first AC) · Tags: flows

[jiangly's solution](#)

4985.

513E2

[Subarray Cuts](#) · [Tutorial](#)

Quality: 652 global accepts · Rating: 2700 · first AC: 2021-06-25 · C++17 (GCC 9-64) (first AC) · Tags: dp

[jiangly's solution](#)

4986.

487D

[Conveyor Belts](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 2700 · first AC: 2021-06-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[jiangly's solution](#)

4987.

504D

[Misha and XOR](#) · [Tutorial](#)

Quality: 348 global accepts · Rating: 2700 · first AC: 2021-06-24 · PyPy 3 (first AC) · Tags: bitmasks

[jiangly's solution](#)

4988.

500F

[New Year Shopping](#) · [Tutorial](#)

Quality: 829 global accepts · Rating: 2700 · first AC: 2021-06-22 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, dp

[jiangly's solution](#)

4989.

498E

[Stairs and Lines](#) · [Tutorial](#)

Quality: 565 global accepts · Rating: 2700 · first AC: 2021-06-21 · C++17 (GCC 9-64) (first AC) · Tags: dp, matrices

[jiangly's solution](#)

4990.

494D

[Birthday](#) · [Tutorial](#)

Quality: 669 global accepts · Rating: 2700 · first AC: 2021-06-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, trees

[jiangly's solution](#)

4991.

1515G

[Phoenix and Odometers](#) · [Tutorial](#)

Quality: 1,356 global accepts · Rating: 2700 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, math, number theory

[jiangly's solution](#)

4992.

1514E

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Quality: 697 global accepts · Rating: 2700 · first AC: 2021-04-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, graphs, interactive, sortings, two pointers

[jiangly's solution](#)

4993.

1511G

[Chips on a Board](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2700 · first AC: 2021-04-13 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, data structures,

dp, games, two pointers

[jiangly's solution](#)

4994.

827D

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Quality: 1,370 global accepts · Rating: 2700 · first AC: 2021-03-31 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[jiangly's solution](#)

4995.

827E

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Quality: 1,219 global accepts · Rating: 2700 · first AC: 2021-03-31 · C++17 (GCC 9-64) (first AC) · Tags: fft, math, strings

[jiangly's solution](#)

4996.

1491F

[Magnets](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2700 · first AC: 2021-02-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[jiangly's solution](#)

4997.

1473F

[Strange Set](#) · [Tutorial](#)

Quality: 1,138 global accepts · Rating: 2700 · first AC: 2021-01-14 · C++17 (GCC 9-64) (first AC) · Tags: flows, math

[jiangly's solution](#)

4998.

800D

[Varying Kibibits](#) · [Tutorial](#)

Rating: 2700 · first AC: 2021-01-03 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp

[jiangly's solution](#)

4999.

1468L

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Quality: 371 global accepts · Rating: 2700 · first AC: 2020-12-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, number theory

[jiangly's solution](#)

5000.

1464E

[No Game No Life](#) · [Tutorial](#)

Rating: 2700 · first AC: 2020-12-20 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, games, math, matrices, probabilities

[jiangly's solution](#)

5001.

1450E

[Capitalism](#) · [Tutorial](#)

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[jiangly's solution](#)

5002.

1453F

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Quality: 969 global accepts · Rating: 2700 · first AC: 2020-12-04 · C++17 (GCC 9-64) (first AC) · Tags: dp

[jiangly's solution](#)

5003.

1451F

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Quality: 1,219 global accepts · Rating: 2700 · first AC: 2020-11-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games

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5004.

1423F

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Quality: 449 global accepts · Rating: 2700 · first AC: 2020-10-05 · C++17 (GCC 9-64) (first AC) · Tags: math

[jiangly's solution](#)

5005.

1422E

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Quality: 855 global accepts · Rating: 2700 · first AC: 2020-10-04 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation, strings

[jiangly's solution](#)

5006.

1422F

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Quality: 1,271 global accepts · Rating: 2700 · first AC: 2020-10-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math, number theory

[jiangly's solution](#)

5007.

1408G

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Quality: 1,301 global accepts · Rating: 2700 · first AC: 2020-09-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, dsu, fft, graphs, trees

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5008.

1388E

[Uncle Bogdan and Projections](#) · [Tutorial](#)

Quality: 648 global accepts · Rating: 2700 · first AC: 2020-07-30 · last AC: 2020-08-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, geometry, sortings

[jiangly's solution](#)

5009.

1372F

[Omkar and Modes](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 2700 · first AC: 2020-07-17 · last AC: 2020-07-31 · C++17 (GCC 9-64) (first AC) · Tags: binary search, divide and conquer, interactive

[jiangly's solution](#)

5010.

1379F1

[Chess Strikes Back \(easy version\)](#) · [Tutorial](#)

Quality: 685 global accepts · Rating: 2700 · first AC: 2020-07-19 · last AC: 2020-07-31 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures

[jiangly's solution](#)

5011.

1369F

[BareLee](#) · [Tutorial](#)

Quality: 716 global accepts · Rating: 2700 · first AC: 2020-06-23 · last AC: 2020-06-26 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, games

[jiangly's solution](#)

5012.

1370F2

[The Hidden Pair \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,669 global accepts · Rating: 2700 · first AC: 2020-06-22 · last AC: 2020-06-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, graphs, interactive, shortest paths, trees

[jiangly's solution](#)

5013.

1366G

[Construct the String](#) · [Tutorial](#)

Quality: 619 global accepts · Rating: 2700 · first AC: 2020-06-12 · last AC: 2020-06-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, strings

[jiangly's solution](#)

5014.

1366F

[Jog Around The Graph](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2700 · first AC: 2020-06-11 · last AC: 2020-06-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, geometry, graphs

[jiangly's solution](#)

5015.

1364E

[X-OR](#) · [Tutorial](#)

Quality: 1,551 global accepts · Rating: 2700 · first AC: 2020-06-13 · last AC: 2020-06-14 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, interactive, probabilities

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5016.

985G

[Team Players](#) · [Tutorial](#)

Quality: 719 global accepts · Rating: 2700 · first AC: 2020-06-12 · last AC: 2020-06-12 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics

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5017.

1358F

[Tasty Cookie](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 2700 · first AC: 2020-05-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[jiangly's solution](#)

5018.

1344D

[Résumé Review](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2700 · first AC: 2020-05-06 · last AC: 2020-05-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math

[jiangly's solution](#)

5019.

1336E1

[Chiori and Doll Picking \(easy version\)](#) · [Tutorial](#)

Quality: 831 global accepts · Rating: 2700 · first AC: 2020-04-15 · last AC: 2020-04-16 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, combinatorics, math

[jiangly's solution](#)

5020.

1338D

[Nested Rubber Bands](#) · [Tutorial](#)

Quality: 1,127 global accepts · Rating: 2700 · first AC: 2020-04-12 · last AC: 2020-04-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, math, trees

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5021.

1313E

[Concatenation with intersection](#) · [Tutorial](#)

Quality: 720 global accepts · Rating: 2700 · first AC: 2020-02-23 · last AC: 2020-02-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, strings, two pointers

[jiangly's solution](#)

5022.

1303G

[Sum of Prefix Sums](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 2700 · first AC: 2020-02-13 · last AC: 2020-02-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, geometry, trees

[jiangly's solution](#)

5023.

1295F

[Good Contest](#) · [Tutorial](#)

Quality: 1,507 global accepts · Rating: 2700 · first AC: 2020-01-29 · last AC: 2020-02-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics,

dp, probabilities

[jiangly's solution](#)

5024.

1292D

[Chaotic V.](#) · [Tutorial](#)

Quality: 971 global accepts · Rating: 2700 · first AC: 2020-01-19 · last AC: 2020-01-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, math, number theory, trees

[jiangly's solution](#)

5025.

903G

[Yet Another Maxflow Problem](#) · [Tutorial](#)

Quality: 687 global accepts · Rating: 2700 · first AC: 2020-01-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, flows, graphs

[jiangly's solution](#)

5026.

932F

[Escape Through Leaf](#) · [Tutorial](#)

Quality: 4,115 global accepts · Rating: 2700 · first AC: 2020-01-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, geometry

[jiangly's solution](#)

5027.

1270G

[Subset with Zero Sum](#) · [Tutorial](#)

Quality: 2,958 global accepts · Rating: 2700 · first AC: 2019-12-30 · last AC: 2019-12-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[jiangly's solution](#)

5028.

1279E

[New Year Permutations](#) · [Tutorial](#)

Quality: 455 global accepts · Rating: 2700 · first AC: 2019-12-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[jiangly's solution](#)

5029.

1148F

[Foo Fighters](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2700 · first AC: 2019-06-04 · last AC: 2019-12-09 · Clang++17 Diagnostics (first AC) · Tags: bitmasks, constructive algorithms

[jiangly's solution](#)

5030.

1264E

[Beautiful League](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2700 · first AC: 2019-12-05 · last AC: 2019-12-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, flows, graph matchings

[jiangly's solution](#)

5031.

605E

[Intergalaxy Trips](#) · [Tutorial](#)

Quality: 1,547 global accepts · Rating: 2700 · first AC: 2019-12-04 · C++14 (GCC 6-32) (first AC) · Tags: probabilities, shortest paths

[jiangly's solution](#)

5032.

1260F

[Colored Tree](#) · [Tutorial](#)

Quality: 632 global accepts · Rating: 2700 · first AC: 2019-11-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[jiangly's solution](#)

5033.

1254D

[Tree Queries](#) · [Tutorial](#)

Quality: 1,531 global accepts · Rating: 2700 · first AC: 2019-11-19 · last AC: 2019-11-20 · GNU C++11 (first AC) · Tags: data structures, probabilities, trees

[jiangly's solution](#)

5034.

578E

[Walking!](#) · [Tutorial](#)

Quality: 674 global accepts · Rating: 2700 · first AC: 2019-11-04 · last AC: 2019-11-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[jiangly's solution](#)

5035.

575A

[Fibonotci](#) · [Tutorial](#)

Quality: 863 global accepts · Rating: 2700 · first AC: 2019-10-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, matrices

[jiangly's solution](#)

5036.

576D

[Flights for Regular Customers](#) · [Tutorial](#)

Quality: 1,597 global accepts · Rating: 2700 · first AC: 2019-10-27 · last AC: 2019-10-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, matrices

[jiangly's solution](#)

5037.

1220F

[Gardener Alex](#) · [Tutorial](#)

Quality: 851 global accepts · Rating: 2700 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[jiangly's solution](#)

5038.

1238G

[Adilbek and the Watering System](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 2700 · first AC: 2019-10-08 · last AC: 2019-10-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[jiangly's solution](#)

5039.

1229D

[Wojtek and Card Tricks](#) · [Tutorial](#)

Rating: 2700 · first AC: 2019-09-24 · C++17 (GCC 7-32) (first AC) · Tags: math

[jiangly's solution](#)

5040.

1215F

[Radio Stations](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 2700 · first AC: 2019-09-15 · last AC: 2019-09-15 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat

[jiangly's solution](#)

5041.

1214F

[Employment](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 2700 · first AC: 2019-09-04 · last AC: 2019-09-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[jiangly's solution](#)

5042.

1184B3

[The Doctor Meets Vader \(Hard\)](#) · [Tutorial](#)

Quality: 246 global accepts · Rating: 2700 · first AC: 2019-07-10 · last AC: 2019-08-26 · C++17 (GCC 7-32) (first AC) · Tags: flows, shortest paths

[jiangly's solution](#)

5043.

1194G

[Another Meme Problem](#) · [Tutorial](#)

Quality: 331 global accepts · Rating: 2700 · first AC: 2019-08-24 · C++17 (GCC 7-32) (first AC) · Tags: dp

[jiangly's solution](#)

5044.

1207G

[Indie Album](#) · [Tutorial](#)

Quality: 1,225 global accepts · Rating: 2700 · first AC: 2019-08-22 · last AC: 2019-08-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, hashing, string suffix structures, strings, trees

[jiangly's solution](#)

5045.

1205D

[Almost All](#) · [Tutorial](#)

Quality: 764 global accepts · Rating: 2700 · first AC: 2019-08-18 · last AC: 2019-08-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, trees

[jiangly's solution](#)

5046.

1202F

[You Are Given Some Letters...](#) · [Tutorial](#)

Quality: 542 global accepts · Rating: 2700 · first AC: 2019-08-07 · last AC: 2019-08-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math

[jiangly's solution](#)

5047.

1197F

[Coloring Game](#) · [Tutorial](#)

Quality: 342 global accepts · Rating: 2700 · first AC: 2019-08-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, matrices

[jiangly's solution](#)

5048.

995F

[Cowmpany Cowmpensation](#) · [Tutorial](#)

Quality: 1,626 global accepts · Rating: 2700 · first AC: 2019-06-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, trees

[jiangly's solution](#)

5049.

1146G

[Zoning Restrictions](#) · [Tutorial](#)

Quality: 1,046 global accepts · Rating: 2700 · first AC: 2019-05-17 · GNU C++11 (first AC) · Tags: dp, flows, graphs

[jiangly's solution](#)

5050.

2174F

[Mosaic Tree](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 2800 · first AC: 2026-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, fft, math, trees

[jiangly's solution](#)

5051.

2201F2

[Monotone Monochrome Matrices \(Hard Version\)](#) · [Tutorial](#)

Quality: 399 global accepts · Rating: 2800 · first AC: 2026-02-23 · last AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, hashing, math

[jiangly's solution](#)

5052.

2189F

[Zhora the Vacuum Cleaner](#) · [Tutorial](#)

Quality: 227 global accepts · Rating: 2800 · first AC: 2026-01-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, greedy, implementation, sortings, trees

[jiangly's solution](#)

5053.

2182G

[Short Garland](#) · [Tutorial](#)

Quality: 350 global accepts · Rating: 2800 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, trees

[jiangly's solution](#)

5054.

2178G

[deCH OR Dations](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 2800 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, dp, hashing, probabilities

[jiangly's solution](#)

5055.

2180F1

[Control Car \(Easy Version\)](#) · [Tutorial](#)

Quality: 405 global accepts · Rating: 2800 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, probabilities

[jiangly's solution](#)

5056.

2181L

[LLM Training](#) · [Tutorial](#)

Quality: 133 global accepts · Rating: 2800 · first AC: 2025-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, string suffix structures

[jiangly's solution](#)

5057.

2155F

[Juan's Colorful Tree](#) · [Tutorial](#)

Quality: 637 global accepts · Rating: 2800 · first AC: 2025-10-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, meet-in-the-middle, trees

[jiangly's solution](#)

5058.

2150E2

[Hidden Single \(Version 2\)](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: 2800 · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, interactive, math, probabilities

[jiangly's solution](#)

5059.

2147F

[Exchange Queries](#) · [Tutorial](#)

Quality: 665 global accepts · Rating: 2800 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, greedy

[jiangly's solution](#)

5060.

2127F

[Hamed and AghaBalaSar](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2800 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math, probabilities

[jiangly's solution](#)

5061.

2112F

[Variables and Operations](#) · [Tutorial](#)

Quality: 637 global accepts · Rating: 2800 · first AC: 2025-06-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, greedy, shortest paths

[jiangly's solution](#)

5062.

2113E

[From Kazan with Love](#) · [Tutorial](#)

Quality: 406 global accepts · Rating: 2800 · first AC: 2025-06-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, implementation, trees

[jiangly's solution](#)

5063.

2107F2

[Cycling \(Hard Version\)](#) · [Tutorial](#)

Quality: 507 global accepts · Rating: 2800 · first AC: 2025-05-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, greedy

[jiangly's solution](#)

5064.

2097D

[Homework](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2800 · first AC: 2025-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, math, matrices
[jiangly's solution](#)

5065.

2068E

[Porto Vs. Benfica](#) · [Tutorial](#)

Quality: 369 global accepts · Rating: 2800 · first AC: 2025-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, shortest paths
[jiangly's solution](#)

5066.

2069F

[Graph Inclusion](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2800 · first AC: 2025-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dsu, graphs
[jiangly's solution](#)

5067.

2055E

[Haystacks](#) · [Tutorial](#)

Quality: 481 global accepts · Rating: 2800 · first AC: 2025-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, sortings
[jiangly's solution](#)

5068.

2053I1

[Affectionate Arrays \(Easy Version\)](#) · [Tutorial](#)

Quality: 557 global accepts · Rating: 2800 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy
[jiangly's solution](#)

5069.

2048G

[Kevin and Matrices](#) · [Tutorial](#)

Quality: 742 global accepts · Rating: 2800 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math
[jiangly's solution](#)

5070.

2052I

[Incompetent Delivery Guy](#) · [Tutorial](#)

Quality: 152 global accepts · Rating: 2800 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, shortest paths
[jiangly's solution](#)

5071.

2052G

[Geometric Balance](#) · [Tutorial](#)

Quality: 207 global accepts · Rating: 2800 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, geometry, implementation
[jiangly's solution](#)

5072.

2034F2

[Khayyam's Royal Decree \(Hard Version\)](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: 2800 · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, sortings
[jiangly's solution](#)

5073.

2031F

[Penchick and Even Medians](#) · [Tutorial](#)

Quality: 453 global accepts · Rating: 2800 · first AC: 2024-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, interactive, probabilities
[jiangly's solution](#)

5074.

2039F1

[Shohag Loves Counting \(Easy Version\)](#) · [Tutorial](#)

Quality: 506 global accepts · Rating: 2800 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, number theory

[jiangly's solution](#)

5075.

2038M

[Royal Flush](#) · [Tutorial](#)

Quality: 330 global accepts · Rating: 2800 · first AC: 2024-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation

[jiangly's solution](#)

5076.

2027E1

[Bit Game \(Easy Version\)](#) · [Tutorial](#)

Quality: 248 global accepts · Rating: 2800 · first AC: 2024-10-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, games, math

[jiangly's solution](#)

5077.

2021E3

[Digital Village \(Extreme Version\)](#) · [Tutorial](#)

Quality: 678 global accepts · Rating: 2800 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, greedy, math, trees

[jiangly's solution](#)

5078.

2003F

[Turtle and Three Sequences](#) · [Tutorial](#)

Quality: 803 global accepts · Rating: 2800 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, math, probabilities, two pointers

[jiangly's solution](#)

5079.

2002F2

[Court Blue \(Hard Version\)](#) · [Tutorial](#)

Quality: 576 global accepts · Rating: 2800 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math, number theory

[jiangly's solution](#)

5080.

1993F2

[Dyn-scripted Robot \(Hard Version\)](#) · [Tutorial](#)

Quality: 543 global accepts · Rating: 2800 · first AC: 2024-08-07 · C++20 (GCC 13-64) (first AC) · Tags: chinese remainder theorem, math, number theory

[jiangly's solution](#)

5081.

1990F

[Polygonal Segments](#) · [Tutorial](#)

Quality: 430 global accepts · Rating: 2800 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy, two pointers

[jiangly's solution](#)

5082.

1976F

[Remove Bridges](#) · [Tutorial](#)

Quality: 832 global accepts · Rating: 2800 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy, sortings, trees

[jiangly's solution](#)

5083.

1967D

[Long Way to be Non-decreasing](#) · [Tutorial](#)

Quality: 978 global accepts · Rating: 2800 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, graphs, implementation, shortest paths, two pointers

[jiangly's solution](#)

5084.

1942G

[Bessie and Cards](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 2800 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[jiangly's solution](#)

5085.

1943D2

[Counting Is Fun \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,125 global accepts · Rating: 2800 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[jiangly's solution](#)

5086.

1935F

[Andrey's Tree](#) · [Tutorial](#)

Quality: 609 global accepts · Rating: 2800 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, dfs and similar, dsu, greedy, implementation, trees

[jiangly's solution](#)

5087.

1938I

[Symmetric Boundary](#) · [Tutorial](#)

Quality: 88 global accepts · Rating: 2800 · first AC: 2024-03-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

5088.

1938L

[XOR Operations](#) · [Tutorial](#)

Quality: 351 global accepts · Rating: 2800 · first AC: 2024-03-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

5089.

1923F

[Shrink-Reverse](#) · [Tutorial](#)

Quality: 536 global accepts · Rating: 2800 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, hashing, implementation, string suffix structures, strings

[jiangly's solution](#)

5090.

1913F

[Palindromic Problem](#) · [Tutorial](#)

Quality: 543 global accepts · Rating: 2800 · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings

[jiangly's solution](#)

5091.

1900F

[Local Deletions](#) · [Tutorial](#)

Quality: 359 global accepts · Rating: 2800 · first AC: 2023-12-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation

[jiangly's solution](#)

5092.

1884E

[Hard Design](#) · [Tutorial](#)

Quality: 390 global accepts · Rating: 2800 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math

[jiangly's solution](#)

5093.

1592F2

[Alice and Recoloring 2](#) · [Tutorial](#)

Quality: 972 global accepts · Rating: 2800 · first AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, flows, graph matchings, greedy

[jiangly's solution](#)

5094.

794F

[Leha and security system](#) · [Tutorial](#)

Quality: 992 global accepts · Rating: 2800 · first AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[jiangly's solution](#)

5095.

187D

[BRT Contract](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2800 · first AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[jiangly's solution](#)

5096.

1879F

[Last Man Standing](#) · [Tutorial](#)

Quality: 608 global accepts · Rating: 2800 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, number theory

[jiangly's solution](#)

5097.

1866J

[Jackets and Packets](#) · [Tutorial](#)

Quality: 440 global accepts · Rating: 2800 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: dp

[jiangly's solution](#)

5098.

1863G

[Swaps](#) · [Tutorial](#)

Quality: 827 global accepts · Rating: 2800 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, graphs, math

[jiangly's solution](#)

5099.

163E

[e-Government](#) · [Tutorial](#)

Quality: 2,185 global accepts · Rating: 2800 · first AC: 2023-08-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, strings, trees

[jiangly's solution](#)

5100.

1852D

[Miriany and Matchstick](#) · [Tutorial](#)

Quality: 602 global accepts · Rating: 2800 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[jiangly's solution](#)

5101.

1844F2

[Min Cost Permutation \(Hard Version\)](#) · [Tutorial](#)

Quality: 479 global accepts · Rating: 2800 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math, sortings

[jiangly's solution](#)

5102.

83E

[Two Subsequences](#) · [Tutorial](#)

Quality: 539 global accepts · Rating: 2800 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp

[jiangly's solution](#)

5103.

1845F

[Swimmers in the Pool](#) · [Tutorial](#)

Quality: 432 global accepts · Rating: 2800 · first AC: 2023-07-03 · C++20 (GCC 11-64) (first AC) · Tags: dp, fft, math, number theory

[jiangly's solution](#)

5104.

1842G

[Tenzing and Random Operations](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2800 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities
[jiangly's solution](#)

5105.

1830D

[Mex Tree](#) · [Tutorial](#)

Quality: 933 global accepts · Rating: 2800 · first AC: 2023-05-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, trees
[jiangly's solution](#)

5106.

1827D

[Two Centroids](#) · [Tutorial](#)

Quality: 978 global accepts · Rating: 2800 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees
[jiangly's solution](#)

5107.

1826F

[Fading into Fog](#) · [Tutorial](#)

Quality: 457 global accepts · Rating: 2800 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: geometry, interactive, math, probabilities
[jiangly's solution](#)

5108.

280D

[k-Maximum Subsequence Sum](#) · [Tutorial](#)

Quality: 1,653 global accepts · Rating: 2800 · first AC: 2023-04-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, flows, graphs, implementation
[jiangly's solution](#)

5109.

600F

[Edge coloring of bipartite graph](#) · [Tutorial](#)

Quality: 1,155 global accepts · Rating: 2800 · first AC: 2023-04-24 · C++20 (GCC 11-64) (first AC) · Tags: graphs
[jiangly's solution](#)

5110.

1819D

[Misha and Apples](#) · [Tutorial](#)

Quality: 840 global accepts · Rating: 2800 · first AC: 2023-04-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, two pointers
[jiangly's solution](#)

5111.

30E

[Tricky and Clever Password](#) · [Tutorial](#)

Quality: 920 global accepts · Rating: 2800 · first AC: 2023-04-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, hashing, strings
[jiangly's solution](#)

5112.

28E

[DravDe saves the world](#) · [Tutorial](#)

Quality: 109 global accepts · Rating: 2800 · first AC: 2023-04-13 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math
[jiangly's solution](#)

5113.

19D

[Points](#) · [Tutorial](#)

Quality: 3,169 global accepts · Rating: 2800 · first AC: 2023-04-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures
[jiangly's solution](#)

5114.

11E

[Forward, march!](#) · [Tutorial](#)

Quality: 439 global accepts · Rating: 2800 · first AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy

[jiangly's solution](#)

5115.

1810F

[M-tree](#) · [Tutorial](#)

Quality: 660 global accepts · Rating: 2800 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, sortings, trees

[jiangly's solution](#)

5116.

1808E3

[Minibuses on Venus \(hard version\)](#) · [Tutorial](#)

Quality: 575 global accepts · Rating: 2800 · first AC: 2023-03-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, math

[jiangly's solution](#)

5117.

1809G

[Prediction](#) · [Tutorial](#)

Quality: 557 global accepts · Rating: 2800 · first AC: 2023-03-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[jiangly's solution](#)

5118.

1776D

[Teamwork](#) · [Tutorial](#)

Quality: 453 global accepts · Rating: 2800 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[jiangly's solution](#)

5119.

1765I

[Infinite Chess](#) · [Tutorial](#)

Quality: 263 global accepts · Rating: 2800 · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: implementation, shortest paths

[jiangly's solution](#)

5120.

1783G

[Weighed Tree Radius](#) · [Tutorial](#)

Quality: 589 global accepts · Rating: 2800 · first AC: 2023-01-08 · last AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, implementation, trees

[jiangly's solution](#)

5121.

1766F

[MCF](#) · [Tutorial](#)

Quality: 360 global accepts · Rating: 2800 · first AC: 2022-12-12 · C++20 (GCC 11-64) (first AC) · Tags: flows

[jiangly's solution](#)

5122.

1749F

[Distance to the Path](#) · [Tutorial](#)

Quality: 612 global accepts · Rating: 2800 · first AC: 2022-12-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees

[jiangly's solution](#)

5123.

1773G

[Game of Questions](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 2800 · first AC: 2022-12-08 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, fft, math, probabilities

[jiangly's solution](#)

5124.

1732E

[Location](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2800 · first AC: 2022-10-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, math, number theory

[jiangly's solution](#)

5125.

1746F

[Kazae](#) · [Tutorial](#)

Quality: 2,647 global accepts · Rating: 2800 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing, probabilities
[jiangly's solution](#)

5126.

1725I

[Imitating the Key Tree](#) · [Tutorial](#)

Quality: 298 global accepts · Rating: 2800 · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dsu, trees
[jiangly's solution](#)

5127.

1721F

[Matching Reduction](#) · [Tutorial](#)

Quality: 514 global accepts · Rating: 2800 · first AC: 2022-08-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, flows, graph matchings, graphs, interactive
[jiangly's solution](#)

5128.

1698F

[Equal Reversal](#) · [Tutorial](#)

Quality: 757 global accepts · Rating: 2800 · first AC: 2022-07-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, implementation, math
[jiangly's solution](#)

5129.

1525F

[Goblins And Gnomes](#) · [Tutorial](#)

Quality: 399 global accepts · Rating: 2800 · first AC: 2022-06-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, flows, graph matchings
[jiangly's solution](#)

5130.

1693D

[Decinc Dividing](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: 2800 · first AC: 2022-06-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy
[jiangly's solution](#)

5131.

1697F

[Too Many Constraints](#) · [Tutorial](#)

Quality: 721 global accepts · Rating: 2800 · first AC: 2022-06-12 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, constructive algorithms, graphs, implementation
[jiangly's solution](#)

5132.

1606F

[Tree Queries](#) · [Tutorial](#)

Quality: 661 global accepts · Rating: 2800 · first AC: 2022-06-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, trees
[jiangly's solution](#)

5133.

1685D1

[Permutation Weight \(Easy Version\)](#) · [Tutorial](#)

Quality: 513 global accepts · Rating: 2800 · first AC: 2022-05-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu
[jiangly's solution](#)

5134.

1684G

[Euclid Guess](#) · [Tutorial](#)

Quality: 785 global accepts · Rating: 2800 · first AC: 2022-05-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, flows, graph matchings, math, number theory
[jiangly's solution](#)

5135.

1672F2

[Checker for Array Shuffling](#) · [Tutorial](#)

Quality: 936 global accepts · Rating: 2800 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[jiangly's solution](#)

5136.

1654F

[Minimal String Xoration](#) · [Tutorial](#)

Quality: 1,483 global accepts · Rating: 2800 · first AC: 2022-03-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, greedy, hashing, sortings, strings

[jiangly's solution](#)

5137.

1648D

[Serious Business](#) · [Tutorial](#)

Quality: 1,051 global accepts · Rating: 2800 · first AC: 2022-03-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, implementation, shortest paths

[jiangly's solution](#)

5138.

1635F

[Closest Pair](#) · [Tutorial](#)

Quality: 1,392 global accepts · Rating: 2800 · first AC: 2022-02-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[jiangly's solution](#)

5139.

1633F

[Perfect Matching](#) · [Tutorial](#)

Quality: 370 global accepts · Rating: 2800 · first AC: 2022-01-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, interactive, trees

[jiangly's solution](#)

5140.

1626F

[A Random Code Problem](#) · [Tutorial](#)

Quality: 904 global accepts · Rating: 2800 · first AC: 2022-01-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities

[jiangly's solution](#)

5141.

1625E2

[Cats on the Upgrade \(hard version\)](#) · [Tutorial](#)

Quality: 662 global accepts · Rating: 2800 · first AC: 2022-01-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, trees

[jiangly's solution](#)

5142.

1615F

[LEGOnary Grandmaster](#) · [Tutorial](#)

Quality: 1,149 global accepts · Rating: 2800 · first AC: 2021-12-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[jiangly's solution](#)

5143.

1620F

[Bipartite Array](#) · [Tutorial](#)

Quality: 751 global accepts · Rating: 2800 · first AC: 2021-12-18 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[jiangly's solution](#)

5144.

1609F

[Interesting Sections](#) · [Tutorial](#)

Quality: 960 global accepts · Rating: 2800 · first AC: 2021-11-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, meet-in-the-middle, two pointers

[jiangly's solution](#)

5145.

1612F

[Armor and Weapons](#) · [Tutorial](#)

Quality: 694 global accepts · Rating: 2800 · first AC: 2021-11-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, shortest paths
[jiangly's solution](#)

5146.

1578A

[Anti-Tetris](#) · [Tutorial](#)

Quality: 422 global accepts · Rating: 2800 · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, shortest paths
[jiangly's solution](#)

5147.

1578B

[Building Forest Trails](#) · [Tutorial](#)

Quality: 475 global accepts · Rating: 2800 · first AC: 2021-10-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu
[jiangly's solution](#)

5148.

1557E

[Assiut Chess](#) · [Tutorial](#)

Quality: 764 global accepts · Rating: 2800 · first AC: 2021-08-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, interactive
[jiangly's solution](#)

5149.

913F

[Strongly Connected Tournament](#) · [Tutorial](#)

Quality: 771 global accepts · Rating: 2800 · first AC: 2021-07-21 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, math, probabilities
[jiangly's solution](#)

5150.

702F

[T-Shirts](#) · [Tutorial](#)

Quality: 1,922 global accepts · Rating: 2800 · first AC: 2021-07-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures
[jiangly's solution](#)

5151.

1545C

[AquaMoon and Permutations](#) · [Tutorial](#)

Quality: 767 global accepts · Rating: 2800 · first AC: 2021-07-11 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, brute force, combinatorics, constructive algorithms, graph matchings, graphs
[jiangly's solution](#)

5152.

513F2

[Scaygerboss](#) · [Tutorial](#)

Quality: 412 global accepts · Rating: 2800 · first AC: 2021-06-25 · C++17 (GCC 9-64) (first AC) · Tags: flows
[jiangly's solution](#)

5153.

493E

[Vasya and Polynomial](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 2800 · first AC: 2021-06-21 · C++17 (GCC 9-64) (first AC) · Tags: math
[jiangly's solution](#)

5154.

377E

[Cookie Clicker](#) · [Tutorial](#)

Quality: 568 global accepts · Rating: 2800 · first AC: 2021-06-19 · C++17 (GCC 9-64) (first AC) · Tags: dp, geometry
[jiangly's solution](#)

5155.

819E

[Mister B and Flight to the Moon](#) · [Tutorial](#)

Quality: 609 global accepts · Rating: 2800 · first AC: 2021-03-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs
[jiangly's solution](#)

5156.

830D

[Singer House](#) · [Tutorial](#)

Quality: 980 global accepts · Rating: 2800 · first AC: 2021-03-31 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, graphs, trees
[jiangly's solution](#)

5157.

1491G

[Switch and Flip](#) · [Tutorial](#)

Quality: 1,008 global accepts · Rating: 2800 · first AC: 2021-02-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, math
[jiangly's solution](#)

5158.

1477D

[Nezzar and Hidden Permutations](#) · [Tutorial](#)

Quality: 785 global accepts · Rating: 2800 · first AC: 2021-01-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs
[jiangly's solution](#)

5159.

1473G

[Tiles](#) · [Tutorial](#)

Quality: 455 global accepts · Rating: 2800 · first AC: 2021-01-14 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math
[jiangly's solution](#)

5160.

1455F

[String and Operations](#) · [Tutorial](#)

Quality: 519 global accepts · Rating: 2800 · first AC: 2020-11-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy
[jiangly's solution](#)

5161.

1442D

[Sum](#) · [Tutorial](#)

Quality: 2,913 global accepts · Rating: 2800 · first AC: 2020-11-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy
[jiangly's solution](#)

5162.

1425I

[Impressive Harvesting of The Orchard](#) · [Tutorial](#)

Quality: 268 global accepts · Rating: 2800 · first AC: 2020-09-27 · last AC: 2020-10-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures
[jiangly's solution](#)

5163.

1434D

[Roads and Ramen](#) · [Tutorial](#)

Rating: 2800 · first AC: 2020-10-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, trees
[jiangly's solution](#)

5164.

1436F

[Sum Over Subsets](#) · [Tutorial](#)

Quality: 623 global accepts · Rating: 2800 · first AC: 2020-10-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory
[jiangly's solution](#)

5165.

1419F

[Rain of Fire](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2800 · first AC: 2020-09-19 · last AC: 2020-09-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, dsu, graphs, implementation
[jiangly's solution](#)

5166.

1404E

[Bricks](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2800 · first AC: 2020-09-06 · last AC: 2020-09-13 · C++17 (GCC 9-64) (first AC) · Tags: flows, graph matchings, graphs

[jiangly's solution](#)

5167.

1404D

[Game of Pairs](#) · [Tutorial](#)

Quality: 1,271 global accepts · Rating: 2800 · first AC: 2020-09-06 · last AC: 2020-09-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, math, number theory

[jiangly's solution](#)

5168.

1400F

[x-prime Substrings](#) · [Tutorial](#)

Quality: 1,165 global accepts · Rating: 2800 · first AC: 2020-08-25 · last AC: 2020-08-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, dp, string suffix structures, strings

[jiangly's solution](#)

5169.

1394D

[Boboniu and Jianghu](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2800 · first AC: 2020-08-12 · last AC: 2020-08-18 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, sortings, trees

[jiangly's solution](#)

5170.

1393E1

[Twilight and Ancient Scroll \(easier version\)](#) · [Tutorial](#)

Quality: 447 global accepts · Rating: 2800 · first AC: 2020-08-07 · last AC: 2020-08-08 · C++17 (GCC 9-64) (first AC) · Tags: dp, hashing, implementation, string suffix structures, strings

[jiangly's solution](#)

5171.

1379F2

[Chess Strikes Back \(hard version\)](#) · [Tutorial](#)

Quality: 580 global accepts · Rating: 2800 · first AC: 2020-07-19 · last AC: 2020-07-31 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer

[jiangly's solution](#)

5172.

1379E

[Inverse Genealogy](#) · [Tutorial](#)

Quality: 473 global accepts · Rating: 2800 · first AC: 2020-07-19 · last AC: 2020-07-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, divide and conquer, dp, math, trees

[jiangly's solution](#)

5173.

1383E

[Strange Operation](#) · [Tutorial](#)

Quality: 1,033 global accepts · Rating: 2800 · first AC: 2020-07-24 · last AC: 2020-07-31 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, dp

[jiangly's solution](#)

5174.

1383D

[Rearrange](#) · [Tutorial](#)

Quality: 762 global accepts · Rating: 2800 · first AC: 2020-07-24 · last AC: 2020-07-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, sortings

[jiangly's solution](#)

5175.

1386C

[Joker](#) · [Tutorial](#)

Quality: 656 global accepts · Rating: 2800 · first AC: 2020-07-22 · last AC: 2020-07-31 · C++17 (GCC 9-64) (first AC) · Tags: *special, bitmasks, data structures, divide and conquer, dsu

[jiangly's solution](#)

5176.

1389G

[Directing Edges](#) · [Tutorial](#)

Quality: 495 global accepts · Rating: 2800 · first AC: 2020-07-29 · last AC: 2020-07-31 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[jiangly's solution](#)

5177.

1375G

[Tree Modification](#) · [Tutorial](#)

Quality: 2,187 global accepts · Rating: 2800 · first AC: 2020-07-04 · last AC: 2020-07-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graph matchings, graphs, trees

[jiangly's solution](#)

5178.

1371F

[Raging Thunder](#) · [Tutorial](#)

Quality: 691 global accepts · Rating: 2800 · first AC: 2020-07-01 · last AC: 2020-07-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, implementation

[jiangly's solution](#)

5179.

1365G

[Secure Password](#) · [Tutorial](#)

Quality: 1,415 global accepts · Rating: 2800 · first AC: 2020-06-07 · last AC: 2020-06-08 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, interactive, math

[jiangly's solution](#)

5180.

1327G

[Letters and Question Marks](#) · [Tutorial](#)

Quality: 527 global accepts · Rating: 2800 · first AC: 2020-03-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, string suffix structures

[jiangly's solution](#)

5181.

1322D

[Reality Show](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2800 · first AC: 2020-03-07 · last AC: 2020-03-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[jiangly's solution](#)

5182.

1316F

[Battalion Strength](#) · [Tutorial](#)

Quality: 894 global accepts · Rating: 2800 · first AC: 2020-03-04 · last AC: 2020-03-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, probabilities

[jiangly's solution](#)

5183.

1310C

[Au Pont Rouge](#) · [Tutorial](#)

Quality: 730 global accepts · Rating: 2800 · first AC: 2020-02-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, strings

[jiangly's solution](#)

5184.

1303F

[Number of Components](#) · [Tutorial](#)

Quality: 615 global accepts · Rating: 2800 · first AC: 2020-02-12 · last AC: 2020-02-16 · C++17 (GCC 7-32) (first AC) · Tags: dsu, implementation

[jiangly's solution](#)

5185.

1291F

[Coffee Varieties \(easy version\)](#) · [Tutorial](#)

Quality: 726 global accepts · Rating: 2800 · first AC: 2020-02-04 · C++17 (GCC 7-32) (first AC) · Tags: graphs, interactive

[jiangly's solution](#)

5186.

685E

[Travelling Through the Snow Queen's Kingdom](#) · [Tutorial](#)

Quality: 611 global accepts · Rating: 2800 · first AC: 2020-01-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, divide and conquer, graphs

[jiangly's solution](#)

5187.

1039D

[You Are Given a Tree](#) · [Tutorial](#)

Quality: 2,309 global accepts · Rating: 2800 · first AC: 2020-01-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, trees

[jiangly's solution](#)

5188.

1286C2

[Madhouse \(Hard version\)](#) · [Tutorial](#)

Quality: 745 global accepts · Rating: 2800 · first AC: 2020-01-05 · last AC: 2020-01-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, hashing, interactive, math

[jiangly's solution](#)

5189.

1279F

[New Year and Handle Change](#) · [Tutorial](#)

Quality: 1,217 global accepts · Rating: 2800 · first AC: 2019-12-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp

[jiangly's solution](#)

5190.

1267D

[DevOps Best Practices](#) · [Tutorial](#)

Quality: 261 global accepts · Rating: 2800 · first AC: 2019-12-07 · last AC: 2019-12-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[jiangly's solution](#)

5191.

575I

[Robots protection](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 2800 · first AC: 2019-11-25 · last AC: 2019-11-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[jiangly's solution](#)

5192.

521D

[Shop](#) · [Tutorial](#)

Quality: 1,830 global accepts · Rating: 2800 · first AC: 2019-11-19 · last AC: 2019-11-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[jiangly's solution](#)

5193.

547E

[Mike and Friends](#) · [Tutorial](#)

Quality: 2,605 global accepts · Rating: 2800 · first AC: 2019-11-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, string suffix structures, strings, trees

[jiangly's solution](#)

5194.

639E

[Bear and Paradox](#) · [Tutorial](#)

Quality: 617 global accepts · Rating: 2800 · first AC: 2019-10-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings

[jiangly's solution](#)

5195.

555E

[Case of Computer Network](#) · [Tutorial](#)

Quality: 2,968 global accepts · Rating: 2800 · first AC: 2019-10-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[jiangly's solution](#)

5196.

516D

[Brazil and Morning Exercise](#) · [Tutorial](#)

Quality: 1,528 global accepts · Rating: 2800 · first AC: 2019-10-24 · last AC: 2019-10-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, trees, two pointers

[jiangly's solution](#)

5197.

1214H

[Tiles Placement](#) · [Tutorial](#)

Quality: 461 global accepts · Rating: 2800 · first AC: 2019-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, trees

[jiangly's solution](#)

5198.

1208G

[Polygons](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2800 · first AC: 2019-08-25 · last AC: 2019-09-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[jiangly's solution](#)

5199.

79D

[Password](#) · [Tutorial](#)

Quality: 1,348 global accepts · Rating: 2800 · first AC: 2019-06-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, shortest paths

[jiangly's solution](#)

5200.

10D

[LCIS](#) · [Tutorial](#)

Quality: 5,627 global accepts · Rating: 2800 · first AC: 2019-05-13 · GNU C++11 (first AC) · Tags: dp

[jiangly's solution](#)

5201.

2207F

[Hanabi](#) · [Tutorial](#)

Quality: 269 global accepts · Rating: 2900 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, dsu, flows, graph matchings, graphs, greedy

[jiangly's solution](#)

5202.

2206M

[Deformed Balance](#) · [Tutorial](#)

Quality: 47 global accepts · Rating: 2900 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[jiangly's solution](#)

5203.

2206I

[Growth Factor](#) · [Tutorial](#)

Quality: 166 global accepts · Rating: 2900 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, number theory

[jiangly's solution](#)

5204.

2201F1

[Monotone Monochrome Matrices \(Medium Version\)](#) · [Tutorial](#)

Quality: 271 global accepts · Rating: 2900 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, hashing

[jiangly's solution](#)

5205.

2201E

[ABBA Counting](#) · [Tutorial](#)

Quality: 277 global accepts · Rating: 2900 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: fft, math, number theory, strings

[jiangly's solution](#)

5206.

2181E

[Elevator Against Humanity](#) · [Tutorial](#)

Quality: 144 global accepts · Rating: 2900 · first AC: 2025-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, sortings

[jiangly's solution](#)

5207.

2162H

[Beautiful Problem](#) · [Tutorial](#)

Quality: 314 global accepts · Rating: 2900 · first AC: 2025-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[jiangly's solution](#)

5208.

2153F

[Odd Queries on Odd Array](#) · [Tutorial](#)

Quality: 323 global accepts · Rating: 2900 · first AC: 2025-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, data structures, implementation, trees

[jiangly's solution](#)

5209.

2145G

[Cost of Coloring](#) · [Tutorial](#)

Quality: 523 global accepts · Rating: 2900 · first AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, divide and conquer, dp, fft, math

[jiangly's solution](#)

5210.

2152H1

[Victorious Coloring \(Easy Version\)](#) · [Tutorial](#)

Quality: 610 global accepts · Rating: 2900 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, greedy

[jiangly's solution](#)

5211.

2152G

[Query Jungle](#) · [Tutorial](#)

Quality: 712 global accepts · Rating: 2900 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, math, matrices, trees

[jiangly's solution](#)

5212.

2146F

[Bubble Sort](#) · [Tutorial](#)

Quality: 302 global accepts · Rating: 2900 · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp

[jiangly's solution](#)

5213.

2140F

[Sum Minimisation](#) · [Tutorial](#)

Quality: 313 global accepts · Rating: 2900 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: number theory

[jiangly's solution](#)

5214.

2134F

[Permutation Oddness](#) · [Tutorial](#)

Quality: 647 global accepts · Rating: 2900 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[jiangly's solution](#)

5215.

2111G

[Divisible Subarrays](#) · [Tutorial](#)

Quality: 398 global accepts · Rating: 2900 · first AC: 2025-06-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, data structures, interactive

[jiangly's solution](#)

5216.

2115D

[Gellyfish and Forget-Me-Not](#) · [Tutorial](#)

Quality: 1,101 global accepts · Rating: 2900 · first AC: 2025-05-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, games, greedy, math

[jiangly's solution](#)

5217.

2108F

[Fallen Towers](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 2900 · first AC: 2025-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy

[jiangly's solution](#)

5218.

2084F

[Skyscape](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 2900 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy

[jiangly's solution](#)

5219.

2092F

[Andryusha and CCB](#) · [Tutorial](#)

Quality: 432 global accepts · Rating: 2900 · first AC: 2025-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory, strings

[jiangly's solution](#)

5220.

2085F2

[Serval and Colorful Array \(Hard Version\)](#) · [Tutorial](#)

Quality: 522 global accepts · Rating: 2900 · first AC: 2025-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[jiangly's solution](#)

5221.

2066D2

[Club of Young Aircraft Builders \(hard version\)](#) · [Tutorial](#)

Quality: 620 global accepts · Rating: 2900 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[jiangly's solution](#)

5222.

2059E2

[Stop Gaming \(Hard Version\)](#) · [Tutorial](#)

Quality: 350 global accepts · Rating: 2900 · first AC: 2025-02-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, data structures, hashing, strings

[jiangly's solution](#)

5223.

2062F

[Traveling Salescat](#) · [Tutorial](#)

Quality: 613 global accepts · Rating: 2900 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, geometry, graphs, greedy, math, sortings

[jiangly's solution](#)

5224.

2061G

[Kevin and Teams](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 2900 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, interactive

[jiangly's solution](#)

5225.

2052L

[Legacy Screensaver](#) · [Tutorial](#)

Quality: 159 global accepts · Rating: 2900 · first AC: 2024-12-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[jiangly's solution](#)

5226.

2046E1

[Cheops and a Contest \(Easy Version\)](#) · [Tutorial](#)

Quality: 229 global accepts · Rating: 2900 · first AC: 2024-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy
[jiangly's solution](#)

5227.

2042E

[Vertex Pairs](#) · [Tutorial](#)

Quality: 524 global accepts · Rating: 2900 · first AC: 2024-12-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, divide and conquer, greedy, implementation, trees
[jiangly's solution](#)

5228.

2038E

[Barrels](#) · [Tutorial](#)

Quality: 156 global accepts · Rating: 2900 · first AC: 2024-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, math
[jiangly's solution](#)

5229.

2023D

[Many Games](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 2900 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, probabilities
[jiangly's solution](#)

5230.

2030G1

[The Destruction of the Universe \(Easy Version\)](#) · [Tutorial](#)

Quality: 261 global accepts · Rating: 2900 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, greedy, math
[jiangly's solution](#)

5231.

2020F

[Count Leaves](#) · [Tutorial](#)

Quality: 266 global accepts · Rating: 2900 · first AC: 2024-09-29 · last AC: 2024-09-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, number theory
[jiangly's solution](#)

5232.

2018F1

[Speedbreaker Counting \(Easy Version\)](#) · [Tutorial](#)

Quality: 329 global accepts · Rating: 2900 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math
[jiangly's solution](#)

5233.

2001E2

[Deterministic Heap \(Hard Version\)](#) · [Tutorial](#)

Quality: 286 global accepts · Rating: 2900 · first AC: 2024-08-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, trees
[jiangly's solution](#)

5234.

1995E2

[Let Me Teach You a Lesson \(Hard Version\)](#) · [Tutorial](#)

Quality: 396 global accepts · Rating: 2900 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, matrices, two pointers
[jiangly's solution](#)

5235.

1979F

[Kostyanych's Theorem](#) · [Tutorial](#)

Quality: 438 global accepts · Rating: 2900 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graphs, interactive
[jiangly's solution](#)

5236.

1965D

[Missing Subarray Sum](#) · [Tutorial](#)

Quality: 536 global accepts · Rating: 2900 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[jiangly's solution](#)

5237.

1943E1

[MEX Game 2 \(Easy Version\)](#) · [Tutorial](#)

Quality: 530 global accepts · Rating: 2900 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy

[jiangly's solution](#)

5238.

1910J

[Two Colors](#) · [Tutorial](#)

Quality: 55 global accepts · Rating: 2900 · first AC: 2024-02-20 · Kotlin 1.9 (first AC) · Tags: *special

[jiangly's solution](#)

5239.

1928F

[Digital Patterns](#) · [Tutorial](#)

Quality: 347 global accepts · Rating: 2900 · first AC: 2024-02-12 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, implementation, math

[jiangly's solution](#)

5240.

1916F

[Group Division](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 2900 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[jiangly's solution](#)

5241.

1901F

[Landscaping](#) · [Tutorial](#)

Quality: 188 global accepts · Rating: 2900 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, two pointers

[jiangly's solution](#)

5242.

1090H

[Linearization](#) · [Tutorial](#)

Quality: 108 global accepts · Rating: 2900 · first AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: graphs

[jiangly's solution](#)

5243.

1870F

[Lazy Numbers](#) · [Tutorial](#)

Quality: 557 global accepts · Rating: 2900 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[jiangly's solution](#)

5244.

1605F

[PalindORme](#) · [Tutorial](#)

Quality: 431 global accepts · Rating: 2900 · first AC: 2023-09-12 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

[jiangly's solution](#)

5245.

896D

[Nephren Runs a Cinema](#) · [Tutorial](#)

Quality: 616 global accepts · Rating: 2900 · first AC: 2023-08-22 · C++20 (GCC 11-64) (first AC) · Tags: chinese remainder theorem, combinatorics, math, number theory

[jiangly's solution](#)

5246.

1860F

[Evaluate RBS](#) · [Tutorial](#)

Quality: 322 global accepts · Rating: 2900 · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, geometry, implementation, math, sortings

[jiangly's solution](#)

5247.

889D

[Symmetric Projections](#) · [Tutorial](#)

Rating: 2900 · first AC: 2023-08-15 · C++20 (GCC 11-64) (first AC) · Tags: geometry

[jiangly's solution](#)

5248.

1847E

[Triangle Platinum?](#) · [Tutorial](#)

Quality: 371 global accepts · Rating: 2900 · first AC: 2023-07-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, implementation, interactive, math, probabilities

[jiangly's solution](#)

5249.

1835D

[Doctor's Brown Hypothesis](#) · [Tutorial](#)

Quality: 658 global accepts · Rating: 2900 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, math, number theory

[jiangly's solution](#)

5250.

111E

[Petya and Rectangle](#) · [Tutorial](#)

Quality: 74 global accepts · Rating: 2900 · first AC: 2023-04-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

5251.

331E1

[Deja Vu](#) · [Tutorial](#)

Quality: 218 global accepts · Rating: 2900 · first AC: 2023-04-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, implementation

[jiangly's solution](#)

5252.

598F

[Cut Length](#) · [Tutorial](#)

Quality: 452 global accepts · Rating: 2900 · first AC: 2023-04-23 · C++20 (GCC 11-64) (first AC) · Tags: geometry

[jiangly's solution](#)

5253.

19E

[Fairy](#) · [Tutorial](#)

Quality: 2,513 global accepts · Rating: 2900 · first AC: 2023-04-07 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, divide and conquer, dsu

[jiangly's solution](#)

5254.

17E

[Palisection](#) · [Tutorial](#)

Quality: 1,990 global accepts · Rating: 2900 · first AC: 2023-04-07 · C++20 (GCC 11-64) (first AC) · Tags: strings

[jiangly's solution](#)

5255.

1810H

[Last Number](#) · [Tutorial](#)

Quality: 170 global accepts · Rating: 2900 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[jiangly's solution](#)

5256.

1806F2

[GCD Master \(hard version\)](#) · [Tutorial](#)

Quality: 468 global accepts · Rating: 2900 · first AC: 2023-03-20 · last AC: 2023-03-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math,

sortings

[jiangly's solution](#)

5257.

1806F1

[GCD Master \(easy version\)](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 2900 · first AC: 2023-03-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory, sortings

[jiangly's solution](#)

5258.

717A

[Festival Organization](#) · [Tutorial](#)

Quality: 433 global accepts · Rating: 2900 · first AC: 2023-03-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[jiangly's solution](#)

5259.

1796F

[Strange Triples](#) · [Tutorial](#)

Quality: 221 global accepts · Rating: 2900 · first AC: 2023-03-01 · last AC: 2023-03-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[jiangly's solution](#)

5260.

1773J

[Jumbled Trees](#) · [Tutorial](#)

Quality: 140 global accepts · Rating: 2900 · first AC: 2023-02-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[jiangly's solution](#)

5261.

1765J

[Hero to Zero](#) · [Tutorial](#)

Quality: 305 global accepts · Rating: 2900 · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: graph matchings, math

[jiangly's solution](#)

5262.

1792F2

[Graph Coloring \(hard version\)](#) · [Tutorial](#)

Quality: 501 global accepts · Rating: 2900 · first AC: 2023-01-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, divide and conquer, dp, fft, graphs

[jiangly's solution](#)

5263.

1768F

[Wonderful Jump](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2900 · first AC: 2023-01-05 · last AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[jiangly's solution](#)

5264.

1764G1

[Doremy's Perfect DS Class \(Easy Version\)](#) · [Tutorial](#)

Quality: 699 global accepts · Rating: 2900 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive

[jiangly's solution](#)

5265.

1747E

[List Generation](#) · [Tutorial](#)

Quality: 661 global accepts · Rating: 2900 · first AC: 2022-11-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[jiangly's solution](#)

5266.

1735F

[Pebbles and Beads](#) · [Tutorial](#)

Quality: 254 global accepts · Rating: 2900 · first AC: 2022-10-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, geometry

[jiangly's solution](#)

5267.

1738G

[Anti-Increasing Addicts](#) · [Tutorial](#)

Quality: 556 global accepts · Rating: 2900 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, math

[jiangly's solution](#)

5268.

1726F

[Late For Work \(submissions are not allowed\)](#) · [Tutorial](#)

Rating: 2900 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: *broken, data structures, greedy, schedules, shortest paths

[jiangly's solution](#)

5269.

1725D

[Deducing Sortability](#) · [Tutorial](#)

Quality: 232 global accepts · Rating: 2900 · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, math

[jiangly's solution](#)

5270.

1713F

[Lost Array](#) · [Tutorial](#)

Quality: 688 global accepts · Rating: 2900 · first AC: 2022-08-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, math

[jiangly's solution](#)

5271.

1705F

[Mark and the Online Exam](#) · [Tutorial](#)

Quality: 695 global accepts · Rating: 2900 · first AC: 2022-07-15 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, probabilities

[jiangly's solution](#)

5272.

1698G

[Long Binary String](#) · [Tutorial](#)

Quality: 384 global accepts · Rating: 2900 · first AC: 2022-07-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, math, matrices, meet-in-the-middle, number theory

[jiangly's solution](#)

5273.

1622F

[Quadratic Set](#) · [Tutorial](#)

Quality: 865 global accepts · Rating: 2900 · first AC: 2022-06-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, hashing, math, number theory

[jiangly's solution](#)

5274.

1687D

[Cute number](#) · [Tutorial](#)

Quality: 734 global accepts · Rating: 2900 · first AC: 2022-06-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dsu, implementation, math

[jiangly's solution](#)

5275.

1677E

[Tokitsukaze and Beautiful Subsegments](#) · [Tutorial](#)

Quality: 660 global accepts · Rating: 2900 · first AC: 2022-05-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[jiangly's solution](#)

5276.

1667D

[Edge Elimination](#) · [Tutorial](#)

Quality: 809 global accepts · Rating: 2900 · first AC: 2022-04-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, trees

[jiangly's solution](#)

5277.

1646F

[Playing Around the Table](#) · [Tutorial](#)

Quality: 673 global accepts · Rating: 2900 · first AC: 2022-03-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[jiangly's solution](#)

5278.

1644F

[Basis](#) · [Tutorial](#)

Quality: 429 global accepts · Rating: 2900 · first AC: 2022-02-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, fft, math, number theory

[jiangly's solution](#)

5279.

1630E

[Expected Components](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2900 · first AC: 2022-01-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory, probabilities

[jiangly's solution](#)

5280.

1616F

[Tricolor Triangles](#) · [Tutorial](#)

Quality: 720 global accepts · Rating: 2900 · first AC: 2021-12-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, graphs, math, matrices

[jiangly's solution](#)

5281.

724E

[Goods transportation](#) · [Tutorial](#)

Quality: 1,668 global accepts · Rating: 2900 · first AC: 2021-12-23 · C++20 (GCC 11-64) (first AC) · Tags: dp, flows, greedy

[jiangly's solution](#)

5282.

1578F

[Framing Pictures](#) · [Tutorial](#)

Quality: 187 global accepts · Rating: 2900 · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: geometry

[jiangly's solution](#)

5283.

1562F

[Tubular Bells](#) · [Tutorial](#)

Quality: 457 global accepts · Rating: 2900 · first AC: 2021-08-26 · C++17 (GCC 9-64) (first AC) · Tags: interactive, math, number theory, probabilities

[jiangly's solution](#)

5284.

1056G

[Take Metro](#) · [Tutorial](#)

Quality: 300 global accepts · Rating: 2900 · first AC: 2021-07-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, graphs

[jiangly's solution](#)

5285.

1553H

[XOR and Distance](#) · [Tutorial](#)

Quality: 842 global accepts · Rating: 2900 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, divide and conquer, trees

[jiangly's solution](#)

5286.

364D

[Ghd](#) · [Tutorial](#)

Quality: 2,508 global accepts · Rating: 2900 · first AC: 2021-07-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, probabilities

[jiangly's solution](#)

5287.

1085G

[Beautiful Matrix](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 2900 · first AC: 2021-07-15 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, dp
[jiangly's solution](#)

5288.

725F

[Family Photos](#) · [Tutorial](#)

Quality: 724 global accepts · Rating: 2900 · first AC: 2021-07-06 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy
[jiangly's solution](#)

5289.

1540C2

[Converging Array \(Hard Version\)](#) · [Tutorial](#)

Quality: 558 global accepts · Rating: 2900 · first AC: 2021-06-25 · C++17 (GCC 9-64) (first AC) · Tags: dp, math
[jiangly's solution](#)

5290.

497E

[Subsequences Return](#) · [Tutorial](#)

Quality: 317 global accepts · Rating: 2900 · first AC: 2021-06-20 · C++17 (GCC 9-64) (first AC) · Tags: dp, matrices
[jiangly's solution](#)

5291.

497D

[Gears](#) · [Tutorial](#)

Quality: 247 global accepts · Rating: 2900 · first AC: 2021-06-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, math
[jiangly's solution](#)

5292.

1528E

[Mashtali and Hagh Trees](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 2900 · first AC: 2021-05-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, trees
[jiangly's solution](#)

5293.

1500D

[Tiles for Bathroom](#) · [Tutorial](#)

Quality: 587 global accepts · Rating: 2900 · first AC: 2021-03-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings, two pointers
[jiangly's solution](#)

5294.

1479D

[Odd Mineral Resource](#) · [Tutorial](#)

Quality: 1,333 global accepts · Rating: 2900 · first AC: 2021-02-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, probabilities, trees
[jiangly's solution](#)

5295.

1468B

[Bakery](#) · [Tutorial](#)

Quality: 241 global accepts · Rating: 2900 · first AC: 2020-12-25 · GNU C++11 (first AC) · Tags: data structures, dsu
[jiangly's solution](#)

5296.

679D

[Bear and Chase](#) · [Tutorial](#)

Quality: 343 global accepts · Rating: 2900 · first AC: 2020-12-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, math, probabilities
[jiangly's solution](#)

5297.

1450H1

[Multithreading \(Easy Version\)](#) · [Tutorial](#)

Quality: 513 global accepts · Rating: 2900 · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, fft, math
[jiangly's solution](#)

5298.

788E

[New task](#) · [Tutorial](#)

Quality: 391 global accepts · Rating: 2900 · first AC: 2020-12-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[jiangly's solution](#)

5299.

1455G

[Forbidden Value](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 2900 · first AC: 2020-11-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[jiangly's solution](#)

5300.

1456D

[Cakes for Clones](#) · [Tutorial](#)

Rating: 2900 · first AC: 2020-11-29 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[jiangly's solution](#)

5301.

1444D

[Rectangular Polyline](#) · [Tutorial](#)

Quality: 644 global accepts · Rating: 2900 · first AC: 2020-11-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, geometry

[jiangly's solution](#)

5302.

1402B

[Roads](#) · [Tutorial](#)

Quality: 129 global accepts · Rating: 2900 · first AC: 2020-08-26 · C++17 (GCC 9-64) (first AC) · Tags: *special, geometry, sortings

[jiangly's solution](#)

5303.

1392G

[Omkar and Pies](#) · [Tutorial](#)

Quality: 679 global accepts · Rating: 2900 · first AC: 2020-08-17 · last AC: 2020-08-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, dp, math, shortest paths

[jiangly's solution](#)

5304.

1372E

[Omkar and Last Floor](#) · [Tutorial](#)

Quality: 1,433 global accepts · Rating: 2900 · first AC: 2020-07-16 · last AC: 2020-07-31 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, two pointers

[jiangly's solution](#)

5305.

1387C

[Viruses](#) · [Tutorial](#)

Quality: 204 global accepts · Rating: 2900 · first AC: 2020-07-23 · last AC: 2020-07-31 · C++17 (GCC 9-64) (first AC) · Tags: *special, dp, shortest paths, string suffix structures

[jiangly's solution](#)

5306.

1386B

[Mixture](#) · [Tutorial](#)

Quality: 141 global accepts · Rating: 2900 · first AC: 2020-07-22 · C++17 (GCC 9-64) (first AC) · Tags: *special, data structures, geometry, math, sortings

[jiangly's solution](#)

5307.

1361D

[Johnny and James](#) · [Tutorial](#)

Quality: 340 global accepts · Rating: 2900 · first AC: 2020-06-05 · last AC: 2020-06-05 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math, trees

[jiangly's solution](#)

5308.

1359F

[RC Kaboom Show](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2900 · first AC: 2020-05-28 · last AC: 2020-06-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, geometry, math

[jiangly's solution](#)**5309.**

1334G

[Substring Search](#) · [Tutorial](#)

Quality: 421 global accepts · Rating: 2900 · first AC: 2020-04-10 · last AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, fft

[jiangly's solution](#)**5310.**

1310E

[Strange Function](#) · [Tutorial](#)

Quality: 403 global accepts · Rating: 2900 · first AC: 2020-02-26 · C++17 (GCC 7-32) (first AC) · Tags: dp

[jiangly's solution](#)**5311.**

1314E

[Strange Function](#) · [Tutorial](#)

Rating: 2900 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

[jiangly's solution](#)**5312.**

1288F

[Red-Blue Graph](#) · [Tutorial](#)

Quality: 647 global accepts · Rating: 2900 · first AC: 2020-01-14 · last AC: 2020-02-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, flows

[jiangly's solution](#)**5313.**

925E

[May Holidays](#) · [Tutorial](#)

Quality: 542 global accepts · Rating: 2900 · first AC: 2020-01-16 · last AC: 2020-01-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[jiangly's solution](#)**5314.**

1285F

[Classical?](#) · [Tutorial](#)

Quality: 1,356 global accepts · Rating: 2900 · first AC: 2020-01-11 · last AC: 2020-01-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, number theory

[jiangly's solution](#)**5315.**

1276D

[Tree Elimination](#) · [Tutorial](#)

Quality: 672 global accepts · Rating: 2900 · first AC: 2020-01-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees

[jiangly's solution](#)**5316.**

1218H

[Function Composition](#) · [Tutorial](#)

Quality: 157 global accepts · Rating: 2900 · first AC: 2020-01-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar

[jiangly's solution](#)**5317.**

1280E

[Kirchhoff's Current Loss](#) · [Tutorial](#)

Quality: 229 global accepts · Rating: 2900 · first AC: 2019-12-15 · last AC: 2019-12-31 · C++17 (GCC 7-32) (first AC) · Tags: math

[jiangly's solution](#)

5318.

1266F

[Almost Same Distance](#) · [Tutorial](#)

Quality: 377 global accepts · Rating: 2900 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[jiangly's solution](#)

5319.

1264D2

[Beautiful Bracket Sequence \(hard version\)](#) · [Tutorial](#)

Quality: 1,315 global accepts · Rating: 2900 · first AC: 2019-12-05 · last AC: 2019-12-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, probabilities

[jiangly's solution](#)

5320.

536D

[Tavas in Kansas](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2900 · first AC: 2019-12-03 · last AC: 2019-12-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, games

[jiangly's solution](#)

5321.

505E

[Mr. Kitayuta vs. Bamboos](#) · [Tutorial](#)

Quality: 1,559 global accepts · Rating: 2900 · first AC: 2019-11-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[jiangly's solution](#)

5322.

685C

[Optimal Point](#) · [Tutorial](#)

Quality: 648 global accepts · Rating: 2900 · first AC: 2019-11-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[jiangly's solution](#)

5323.

643F

[Bears and Juice](#) · [Tutorial](#)

Quality: 819 global accepts · Rating: 2900 · first AC: 2019-11-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, meet-in-the-middle

[jiangly's solution](#)

5324.

674F

[Bears and Juice](#) · [Tutorial](#)

Rating: 2900 · first AC: 2019-11-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, meet-in-the-middle

[jiangly's solution](#)

5325.

708D

[Incorrect Flow](#) · [Tutorial](#)

Quality: 887 global accepts · Rating: 2900 · first AC: 2019-11-20 · last AC: 2019-11-20 · C++17 (GCC 7-32) (first AC) · Tags: flows

[jiangly's solution](#)

5326.

585E

[Present for Vitalik the Philatelist](#) · [Tutorial](#)

Quality: 1,221 global accepts · Rating: 2900 · first AC: 2019-11-18 · last AC: 2019-11-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[jiangly's solution](#)

5327.

704C

[Black Widow](#) · [Tutorial](#)

Quality: 525 global accepts · Rating: 2900 · first AC: 2019-11-14 · last AC: 2019-11-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, implementation, math

[jiangly's solution](#)

5328.

671D

[Roads in Yusland](#) · [Tutorial](#)

Quality: 1,313 global accepts · Rating: 2900 · first AC: 2019-11-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

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5329.

512D

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5330.

506C

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5331.

1221G

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5332.

1198F

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Quality: 1,076 global accepts · Rating: 2900 · first AC: 2019-08-01 · last AC: 2019-08-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory, probabilities

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5333.

1201E1

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5334.

2158F2

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5335.

2205G

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5336.

2194F2

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5337.

2161F

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5338.

2156F2

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5339.

936D

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[jiangly's solution](#)

5340.

2150F

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[jiangly's solution](#)

5341.

2133F

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Quality: 466 global accepts · Rating: 3000 · first AC: 2025-08-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, graphs

[jiangly's solution](#)

5342.

2129E

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5343.

2125F

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[jiangly's solution](#)

5344.

2109F

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Quality: 274 global accepts · Rating: 3000 · first AC: 2025-05-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, flows, graphs, shortest paths

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5345.

2086F

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Quality: 142 global accepts · Rating: 3000 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, interactive

[jiangly's solution](#)

5346.

1552G

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Quality: 670 global accepts · Rating: 3000 · first AC: 2025-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dfs and similar, sortings

[jiangly's solution](#)

5347.

2075F

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Quality: 520 global accepts · Rating: 3000 · first AC: 2025-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, implementation

[jiangly's solution](#)

5348.

1097G

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[jiangly's solution](#)

5349.

2068K

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Quality: 206 global accepts · Rating: 3000 · first AC: 2025-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, graphs

[jiangly's solution](#)

5350.

2070F

[Friends and Pizza](#) · [Tutorial](#)

Quality: 369 global accepts · Rating: 3000 · first AC: 2025-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, divide and conquer, dp, fft

[jiangly's solution](#)

5351.

2062E2

[The Game \(Hard Version\)](#) · [Tutorial](#)

Quality: 450 global accepts · Rating: 3000 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, games, graphs, implementation, trees

[jiangly's solution](#)

5352.

2056F2

[Xor of Median \(Hard Version\)](#) · [Tutorial](#)

Quality: 354 global accepts · Rating: 3000 · first AC: 2025-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math

[jiangly's solution](#)

5353.

2057G

[Secret Message](#) · [Tutorial](#)

Quality: 727 global accepts · Rating: 3000 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, math

[jiangly's solution](#)

5354.

2038H

[Galactic Council](#) · [Tutorial](#)

Quality: 182 global accepts · Rating: 3000 · first AC: 2024-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows

[jiangly's solution](#)

5355.

2029G

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Quality: 258 global accepts · Rating: 3000 · first AC: 2024-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[jiangly's solution](#)

5356.

2025G

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Quality: 231 global accepts · Rating: 3000 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, flows

[jiangly's solution](#)

5357.

2018F2

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Quality: 287 global accepts · Rating: 3000 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[jiangly's solution](#)

5358.

1988F

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Quality: 422 global accepts · Rating: 3000 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math

[jiangly's solution](#)

5359.

1983G

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Quality: 285 global accepts · Rating: 3000 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, trees

[jiangly's solution](#)

5360.

1989F

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Quality: 604 global accepts · Rating: 3000 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, divide and conquer, graphs

[jiangly's solution](#)

5361.

1981F

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[jiangly's solution](#)

5362.

1969F

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Quality: 403 global accepts · Rating: 3000 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, hashing, implementation

[jiangly's solution](#)

5363.

1956F

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[jiangly's solution](#)

5364.

1938B

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Quality: 233 global accepts · Rating: 3000 · first AC: 2024-03-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

5365.

1934E

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Quality: 342 global accepts · Rating: 3000 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, number theory

[jiangly's solution](#)

5366.

1920F2

[Smooth Sailing \(Hard Version\)](#) · [Tutorial](#)

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[jiangly's solution](#)

5367.

1909G

[Pumping Lemma](#) · [Tutorial](#)

Quality: 652 global accepts · Rating: 3000 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: hashing, strings

[jiangly's solution](#)

5368.

356E

[Xenia and String Problem](#) · [Tutorial](#)

Quality: 490 global accepts · Rating: 3000 · first AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: dp, hashing, implementation, string suffix structures, strings

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5369.

1868D

[Flower-like Pseudotree](#) · [Tutorial](#)

Quality: 375 global accepts · Rating: 3000 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation, trees

[jiangly's solution](#)

5370.

891E

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Quality: 1,119 global accepts · Rating: 3000 · first AC: 2023-08-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, matrices

[jiangly's solution](#)

5371.

889E

[Mod Mod Mod](#) · [Tutorial](#)

Quality: 670 global accepts · Rating: 3000 · first AC: 2023-08-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, math

[jiangly's solution](#)

5372.

696E

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Quality: 629 global accepts · Rating: 3000 · first AC: 2023-08-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, trees

[jiangly's solution](#)

5373.

1854E

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Quality: 526 global accepts · Rating: 3000 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, greedy, math

[jiangly's solution](#)

5374.

1854D

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Quality: 652 global accepts · Rating: 3000 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive, trees

[jiangly's solution](#)

5375.

1844G

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[jiangly's solution](#)

5376.

1842H

[Tenzing and Random Real Numbers](#) · [Tutorial](#)

Quality: 853 global accepts · Rating: 3000 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, graphs, math, probabilities

[jiangly's solution](#)

5377.

1838F

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Quality: 380 global accepts · Rating: 3000 · first AC: 2023-06-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[jiangly's solution](#)

5378.

223D

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Quality: 80 global accepts · Rating: 3000 · first AC: 2023-06-01 · C++20 (GCC 11-64) (first AC) · Tags: geometry, graphs

[jiangly's solution](#)

5379.

1824D

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Quality: 655 global accepts · Rating: 3000 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[jiangly's solution](#)

5380.

235D

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Quality: 573 global accepts · Rating: 3000 · first AC: 2023-04-30 · C++20 (GCC 11-64) (first AC) · Tags: graphs

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5381.

280E

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[jiangly's solution](#)

5382.

1797F

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Quality: 563 global accepts · Rating: 3000 · first AC: 2023-04-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dsu, trees

[jiangly's solution](#)

5383.

1801E

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Quality: 615 global accepts · Rating: 3000 · first AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dsu, hashing, trees

[jiangly's solution](#)

5384.

1776M

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Quality: 508 global accepts · Rating: 3000 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, trees

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5385.

1763F

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5386.

1787G

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5387.

1779G

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5388.

1764G2

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Quality: 639 global accepts · Rating: 3000 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive

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5389.

1758F

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5390.

1748F

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5391.

1743G

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Quality: 304 global accepts · Rating: 3000 · first AC: 2022-10-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, data structures, dp, hashing, math
[jiangly's solution](#)

5392.

1707D

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[jiangly's solution](#)

5393.

1667E

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Quality: 811 global accepts · Rating: 3000 · first AC: 2022-04-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math
[jiangly's solution](#)

5394.

1659F

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[jiangly's solution](#)

5395.

1651F

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Quality: 481 global accepts · Rating: 3000 · first AC: 2022-03-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures
[jiangly's solution](#)

5396.

1637G

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Quality: 620 global accepts · Rating: 3000 · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math
[jiangly's solution](#)

5397.

1616H

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Quality: 1,235 global accepts · Rating: 3000 · first AC: 2021-12-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, data structures, divide and conquer, dp, math
[jiangly's solution](#)

5398.

1615H

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5399.

1609G

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[jiangly's solution](#)

5400.

1610F

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Quality: 707 global accepts · Rating: 3000 · first AC: 2021-11-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs
[jiangly's solution](#)

5401.

1603D

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5402.

1586G

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Rating: 3000 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, math
[jiangly's solution](#)

5403.

1569F

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5404.

1558E

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Quality: 702 global accepts · Rating: 3000 · first AC: 2021-08-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, graphs, greedy, meet-in-the-middle, shortest paths
[jiangly's solution](#)

5405.

1476F

[Lanterns](#) · [Tutorial](#)

Quality: 1,158 global accepts · Rating: 3000 · first AC: 2021-07-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp
[jiangly's solution](#)

5406.

997E

[Good Subsegments](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 3000 · first AC: 2021-07-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures
[jiangly's solution](#)

5407.

773E

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Quality: 509 global accepts · Rating: 3000 · first AC: 2021-07-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings
[jiangly's solution](#)

5408.

364E

[Empty Rectangles](#) · [Tutorial](#)

Quality: 627 global accepts · Rating: 3000 · first AC: 2021-07-19 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, two pointers
[jiangly's solution](#)

5409.

698F

[Coprime Permutation](#) · [Tutorial](#)

Quality: 490 global accepts · Rating: 3000 · first AC: 2021-07-12 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, number theory
[jiangly's solution](#)

5410.

1545D

[AquaMoon and Wrong Coordinate](#) · [Tutorial](#)

Quality: 606 global accepts · Rating: 3000 · first AC: 2021-07-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, math
[jiangly's solution](#)

5411.

641F

[Little Artem and 2-SAT](#) · [Tutorial](#)

Quality: 244 global accepts · Rating: 3000 · first AC: 2021-07-09 · C++17 (GCC 9-64) (first AC) · Tags: —
[jiangly's solution](#)

5412.

1534F2

[Falling Sand \(Hard Version\)](#) · [Tutorial](#)

Quality: 704 global accepts · Rating: 3000 · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy
[jiangly's solution](#)

5413.

1535F

[String Distance](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 3000 · first AC: 2021-06-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, hashing, implementation, strings
[jiangly's solution](#)

5414.

1526F

[Median Queries](#) · [Tutorial](#)

Quality: 388 global accepts · Rating: 3000 · first AC: 2021-05-28 · last AC: 2021-05-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, probabilities
[jiangly's solution](#)

5415.

1474F

[1 2 3 4 ...](#) · [Tutorial](#)

Quality: 323 global accepts · Rating: 3000 · first AC: 2021-01-20 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, matrices
[jiangly's solution](#)

5416.

1464D

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Rating: 3000 · first AC: 2020-12-20 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math
[jiangly's solution](#)

5417.

788D

[Finding lines](#) · [Tutorial](#)

Quality: 409 global accepts · Rating: 3000 · first AC: 2020-12-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, divide and conquer, interactive
[jiangly's solution](#)

5418.

1438F

[Olha and Igor](#) · [Tutorial](#)

Quality: 801 global accepts · Rating: 3000 · first AC: 2020-11-14 · C++17 (GCC 9-64) (first AC) · Tags: interactive, probabilities, trees
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5419.

1442E

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Quality: 788 global accepts · Rating: 3000 · first AC: 2020-11-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, dp, greedy, trees
[jiangly's solution](#)

5420.

1168D

[Anagram Paths](#) · [Tutorial](#)

Quality: 435 global accepts · Rating: 3000 · first AC: 2020-09-22 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation, trees

[jiangly's solution](#)

5421.

1418F

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Quality: 427 global accepts · Rating: 3000 · first AC: 2020-09-15 · last AC: 2020-09-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math, number theory, two pointers

[jiangly's solution](#)

5422.

1392H

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Quality: 987 global accepts · Rating: 3000 · first AC: 2020-08-17 · last AC: 2020-08-18 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[jiangly's solution](#)

5423.

1361E

[James and the Chase](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 3000 · first AC: 2020-06-05 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, probabilities, trees

[jiangly's solution](#)

5424.

1342F

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Quality: 990 global accepts · Rating: 3000 · first AC: 2020-04-26 · last AC: 2020-04-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp

[jiangly's solution](#)

5425.

1320E

[Treeland and Viruses](#) · [Tutorial](#)

Quality: 1,074 global accepts · Rating: 3000 · first AC: 2020-03-02 · last AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, shortest paths, trees

[jiangly's solution](#)

5426.

1299D

[Around the World](#) · [Tutorial](#)

Quality: 528 global accepts · Rating: 3000 · first AC: 2020-02-09 · last AC: 2020-02-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dfs and similar, dp, graphs, math, trees

[jiangly's solution](#)

5427.

1290D

[Coffee Varieties \(hard version\)](#) · [Tutorial](#)

Quality: 948 global accepts · Rating: 3000 · first AC: 2020-02-02 · last AC: 2020-02-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, interactive

[jiangly's solution](#)

5428.

1267G

[Game Relics](#) · [Tutorial](#)

Quality: 826 global accepts · Rating: 3000 · first AC: 2019-12-08 · last AC: 2019-12-08 · C++17 (GCC 7-32) (first AC) · Tags: math, probabilities

[jiangly's solution](#)

5429.

666D

[Chain Reaction](#) · [Tutorial](#)

Quality: 311 global accepts · Rating: 3000 · first AC: 2019-12-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry

[jiangly's solution](#)

5430.

526F

[Pudding Monsters](#) · [Tutorial](#)

Quality: 3,408 global accepts · Rating: 3000 · first AC: 2019-11-11 · last AC: 2019-12-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer

[jiangly's solution](#)

5431.

603E

[Pastoral Oddities](#) · [Tutorial](#)

Quality: 1,543 global accepts · Rating: 3000 · first AC: 2019-11-27 · last AC: 2019-11-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dsu, math, trees

[jiangly's solution](#)

5432.

587F

[Duff is Mad](#) · [Tutorial](#)

Quality: 1,352 global accepts · Rating: 3000 · first AC: 2019-11-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, strings

[jiangly's solution](#)

5433.

504E

[Misha and LCP on Tree](#) · [Tutorial](#)

Quality: 1,064 global accepts · Rating: 3000 · first AC: 2019-11-21 · last AC: 2019-11-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, hashing, string suffix structures, trees

[jiangly's solution](#)

5434.

568E

[Longest Increasing Subsequence](#) · [Tutorial](#)

Quality: 632 global accepts · Rating: 3000 · first AC: 2019-11-14 · last AC: 2019-11-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[jiangly's solution](#)

5435.

582E

[Boolean Function](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 3000 · first AC: 2019-11-12 · GNU C++11 (first AC) · Tags: bitmasks, dp, expression parsing

[jiangly's solution](#)

5436.

627E

[Orchestra](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 3000 · first AC: 2019-11-07 · GNU C++11 (first AC) · Tags: two pointers

[jiangly's solution](#)

5437.

634F

[Orchestra](#) · [Tutorial](#)

Rating: 3000 · first AC: 2019-11-07 · GNU C++11 (first AC) · Tags: two pointers

[jiangly's solution](#)

5438.

559E

[Gerald and Path](#) · [Tutorial](#)

Quality: 1,162 global accepts · Rating: 3000 · first AC: 2019-10-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings

[jiangly's solution](#)

5439.

1175G

[Yet Another Partiton Problem](#) · [Tutorial](#)

Quality: 707 global accepts · Rating: 3000 · first AC: 2019-08-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, geometry, two pointers

[jiangly's solution](#)

5440.

1181E2

[A Story of One Country \(Hard\)](#) · [Tutorial](#)

Quality: 398 global accepts · Rating: 3000 · first AC: 2019-06-21 · last AC: 2019-08-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

[jiangly's solution](#)

5441.

1178G

[The Awesomest Vertex](#) · [Tutorial](#)

Quality: 600 global accepts · Rating: 3000 · first AC: 2019-08-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar

[jiangly's solution](#)

5442.

1201E2

[Knightmare \(hard\)](#) · [Tutorial](#)

Quality: 165 global accepts · Rating: 3000 · first AC: 2019-08-05 · C++17 (GCC 7-32) (first AC) · Tags: graphs, interactive, shortest paths

[jiangly's solution](#)

5443.

1163F

[Indecisive Taxi Fee](#) · [Tutorial](#)

Quality: 1,294 global accepts · Rating: 3000 · first AC: 2019-07-03 · last AC: 2019-07-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, shortest paths

[jiangly's solution](#)

5444.

506E

[Mr. Kitayuta's Gift](#) · [Tutorial](#)

Quality: 917 global accepts · Rating: 3000 · first AC: 2019-05-13 · GNU C++11 (first AC) · Tags: combinatorics, dp, matrices, strings

[jiangly's solution](#)

5445.

2206G

[Extra Transition](#) · [Tutorial](#)

Quality: 77 global accepts · Rating: 3100 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs

[jiangly's solution](#)

5446.

2187F1

[AI Fine \(Maximizing Version\)](#) · [Tutorial](#)

Quality: 213 global accepts · Rating: 3100 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, divide and conquer, trees

[jiangly's solution](#)

5447.

2147G

[Modular Tetration](#) · [Tutorial](#)

Quality: 359 global accepts · Rating: 3100 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, number theory

[jiangly's solution](#)

5448.

2138E1

[Determinant Construction \(Easy Version\)](#) · [Tutorial](#)

Quality: 239 global accepts · Rating: 3100 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math, matrices, number theory

[jiangly's solution](#)

5449.

2127H

[23 Rises Again](#) · [Tutorial](#)

Quality: 570 global accepts · Rating: 3100 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, flows, graph matchings, graphs, greedy, implementation, probabilities, trees

[jiangly's solution](#)

5450.

2118F

[Shifts and Swaps](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 3100 · first AC: 2025-06-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, graphs, hashing, trees

[jiangly's solution](#)

5451.

2097E

[Clearing the Snowdrift](#) · [Tutorial](#)

Quality: 277 global accepts · Rating: 3100 · first AC: 2025-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, greedy

[jiangly's solution](#)

5452.

1948G

[MST with Matching](#) · [Tutorial](#)

Quality: 874 global accepts · Rating: 3100 · first AC: 2025-04-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dsu, graph matchings, trees

[jiangly's solution](#)

5453.

2089C2

[Key of Like \(Hard Version\)](#) · [Tutorial](#)

Quality: 260 global accepts · Rating: 3100 · first AC: 2025-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, probabilities

[jiangly's solution](#)

5454.

2077D

[Maximum Polygon](#) · [Tutorial](#)

Quality: 339 global accepts · Rating: 3100 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, greedy, implementation, math

[jiangly's solution](#)

5455.

2068D

[Morse Code](#) · [Tutorial](#)

Quality: 265 global accepts · Rating: 3100 · first AC: 2025-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, sortings, trees

[jiangly's solution](#)

5456.

2068B

[Urban Planning](#) · [Tutorial](#)

Quality: 143 global accepts · Rating: 3100 · first AC: 2025-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[jiangly's solution](#)

5457.

2048H

[Kevin and Strange Operation](#) · [Tutorial](#)

Quality: 248 global accepts · Rating: 3100 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[jiangly's solution](#)

5458.

2046D

[For the Emperor!](#) · [Tutorial](#)

Quality: 551 global accepts · Rating: 3100 · first AC: 2024-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, graphs

[jiangly's solution](#)

5459.

2027E2

[Bit Game \(Hard Version\)](#) · [Tutorial](#)

Quality: 110 global accepts · Rating: 3100 · first AC: 2024-10-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, math

[jiangly's solution](#)

5460.

2030G2

[The Destruction of the Universe \(Hard Version\)](#) · [Tutorial](#)

Quality: 197 global accepts · Rating: 3100 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[jiangly's solution](#)

5461.

2018F3

[Speedbreaker Counting \(Hard Version\)](#) · [Tutorial](#)

Quality: 309 global accepts · Rating: 3100 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[jiangly's solution](#)

5462.

1286F

[Harry The Potter](#) · [Tutorial](#)

Quality: 294 global accepts · Rating: 3100 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dp, fft, implementation, math

[jiangly's solution](#)

5463.

2006E

[Iris's Full Binary Tree](#) · [Tutorial](#)

Quality: 318 global accepts · Rating: 3100 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[jiangly's solution](#)

5464.

1973F

[Maximum GCD Sum Queries](#) · [Tutorial](#)

Quality: 320 global accepts · Rating: 3100 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, implementation, number theory

[jiangly's solution](#)

5465.

1970D3

[Arithmancy \(Hard\)](#) · [Tutorial](#)

Quality: 160 global accepts · Rating: 3100 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: interactive

[jiangly's solution](#)

5466.

1967E1

[Again Counting Arrays \(Easy Version\)](#) · [Tutorial](#)

Quality: 379 global accepts · Rating: 3100 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math

[jiangly's solution](#)

5467.

1954F

[Unique Strings](#) · [Tutorial](#)

Quality: 359 global accepts · Rating: 3100 · first AC: 2024-04-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[jiangly's solution](#)

5468.

1951G

[Clacking Balls](#) · [Tutorial](#)

Quality: 426 global accepts · Rating: 3100 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities

[jiangly's solution](#)

5469.

1936D

[Bitwise Paradox](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 3100 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy, two pointers

[jiangly's solution](#)

5470.

1930G

[Prefix Max Set Counting](#) · [Tutorial](#)

Quality: 494 global accepts · Rating: 3100 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, trees
[jiangly's solution](#)

5471.

1924E

[Paper Cutting Again](#) · [Tutorial](#)

Quality: 535 global accepts · Rating: 3100 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, probabilities
[jiangly's solution](#)

5472.

1912F

[Fugitive Frenzy](#) · [Tutorial](#)

Quality: 140 global accepts · Rating: 3100 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: math, probabilities
[jiangly's solution](#)

5473.

1887E

[Good Colorings](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 3100 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, graphs, interactive
[jiangly's solution](#)

5474.

1184D2

[Parallel Universes \(Hard\)](#) · [Tutorial](#)

Quality: 128 global accepts · Rating: 3100 · first AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: math, matrices
[jiangly's solution](#)

5475.

1882E2

[Two Permutations \(Hard Version\)](#) · [Tutorial](#)

Quality: 355 global accepts · Rating: 3100 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
[jiangly's solution](#)

5476.

1866F

[Freak Joker Process](#) · [Tutorial](#)

Quality: 155 global accepts · Rating: 3100 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, sortings
[jiangly's solution](#)

5477.

1864G

[Magic Square](#) · [Tutorial](#)

Quality: 315 global accepts · Rating: 3100 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, implementation
[jiangly's solution](#)

5478.

896E

[Welcome home, Chtholly](#) · [Tutorial](#)

Quality: 2,505 global accepts · Rating: 3100 · first AC: 2023-08-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu
[jiangly's solution](#)

5479.

891D

[Sloth](#) · [Tutorial](#)

Quality: 236 global accepts · Rating: 3100 · first AC: 2023-08-19 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graph matchings, trees
[jiangly's solution](#)

5480.

331E2

[Deja Vu](#) · [Tutorial](#)

Quality: 236 global accepts · Rating: 3100 · first AC: 2023-04-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp
[jiangly's solution](#)

5481.

1815E

[Bosco and Particle](#) · [Tutorial](#)

Quality: 419 global accepts · Rating: 3100 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory, strings
[jiangly's solution](#)

5482.

1805F2

[Survival of the Weakest \(hard version\)](#) · [Tutorial](#)

Quality: 515 global accepts · Rating: 3100 · first AC: 2023-04-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings, two pointers
[jiangly's solution](#)

5483.

1785E

[Infinite Game](#) · [Tutorial](#)

Rating: 3100 · first AC: 2023-02-05 · last AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, games
[jiangly's solution](#)

5484.

1770F

[Koxia and Sequence](#) · [Tutorial](#)

Quality: 945 global accepts · Rating: 3100 · first AC: 2022-12-30 · last AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory
[jiangly's solution](#)

5485.

1767F

[Two Subtrees](#) · [Tutorial](#)

Quality: 430 global accepts · Rating: 3100 · first AC: 2022-12-16 · last AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees
[jiangly's solution](#)

5486.

1762G

[Unequal Adjacent Elements](#) · [Tutorial](#)

Quality: 139 global accepts · Rating: 3100 · first AC: 2022-12-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings
[jiangly's solution](#)

5487.

1761F1

[Anti-median \(Easy Version\)](#) · [Tutorial](#)

Quality: 254 global accepts · Rating: 3100 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: dp, math
[jiangly's solution](#)

5488.

1740G

[Dangerous Laser Power](#) · [Tutorial](#)

Quality: 349 global accepts · Rating: 3100 · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dsu, sortings
[jiangly's solution](#)

5489.

1728F

[Fishermen](#) · [Tutorial](#)

Quality: 506 global accepts · Rating: 3100 · first AC: 2022-09-09 · last AC: 2022-09-09 · C++20 (GCC 11-64) (first AC) · Tags: flows, graph matchings, greedy
[jiangly's solution](#)

5490.

1666G

[Global Warming](#) · [Tutorial](#)

Quality: 153 global accepts · Rating: 3100 · first AC: 2022-04-13 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math
[jiangly's solution](#)

5491.

1647F

[Madoka and Laziness](#) · [Tutorial](#)

Quality: 543 global accepts · Rating: 3100 · first AC: 2022-03-11 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[jiangly's solution](#)

5492.

1628E

[Groceries in Meteor Town](#) · [Tutorial](#)

Quality: 1,216 global accepts · Rating: 3100 · first AC: 2022-01-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dsu, trees

[jiangly's solution](#)

5493.

1610H

[Squid Game](#) · [Tutorial](#)

Quality: 628 global accepts · Rating: 3100 · first AC: 2021-11-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[jiangly's solution](#)

5494.

1610I

[Mashtali vs AtCoder](#) · [Tutorial](#)

Quality: 338 global accepts · Rating: 3100 · first AC: 2021-11-23 · C++20 (GCC 11-64) (first AC) · Tags: games, trees

[jiangly's solution](#)

5495.

1578J

[Just Kingdom](#) · [Tutorial](#)

Quality: 345 global accepts · Rating: 3100 · first AC: 2021-10-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dfs and similar

[jiangly's solution](#)

5496.

1566G

[Four Vertices](#) · [Tutorial](#)

Quality: 384 global accepts · Rating: 3100 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, shortest paths

[jiangly's solution](#)

5497.

765F

[Souvenirs](#) · [Tutorial](#)

Quality: 2,558 global accepts · Rating: 3100 · first AC: 2021-07-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[jiangly's solution](#)

5498.

715D

[Create a Maze](#) · [Tutorial](#)

Quality: 388 global accepts · Rating: 3100 · first AC: 2021-07-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[jiangly's solution](#)

5499.

1508E

[Tree Calendar](#) · [Tutorial](#)

Quality: 392 global accepts · Rating: 3100 · first AC: 2021-04-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dfs and similar, sortings, trees

[jiangly's solution](#)

5500.

1503E

[2-Coloring](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 3100 · first AC: 2021-04-03 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[jiangly's solution](#)

5501.

830E

[Perpetual Motion Machine](#) · [Tutorial](#)

Quality: 338 global accepts · Rating: 3100 · first AC: 2021-03-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, graphs, implementation, math, trees

[jiangly's solution](#)

5502.

1458E

[Nim Shortcuts](#) · [Tutorial](#)

Quality: 556 global accepts · Rating: 3100 · first AC: 2020-12-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, games

[jiangly's solution](#)

5503.

1458D

[Flip and Reverse](#) · [Tutorial](#)

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2020-12-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, graphs, greedy

[jiangly's solution](#)

5504.

1439D

[INOI Final Contests](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 3100 · first AC: 2020-11-17 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft

[jiangly's solution](#)

5505.

1344E

[Train Tracks](#) · [Tutorial](#)

Quality: 521 global accepts · Rating: 3100 · first AC: 2020-05-07 · last AC: 2020-05-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees

[jiangly's solution](#)

5506.

1329D

[Dreamoon Likes Strings](#) · [Tutorial](#)

Quality: 536 global accepts · Rating: 3100 · first AC: 2020-04-03 · last AC: 2020-04-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures

[jiangly's solution](#)

5507.

1332G

[No Monotone Triples](#) · [Tutorial](#)

Quality: 363 global accepts · Rating: 3100 · first AC: 2020-03-31 · last AC: 2020-04-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[jiangly's solution](#)

5508.

1307G

[Cow and Exercise](#) · [Tutorial](#)

Quality: 597 global accepts · Rating: 3100 · first AC: 2020-02-18 · last AC: 2020-02-24 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs, shortest paths

[jiangly's solution](#)

5509.

1286D

[LCC](#) · [Tutorial](#)

Quality: 728 global accepts · Rating: 3100 · first AC: 2020-01-05 · last AC: 2020-01-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, matrices, probabilities

[jiangly's solution](#)

5510.

626G

[Raffles](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 3100 · first AC: 2019-12-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, math

[jiangly's solution](#)

5511.

708E

[Student's Camp](#) · [Tutorial](#)

Quality: 1,344 global accepts · Rating: 3100 · first AC: 2019-11-28 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[jiangly's solution](#)

5512.

571D

[Campus](#) · [Tutorial](#)

Quality: 808 global accepts · Rating: 3100 · first AC: 2019-11-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dsu, trees

[jiangly's solution](#)

5513.

1261F

[Xor-Set](#) · [Tutorial](#)

Quality: 442 global accepts · Rating: 3100 · first AC: 2019-11-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, divide and conquer, math

[jiangly's solution](#)

5514.

587D

[Duff in Mafia](#) · [Tutorial](#)

Quality: 873 global accepts · Rating: 3100 · first AC: 2019-11-25 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, binary search

[jiangly's solution](#)

5515.

666E

[Forensic Examination](#) · [Tutorial](#)

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2019-11-18 · GNU C++11 (first AC) · Tags: data structures, string suffix structures

[jiangly's solution](#)

5516.

521E

[Cycling City](#) · [Tutorial](#)

Quality: 1,194 global accepts · Rating: 3100 · first AC: 2019-11-11 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[jiangly's solution](#)

5517.

516E

[Brazil and His Happy Friends](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 3100 · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[jiangly's solution](#)

5518.

1239E

[Turtle](#) · [Tutorial](#)

Quality: 1,165 global accepts · Rating: 3100 · first AC: 2019-10-31 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[jiangly's solution](#)

5519.

1225G

[To Make 1](#) · [Tutorial](#)

Quality: 659 global accepts · Rating: 3100 · first AC: 2019-10-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, number theory

[jiangly's solution](#)

5520.

704D

[Captain America](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 3100 · first AC: 2019-10-22 · last AC: 2019-10-29 · C++17 (GCC 7-32) (first AC) · Tags: flows, greedy

[jiangly's solution](#)

5521.

679E

[Bear and Bad Powers of 42](#) · [Tutorial](#)

Quality: 820 global accepts · Rating: 3100 · first AC: 2019-10-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[jiangly's solution](#)

5522.

1229E1

[Marek and Matching \(easy version\)](#) · [Tutorial](#)

Rating: 3100 · first AC: 2019-10-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, probabilities

[jiangly's solution](#)

5523.

1240F

[Football](#) · [Tutorial](#)

Quality: 327 global accepts · Rating: 3100 · first AC: 2019-10-08 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[jiangly's solution](#)

5524.

1188D

[Make Equal](#) · [Tutorial](#)

Quality: 909 global accepts · Rating: 3100 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: dp

[jiangly's solution](#)

5525.

1184A3

[Heidi Learns Hashing \(Hard\)](#) · [Tutorial](#)

Quality: 155 global accepts · Rating: 3100 · first AC: 2019-07-08 · last AC: 2019-08-26 · C++17 (GCC 7-32) (first AC) · Tags: fft, math, number theory

[jiangly's solution](#)

5526.

1205E

[Expected Value Again](#) · [Tutorial](#)

Quality: 373 global accepts · Rating: 3100 · first AC: 2019-08-22 · last AC: 2019-08-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, strings

[jiangly's solution](#)

5527.

1168E

[Xor Permutations](#) · [Tutorial](#)

Quality: 428 global accepts · Rating: 3100 · first AC: 2019-06-23 · last AC: 2019-07-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[jiangly's solution](#)

5528.

438E

[The Child and Binary Tree](#) · [Tutorial](#)

Quality: 2,130 global accepts · Rating: 3100 · first AC: 2019-04-17 · GNU C++11 (first AC) · Tags: combinatorics, divide and conquer, fft, number theory

[jiangly's solution](#)

5529.

2190E

[Median Permutation](#) · [Tutorial](#)

Quality: 235 global accepts · Rating: 3200 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics

[jiangly's solution](#)

5530.

2183G

[Snake Instructions](#) · [Tutorial](#)

Quality: 222 global accepts · Rating: 3200 · first AC: 2026-01-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, interactive

[jiangly's solution](#)

5531.

2180F2

[Control Car \(Hard Version\)](#) · [Tutorial](#)

Quality: 223 global accepts · Rating: 3200 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, matrices, probabilities

[jiangly's solution](#)

5532.

2181C

[Cacti Classification](#) · [Tutorial](#)

Quality: 148 global accepts · Rating: 3200 · first AC: 2025-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, interactive, math

[jiangly's solution](#)

5533.

2159D2

[Inverse Minimum Partition \(Hard Version\)](#) · [Tutorial](#)

Quality: 394 global accepts · Rating: 3200 · first AC: 2025-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math

[jiangly's solution](#)

5534.

2128F

[Strict Triangle](#) · [Tutorial](#)

Quality: 378 global accepts · Rating: 3200 · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, greedy, shortest paths

[jiangly's solution](#)

5535.

2080A

[Strong Connectivity Strikes Back](#) · [Tutorial](#)

Quality: 44 global accepts · Rating: 3200 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, constructive algorithms, graphs

[jiangly's solution](#)

5536.

2055F

[Cosmic Divide](#) · [Tutorial](#)

Quality: 90 global accepts · Rating: 3200 · first AC: 2025-01-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, geometry, hashing, math, strings

[jiangly's solution](#)

5537.

2039F2

[Shohag Loves Counting \(Hard Version\)](#) · [Tutorial](#)

Quality: 288 global accepts · Rating: 3200 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, number theory

[jiangly's solution](#)

5538.

1179E

[Alesya and Discrete Math](#) · [Tutorial](#)

Quality: 198 global accepts · Rating: 3200 · first AC: 2024-09-18 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, interactive

[jiangly's solution](#)

5539.

2004G

[Substring Compression](#) · [Tutorial](#)

Quality: 420 global accepts · Rating: 3200 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, matrices

[jiangly's solution](#)

5540.

1984G

[Magic Trick II](#) · [Tutorial](#)

Quality: 300 global accepts · Rating: 3200 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, sortings

[jiangly's solution](#)

5541.

1951H

[Thanos Snap](#) · [Tutorial](#)

Quality: 359 global accepts · Rating: 3200 · first AC: 2024-04-06 · last AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, games, greedy, trees

[jiangly's solution](#)

5542.

1861F

[Four Suits](#) · [Tutorial](#)

Quality: 297 global accepts · Rating: 3200 · first AC: 2023-09-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, flows, greedy
[jiangly's solution](#)

5543.

1864H

[Asterism Stream](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 3200 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, matrices
[jiangly's solution](#)

5544.

1859F

[Teleportation in Byteland](#) · [Tutorial](#)

Quality: 524 global accepts · Rating: 3200 · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, graphs, shortest paths, trees
[jiangly's solution](#)

5545.

1832F

[Zombies](#) · [Tutorial](#)

Quality: 356 global accepts · Rating: 3200 · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp
[jiangly's solution](#)

5546.

1819E

[Roads in E City](#) · [Tutorial](#)

Quality: 379 global accepts · Rating: 3200 · first AC: 2023-04-19 · C++20 (GCC 11-64) (first AC) · Tags: interactive, math, probabilities, trees
[jiangly's solution](#)

5547.

1810G

[The Maximum Prefix](#) · [Tutorial](#)

Quality: 1,247 global accepts · Rating: 3200 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: dp
[jiangly's solution](#)

5548.

1799H

[Tree Cutting](#) · [Tutorial](#)

Quality: 384 global accepts · Rating: 3200 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dp
[jiangly's solution](#)

5549.

1774G

[Segment Covering](#) · [Tutorial](#)

Quality: 608 global accepts · Rating: 3200 · first AC: 2023-02-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, data structures, dp, trees
[jiangly's solution](#)

5550.

1782H1

[Window Signals \(easy version\)](#) · [Tutorial](#)

Rating: 3200 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, math
[jiangly's solution](#)

5551.

1782G

[Diverse Coloring](#) · [Tutorial](#)

Rating: 3200 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, trees
[jiangly's solution](#)

5552.

1746E2

[Joking \(Hard Version\)](#) · [Tutorial](#)

Quality: 484 global accepts · Rating: 3200 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: dp, interactive

[jiangly's solution](#)

5553.

1712F

[Triameter](#) · [Tutorial](#)

Quality: 443 global accepts · Rating: 3200 · first AC: 2022-08-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, trees

[jiangly's solution](#)

5554.

1519F

[Chests and Keys](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 3200 · first AC: 2022-06-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, flows

[jiangly's solution](#)

5555.

1598G

[The Sum of Good Numbers](#) · [Tutorial](#)

Quality: 405 global accepts · Rating: 3200 · first AC: 2022-06-09 · C++20 (GCC 11-64) (first AC) · Tags: hashing, math, string suffix structures, strings

[jiangly's solution](#)

5556.

1672G

[Cross Xor](#) · [Tutorial](#)

Quality: 454 global accepts · Rating: 3200 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, math, matrices

[jiangly's solution](#)

5557.

1666K

[Kingdom Partition](#) · [Tutorial](#)

Quality: 357 global accepts · Rating: 3200 · first AC: 2022-04-13 · C++14 (GCC 6-32) (first AC) · Tags: flows

[jiangly's solution](#)

5558.

1656H

[Equal LCM Subsets](#) · [Tutorial](#)

Quality: 796 global accepts · Rating: 3200 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, number theory

[jiangly's solution](#)

5559.

1656G

[Cycle Palindrome](#) · [Tutorial](#)

Quality: 462 global accepts · Rating: 3200 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, math

[jiangly's solution](#)

5560.

1648E

[Air Reform](#) · [Tutorial](#)

Quality: 510 global accepts · Rating: 3200 · first AC: 2022-03-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dsu, graphs, implementation, trees

[jiangly's solution](#)

5561.

1638F

[Two Posters](#) · [Tutorial](#)

Quality: 261 global accepts · Rating: 3200 · first AC: 2022-02-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, two pointers

[jiangly's solution](#)

5562.

1621G

[Weighted Increasing Subsequences](#) · [Tutorial](#)

Quality: 778 global accepts · Rating: 3200 · first AC: 2022-01-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, math

[jiangly's solution](#)

5563.

1588E

[Eligible Segments](#) · [Tutorial](#)

Quality: 3200 · first AC: 2021-11-14 · C++20 (GCC 11-64) (first AC) · Tags: geometry, two pointers

[jiangly's solution](#)

5564.

1578D

[Dragon Curve](#) · [Tutorial](#)

Quality: 55 global accepts · Rating: 3200 · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

5565.

913G

[Power Substring](#) · [Tutorial](#)

Quality: 234 global accepts · Rating: 3200 · first AC: 2021-07-21 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[jiangly's solution](#)

5566.

1091G

[New Year and the Factorisation Collaboration](#) · [Tutorial](#)

Quality: 227 global accepts · Rating: 3200 · first AC: 2021-07-16 · PyPy 3 (first AC) · Tags: interactive, math, number theory

[jiangly's solution](#)

5567.

1091H

[New Year and the Tricolore Recreation](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 3200 · first AC: 2021-07-16 · C++17 (GCC 9-64) (first AC) · Tags: games

[jiangly's solution](#)

5568.

765G

[Math, math everywhere](#) · [Tutorial](#)

Quality: 116 global accepts · Rating: 3200 · first AC: 2021-07-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math, meet-in-the-middle, number theory

[jiangly's solution](#)

5569.

1540D

[Inverse Inversions](#) · [Tutorial](#)

Quality: 385 global accepts · Rating: 3200 · first AC: 2021-06-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures

[jiangly's solution](#)

5570.

487E

[Tourists](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 3200 · first AC: 2021-06-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[jiangly's solution](#)

5571.

500G

[New Year Running](#) · [Tutorial](#)

Quality: 168 global accepts · Rating: 3200 · first AC: 2021-06-23 · C++17 (GCC 9-64) (first AC) · Tags: number theory, trees

[jiangly's solution](#)

5572.

494E

[Sharti](#) · [Tutorial](#)

Quality: 375 global accepts · Rating: 3200 · first AC: 2021-06-21 · last AC: 2021-06-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, games

[jiangly's solution](#)

5573.

1523G

[Try Booking](#) · [Tutorial](#)

Quality: 520 global accepts · Rating: 3200 · first AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer
[jiangly's solution](#)

5574.

1517F

[Reunion](#) · [Tutorial](#)

Quality: 592 global accepts · Rating: 3200 · first AC: 2021-04-23 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, trees
[jiangly's solution](#)

5575.

1510H

[Hard Optimization](#) · [Tutorial](#)

Quality: 138 global accepts · Rating: 3200 · first AC: 2021-04-07 · C++17 (GCC 9-64) (first AC) · Tags: dp
[jiangly's solution](#)

5576.

827F

[Dirty Arkady's Kitchen](#) · [Tutorial](#)

Quality: 582 global accepts · Rating: 3200 · first AC: 2021-03-31 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, graphs, shortest paths
[jiangly's solution](#)

5577.

1495E

[Qingshan and Daniel](#) · [Tutorial](#)

Quality: 538 global accepts · Rating: 3200 · first AC: 2021-03-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, implementation
[jiangly's solution](#)

5578.

1470E

[Strange Permutation](#) · [Tutorial](#)

Quality: 375 global accepts · Rating: 3200 · first AC: 2021-01-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, data structures, dp, graphs, implementation, two pointers
[jiangly's solution](#)

5579.

800E

[Verifying Kingdom](#) · [Tutorial](#)

Rating: 3200 · first AC: 2021-01-03 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, interactive
[jiangly's solution](#)

5580.

786E

[ALT](#) · [Tutorial](#)

Quality: 753 global accepts · Rating: 3200 · first AC: 2020-12-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, flows, graphs, trees
[jiangly's solution](#)

5581.

1408I

[Bitwise Magic](#) · [Tutorial](#)

Quality: 200 global accepts · Rating: 3200 · first AC: 2020-09-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, math
[jiangly's solution](#)

5582.

1416E

[Split](#) · [Tutorial](#)

Quality: 431 global accepts · Rating: 3200 · first AC: 2020-09-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy
[jiangly's solution](#)

5583.

1403C

[Chess Rush](#) · [Tutorial](#)

Quality: 75 global accepts · Rating: 3200 · first AC: 2020-08-28 · last AC: 2020-09-04 · C++17 (GCC 9-64) (first AC) · Tags: *special, combinatorics, dp, implementation, math

[jiangly's solution](#)

5584.

1396E

[Distance Matching](#) · [Tutorial](#)

Quality: 434 global accepts · Rating: 3200 · first AC: 2020-08-30 · last AC: 2020-08-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, trees

[jiangly's solution](#)

5585.

1393E2

[Twilight and Ancient Scroll \(harder version\)](#) · [Tutorial](#)

Quality: 440 global accepts · Rating: 3200 · first AC: 2020-08-07 · last AC: 2020-08-08 · C++17 (GCC 9-64) (first AC) · Tags: dp, hashing, implementation, string suffix structures, strings, two pointers

[jiangly's solution](#)

5586.

1383F

[Special Edges](#) · [Tutorial](#)

Quality: 437 global accepts · Rating: 3200 · first AC: 2020-07-24 · C++17 (GCC 9-64) (first AC) · Tags: flows, graphs

[jiangly's solution](#)

5587.

1368G

[Shifting Dominoes](#) · [Tutorial](#)

Quality: 676 global accepts · Rating: 3200 · first AC: 2020-06-18 · last AC: 2020-06-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, geometry, graphs, trees

[jiangly's solution](#)

5588.

1344F

[Piet's Palette](#) · [Tutorial](#)

Quality: 511 global accepts · Rating: 3200 · first AC: 2020-06-16 · C++17 (GCC 7-32) (first AC) · Tags: matrices

[jiangly's solution](#)

5589.

1349D

[Slime and Biscuits](#) · [Tutorial](#)

Quality: 1,052 global accepts · Rating: 3200 · first AC: 2020-05-12 · last AC: 2020-05-13 · C++17 (GCC 9-64) (first AC) · Tags: math, probabilities

[jiangly's solution](#)

5590.

1336D

[Yui and Mahjong Set](#) · [Tutorial](#)

Quality: 529 global accepts · Rating: 3200 · first AC: 2020-04-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive

[jiangly's solution](#)

5591.

1326F2

[Wise Men \(Hard Version\)](#) · [Tutorial](#)

Quality: 679 global accepts · Rating: 3200 · first AC: 2020-03-19 · last AC: 2020-03-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math

[jiangly's solution](#)

5592.

1286E

[Fedya the Potter Strikes Back](#) · [Tutorial](#)

Quality: 665 global accepts · Rating: 3200 · first AC: 2020-01-10 · last AC: 2020-01-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, strings

[jiangly's solution](#)

5593.

1284F

[New Year and Social Network](#) · [Tutorial](#)

Quality: 413 global accepts · Rating: 3200 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graph matchings, graphs, math, trees

[jiangly's solution](#)

5594.

611H

[New Year and Forgotten Tree](#) · [Tutorial](#)

Quality: 700 global accepts · Rating: 3200 · first AC: 2020-01-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, flows, graphs

[jiangly's solution](#)

5595.

643G

[Choosing Ads](#) · [Tutorial](#)

Quality: 1,161 global accepts · Rating: 3200 · first AC: 2019-12-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[jiangly's solution](#)

5596.

674G

[Choosing Ads](#) · [Tutorial](#)

Rating: 3200 · first AC: 2019-12-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[jiangly's solution](#)

5597.

553E

[Kyoya and Train](#) · [Tutorial](#)

Quality: 621 global accepts · Rating: 3200 · first AC: 2019-11-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, fft, graphs, math, probabilities

[jiangly's solution](#)

5598.

1242E

[Planar Perimeter](#) · [Tutorial](#)

Quality: 155 global accepts · Rating: 3200 · first AC: 2019-11-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs

[jiangly's solution](#)

5599.

590E

[Birthday](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 3200 · first AC: 2019-11-26 · C++14 (GCC 6-32) (first AC) · Tags: graph matchings, strings

[jiangly's solution](#)

5600.

585F

[Digits of Number Pi](#) · [Tutorial](#)

Quality: 798 global accepts · Rating: 3200 · first AC: 2019-11-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, strings

[jiangly's solution](#)

5601.

538H

[Summer Dichotomy](#) · [Tutorial](#)

Quality: 735 global accepts · Rating: 3200 · first AC: 2019-11-13 · GNU C++11 (first AC) · Tags: 2-sat, data structures, dfs and similar, greedy

[jiangly's solution](#)

5602.

578F

[Mirror Box](#) · [Tutorial](#)

Quality: 650 global accepts · Rating: 3200 · first AC: 2019-11-06 · GNU C++11 (first AC) · Tags: matrices, trees

[jiangly's solution](#)

5603.

1229E2

[Marek and Matching \(hard version\)](#) · [Tutorial](#)

Rating: 3200 · first AC: 2019-10-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, probabilities

[jiangly's solution](#)

5604.

1223G

[Wooden Raft](#) · [Tutorial](#)

Quality: 276 global accepts · Rating: 3200 · first AC: 2019-10-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, number theory
[jiangly's solution](#)

5605.

1240E

[Wooden Raft](#) · [Tutorial](#)

Rating: 3200 · first AC: 2019-10-07 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[jiangly's solution](#)

5606.

1214G

[Feeling Good](#) · [Tutorial](#)

Quality: 330 global accepts · Rating: 3200 · first AC: 2019-09-20 · last AC: 2019-09-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures
[jiangly's solution](#)

5607.

1209G2

[Into Blocks \(hard version\)](#) · [Tutorial](#)

Quality: 528 global accepts · Rating: 3200 · first AC: 2019-09-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures
[jiangly's solution](#)

5608.

1119H

[Triple](#) · [Tutorial](#)

Quality: 797 global accepts · Rating: 3200 · first AC: 2019-07-11 · last AC: 2019-07-13 · C++17 (GCC 7-32) (first AC) · Tags: fft, math
[jiangly's solution](#)

5609.

755G

[PolandBall and Many Other Balls](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 3200 · first AC: 2019-07-11 · last AC: 2019-07-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, dp, fft, math, number theory
[jiangly's solution](#)

5610.

700E

[Cool Slogans](#) · [Tutorial](#)

Quality: 1,390 global accepts · Rating: 3300 · first AC: 2026-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: string suffix structures, strings
[jiangly's solution](#)

5611.

2122G

[Tree Parking](#) · [Tutorial](#)

Quality: 304 global accepts · Rating: 3300 · first AC: 2026-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, fft, math, trees
[jiangly's solution](#)

5612.

2207G

[Toothless](#) · [Tutorial](#)

Quality: 156 global accepts · Rating: 3300 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dsu
[jiangly's solution](#)

5613.

2196F

[Indivisible](#) · [Tutorial](#)

Quality: 107 global accepts · Rating: 3300 · first AC: 2026-02-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, graphs
[jiangly's solution](#)

5614.

2190F

[Xor Product](#) · [Tutorial](#)

Quality: 92 global accepts · Rating: 3300 · first AC: 2026-01-19 · last AC: 2026-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp

[jiangly's solution](#)

5615.

2190G

[Maximize Determinant](#) · [Tutorial](#)

Quality: 96 global accepts · Rating: 3300 · first AC: 2026-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs

[jiangly's solution](#)

5616.

2178I

[Numbers or Fireworks](#) · [Tutorial](#)

Quality: 219 global accepts · Rating: 3300 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, graphs

[jiangly's solution](#)

5617.

2178H

[Create or Duplicate](#) · [Tutorial](#)

Quality: 311 global accepts · Rating: 3300 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, graphs, number theory, shortest paths

[jiangly's solution](#)

5618.

2154F2

[Bombing \(Hard Version\)](#) · [Tutorial](#)

Quality: 175 global accepts · Rating: 3300 · first AC: 2025-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[jiangly's solution](#)

5619.

2034H

[Rayan vs. Rayaneh](#) · [Tutorial](#)

Quality: 196 global accepts · Rating: 3300 · first AC: 2025-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, number theory

[jiangly's solution](#)

5620.

2135E1

[Beyond the Palindrome \(Easy Version\)](#) · [Tutorial](#)

Quality: 247 global accepts · Rating: 3300 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[jiangly's solution](#)

5621.

1266G

[Permutation Concatenation](#) · [Tutorial](#)

Quality: 139 global accepts · Rating: 3300 · first AC: 2025-06-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: string suffix structures

[jiangly's solution](#)

5622.

2101F

[Shoo Shatters the Sunshine](#) · [Tutorial](#)

Quality: 155 global accepts · Rating: 3300 · first AC: 2025-05-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, trees

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5623.

1737F

[Ela and Prime GCD](#) · [Tutorial](#)

Quality: 158 global accepts · Rating: 3300 · first AC: 2025-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory

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5624.

2077F

[AND x OR](#) · [Tutorial](#)

Quality: 261 global accepts · Rating: 3300 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp

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5625.

2079A

[Alice, Bob, And Two Arrays](#) · [Tutorial](#)

Quality: 37 global accepts · Rating: 3300 · first AC: 2025-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, data structures, dp, games

[jiangly's solution](#)

5626.

2066E

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Quality: 421 global accepts · Rating: 3300 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, implementation

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5627.

2057F

[Formation](#) · [Tutorial](#)

Quality: 246 global accepts · Rating: 3300 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, sortings, two pointers

[jiangly's solution](#)

5628.

2035G1

[Go Learn! \(Easy Version\)](#) · [Tutorial](#)

Quality: 172 global accepts · Rating: 3300 · first AC: 2024-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, trees

[jiangly's solution](#)

5629.

2023E

[Tree of Life](#) · [Tutorial](#)

Quality: 176 global accepts · Rating: 3300 · first AC: 2024-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, trees

[jiangly's solution](#)

5630.

2018E1

[Complex Segments \(Easy Version\)](#) · [Tutorial](#)

Quality: 239 global accepts · Rating: 3300 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, greedy, math, sortings

[jiangly's solution](#)

5631.

1991H

[Prime Split Game](#) · [Tutorial](#)

Quality: 559 global accepts · Rating: 3300 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, fft, games, math, number theory

[jiangly's solution](#)

5632.

1984H

[Tower Capturing](#) · [Tutorial](#)

Quality: 210 global accepts · Rating: 3300 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, geometry

[jiangly's solution](#)

5633.

1965F

[Conference](#) · [Tutorial](#)

Quality: 279 global accepts · Rating: 3300 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, flows

[jiangly's solution](#)

5634.

1943E2

[MEX Game 2 \(Hard Version\)](#) · [Tutorial](#)

Quality: 371 global accepts · Rating: 3300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, two pointers
[jiangly's solution](#)

5635.

1938D

[Bánh Bò](#) · [Tutorial](#)

Quality: 111 global accepts · Rating: 3300 · first AC: 2024-03-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[jiangly's solution](#)

5636.

1930H

[Interactive Mex Tree](#) · [Tutorial](#)

Quality: 365 global accepts · Rating: 3300 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, trees
[jiangly's solution](#)

5637.

1886F

[Diamond Theft](#) · [Tutorial](#)

Quality: 247 global accepts · Rating: 3300 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy
[jiangly's solution](#)

5638.

1876E

[Ball-Stackable](#) · [Tutorial](#)

Quality: 346 global accepts · Rating: 3300 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dp, trees
[jiangly's solution](#)

5639.

1870G

[MEXanization](#) · [Tutorial](#)

Quality: 394 global accepts · Rating: 3300 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures
[jiangly's solution](#)

5640.

704E

[Iron Man](#) · [Tutorial](#)

Quality: 348 global accepts · Rating: 3300 · first AC: 2023-03-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, geometry, trees
[jiangly's solution](#)

5641.

1804H

[Code Lock](#) · [Tutorial](#)

Quality: 245 global accepts · Rating: 3300 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp
[jiangly's solution](#)

5642.

1787H

[Codeforces Scoreboard](#) · [Tutorial](#)

Quality: 337 global accepts · Rating: 3300 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, geometry
[jiangly's solution](#)

5643.

1764G3

[Doremy's Perfect DS Class \(Hard Version\)](#) · [Tutorial](#)

Quality: 560 global accepts · Rating: 3300 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive
[jiangly's solution](#)

5644.

1740H

[MEX Tree Manipulation](#) · [Tutorial](#)

Quality: 316 global accepts · Rating: 3300 · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees

[jiangly's solution](#)

5645.

1753E

[N Machines](#) · [Tutorial](#)

Quality: 423 global accepts · Rating: 3300 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy

[jiangly's solution](#)

5646.

1738H

[Palindrome Addicts](#) · [Tutorial](#)

Quality: 274 global accepts · Rating: 3300 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, strings

[jiangly's solution](#)

5647.

1718F

[Burenka, an Array and Queries](#) · [Tutorial](#)

Quality: 217 global accepts · Rating: 3300 · first AC: 2022-09-28 · last AC: 2022-09-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, number theory

[jiangly's solution](#)

5648.

1726G

[A Certain Magical Party](#) · [Tutorial](#)

Quality: 365 global accepts · Rating: 3300 · first AC: 2022-09-06 · last AC: 2022-09-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, greedy, sortings

[jiangly's solution](#)

5649.

1718D

[Permutation for Burenka](#) · [Tutorial](#)

Quality: 418 global accepts · Rating: 3300 · first AC: 2022-08-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graph matchings, greedy, math, trees

[jiangly's solution](#)

5650.

1696G

[Fishingprince Plays With Array Again](#) · [Tutorial](#)

Quality: 321 global accepts · Rating: 3300 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, geometry, math

[jiangly's solution](#)

5651.

1666B

[Budget Distribution](#) · [Tutorial](#)

Quality: 66 global accepts · Rating: 3300 · first AC: 2022-04-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

5652.

1641E

[Special Positions](#) · [Tutorial](#)

Quality: 290 global accepts · Rating: 3300 · first AC: 2022-02-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, fft, math

[jiangly's solution](#)

5653.

1615G

[Maximum Adjacent Pairs](#) · [Tutorial](#)

Quality: 172 global accepts · Rating: 3300 · first AC: 2021-12-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graph matchings

[jiangly's solution](#)

5654.

1450H2

[Multithreading \(Hard Version\)](#) · [Tutorial](#)

Quality: 277 global accepts · Rating: 3300 · first AC: 2021-12-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, implementation, math
[jiangly's solution](#)

5655.

1610G

[AmShZ Wins a Bet](#) · [Tutorial](#)

Quality: 654 global accepts · Rating: 3300 · first AC: 2021-11-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, hashing
[jiangly's solution](#)

5656.

1580F

[Problems for Codeforces](#) · [Tutorial](#)

Quality: 149 global accepts · Rating: 3300 · first AC: 2021-09-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, fft, math
[jiangly's solution](#)

5657.

1556H

[DIY Tree](#) · [Tutorial](#)

Quality: 446 global accepts · Rating: 3300 · first AC: 2021-08-29 · last AC: 2021-08-31 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy, math, probabilities
[jiangly's solution](#)

5658.

1556G

[Gates to Another World](#) · [Tutorial](#)

Quality: 446 global accepts · Rating: 3300 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, dsu, two pointers
[jiangly's solution](#)

5659.

1558F

[Strange Sort](#) · [Tutorial](#)

Quality: 511 global accepts · Rating: 3300 · first AC: 2021-08-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings
[jiangly's solution](#)

5660.

1548D2

[Gregor and the Odd Cows \(Hard\)](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 3300 · first AC: 2021-08-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, math, number theory
[jiangly's solution](#)

5661.

1530G

[What a Reversal](#) · [Tutorial](#)

Quality: 184 global accepts · Rating: 3300 · first AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms
[jiangly's solution](#)

5662.

713E

[Sonya Partymaker](#) · [Tutorial](#)

Quality: 405 global accepts · Rating: 3300 · first AC: 2021-07-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp
[jiangly's solution](#)

5663.

725G

[Messages on a Tree](#) · [Tutorial](#)

Quality: 180 global accepts · Rating: 3300 · first AC: 2021-07-06 · C++17 (GCC 9-64) (first AC) · Tags: —
[jiangly's solution](#)

5664.

1534G

[A New Beginning](#) · [Tutorial](#)

Quality: 847 global accepts · Rating: 3300 · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, geometry, sortings
[jiangly's solution](#)

5665.

1523F

[Favorite Game](#) · [Tutorial](#)

Quality: 483 global accepts · Rating: 3300 · first AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp

[jiangly's solution](#)

5666.

1528F

[AmShZ Farm](#) · [Tutorial](#)

Quality: 342 global accepts · Rating: 3300 · first AC: 2021-05-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, fft, math

[jiangly's solution](#)

5667.

1517G

[Starry Night Camping](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 3300 · first AC: 2021-04-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, flows, graphs

[jiangly's solution](#)

5668.

1500E

[Subset Trick](#) · [Tutorial](#)

Quality: 384 global accepts · Rating: 3300 · first AC: 2021-03-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures

[jiangly's solution](#)

5669.

1495F

[Squares](#) · [Tutorial](#)

Quality: 423 global accepts · Rating: 3300 · first AC: 2021-03-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dp, graphs, trees

[jiangly's solution](#)

5670.

1466H

[Finding satisfactory solutions](#) · [Tutorial](#)

Quality: 489 global accepts · Rating: 3300 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, graphs, greedy, math

[jiangly's solution](#)

5671.

1427G

[One Billion Shades of Grey](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 3300 · first AC: 2020-10-10 · C++17 (GCC 9-64) (first AC) · Tags: flows, graphs

[jiangly's solution](#)

5672.

1416F

[Showing Off](#) · [Tutorial](#)

Quality: 602 global accepts · Rating: 3300 · first AC: 2020-09-28 · C++17 (GCC 9-64) (first AC) · Tags: flows, graph matchings, greedy, implementation

[jiangly's solution](#)

5673.

1396D

[Rainbow Rectangles](#) · [Tutorial](#)

Quality: 343 global accepts · Rating: 3300 · first AC: 2020-08-31 · last AC: 2020-08-31 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings, two pointers

[jiangly's solution](#)

5674.

1392I

[Kevin and Grid](#) · [Tutorial](#)

Quality: 233 global accepts · Rating: 3300 · first AC: 2020-08-17 · last AC: 2020-08-18 · C++17 (GCC 9-64) (first AC) · Tags: fft, graphs, math

[jiangly's solution](#)

5675.

1381E

[Origami](#) · [Tutorial](#)

Quality: 278 global accepts · Rating: 3300 · first AC: 2020-07-21 · last AC: 2020-07-31 · C++17 (GCC 9-64) (first AC) · Tags: geometry, math, sortings

[jiangly's solution](#)

5676.

1361F

[Johnny and New Toy](#) · [Tutorial](#)

Quality: 172 global accepts · Rating: 3300 · first AC: 2020-06-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math

[jiangly's solution](#)

5677.

1340F

[Nastya and CBS](#) · [Tutorial](#)

Quality: 716 global accepts · Rating: 3300 · first AC: 2020-04-23 · last AC: 2020-04-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, hashing

[jiangly's solution](#)

5678.

1307F

[Cow and Vacation](#) · [Tutorial](#)

Quality: 675 global accepts · Rating: 3300 · first AC: 2020-02-18 · last AC: 2020-02-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, trees

[jiangly's solution](#)

5679.

1290E

[Cartesian Tree](#) · [Tutorial](#)

Quality: 670 global accepts · Rating: 3300 · first AC: 2020-02-02 · last AC: 2020-02-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[jiangly's solution](#)

5680.

1284G

[Seollal](#) · [Tutorial](#)

Quality: 228 global accepts · Rating: 3300 · first AC: 2020-01-06 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[jiangly's solution](#)

5681.

1270H

[Number of Components](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 3300 · first AC: 2019-12-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures

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5682.

1254E

[Send Tree to Charlie](#) · [Tutorial](#)

Quality: 366 global accepts · Rating: 3300 · first AC: 2019-11-28 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, trees

[jiangly's solution](#)

5683.

671E

[Organizing a Race](#) · [Tutorial](#)

Quality: 492 global accepts · Rating: 3300 · first AC: 2019-11-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[jiangly's solution](#)

5684.

526G

[Spiders Evil Plan](#) · [Tutorial](#)

Quality: 861 global accepts · Rating: 3300 · first AC: 2019-11-08 · GNU C++11 (first AC) · Tags: greedy, trees

[jiangly's solution](#)

5685.

582D

[Number of Binominal Coefficients](#) · [Tutorial](#)

Quality: 739 global accepts · Rating: 3300 · first AC: 2019-11-07 · GNU C++11 (first AC) · Tags: dp, math, number theory

[jiangly's solution](#)

5686.

639F

[Bear and Chemistry](#) · [Tutorial](#)

Quality: 450 global accepts · Rating: 3300 · first AC: 2019-10-28 · last AC: 2019-10-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[jiangly's solution](#)

5687.

1237H

[Balanced Reversals](#) · [Tutorial](#)

Quality: 437 global accepts · Rating: 3300 · first AC: 2019-10-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[jiangly's solution](#)

5688.

576E

[Painting Edges](#) · [Tutorial](#)

Quality: 1,508 global accepts · Rating: 3300 · first AC: 2019-10-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[jiangly's solution](#)

5689.

1209H

[Moving Walkways](#) · [Tutorial](#)

Quality: 230 global accepts · Rating: 3300 · first AC: 2019-09-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math

[jiangly's solution](#)

5690.

623E

[Transforming Sequence](#) · [Tutorial](#)

Quality: 614 global accepts · Rating: 3300 · first AC: 2019-07-11 · last AC: 2019-07-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math

[jiangly's solution](#)

5691.

1844H

[Multiple of Three Cycles](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 3400 · first AC: 2026-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp, dsu, math

[jiangly's solution](#)

5692.

2127G1

[Inter Active \(Easy Version\)](#) · [Tutorial](#)

Quality: 101 global accepts · Rating: 3400 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, interactive, probabilities

[jiangly's solution](#)

5693.

1442F

[Differentiating Games](#) · [Tutorial](#)

Quality: 170 global accepts · Rating: 3400 · first AC: 2025-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, interactive

[jiangly's solution](#)

5694.

2080D

[Order Statistics](#) · [Tutorial](#)

Quality: 47 global accepts · Rating: 3400 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, binary search

[jiangly's solution](#)

5695.

1097E

[Egor and an RPG game](#) · [Tutorial](#)

Quality: 534 global accepts · Rating: 3400 · first AC: 2025-03-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[jiangly's solution](#)

5696.

1097H

[Mateusz and an Infinite Sequence](#) · [Tutorial](#)

Quality: 139 global accepts · Rating: 3400 · first AC: 2025-03-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, strings

[jiangly's solution](#)

5697.

2053G

[Naive String Splits](#) · [Tutorial](#)

Quality: 226 global accepts · Rating: 3400 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, hashing, math, number theory, strings

[jiangly's solution](#)

5698.

2018E2

[Complex Segments \(Hard Version\)](#) · [Tutorial](#)

Quality: 204 global accepts · Rating: 3400 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, greedy, math, sortings

[jiangly's solution](#)

5699.

1299E

[So Mean](#) · [Tutorial](#)

Quality: 196 global accepts · Rating: 3400 · first AC: 2024-09-19 · C++20 (GCC 13-64) (first AC) · Tags: interactive, math

[jiangly's solution](#)

5700.

2002G

[Lattice Optimizing](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 3400 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, hashing, meet-in-the-middle

[jiangly's solution](#)

5701.

1936E

[Yet Yet Another Permutation Problem](#) · [Tutorial](#)

Quality: 147 global accepts · Rating: 3400 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, fft, math

[jiangly's solution](#)

5702.

1887F

[Minimum Segments](#) · [Tutorial](#)

Quality: 246 global accepts · Rating: 3400 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[jiangly's solution](#)

5703.

1852E

[Rivalries](#) · [Tutorial](#)

Quality: 226 global accepts · Rating: 3400 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[jiangly's solution](#)

5704.

1827E

[Bus Routes](#) · [Tutorial](#)

Quality: 557 global accepts · Rating: 3400 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, greedy, trees

[jiangly's solution](#)

5705.

1817E

[Half-sum](#) · [Tutorial](#)

Quality: 321 global accepts · Rating: 3400 · first AC: 2023-04-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, divide and conquer, greedy

[jiangly's solution](#)

5706.

1801G

[A task for substrings](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 3400 · first AC: 2023-04-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, string suffix structures, strings

[jiangly's solution](#)

5707.

1785F

[Minimums or Medians](#) · [Tutorial](#)

Rating: 3400 · first AC: 2023-02-05 · last AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, two pointers

[jiangly's solution](#)

5708.

1787I

[Treasure Hunt](#) · [Tutorial](#)

Quality: 360 global accepts · Rating: 3400 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, two pointers

[jiangly's solution](#)

5709.

1770G

[Koxia and Bracket](#) · [Tutorial](#)

Quality: 188 global accepts · Rating: 3400 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, fft, math

[jiangly's solution](#)

5710.

1764H

[Doremy's Paint 2](#) · [Tutorial](#)

Quality: 252 global accepts · Rating: 3400 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[jiangly's solution](#)

5711.

1710D

[Recover the Tree](#) · [Tutorial](#)

Quality: 560 global accepts · Rating: 3400 · first AC: 2022-07-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, trees

[jiangly's solution](#)

5712.

1693E

[Outermost Maximums](#) · [Tutorial](#)

Quality: 558 global accepts · Rating: 3400 · first AC: 2022-06-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[jiangly's solution](#)

5713.

1693F

[I Might Be Wrong](#) · [Tutorial](#)

Quality: 615 global accepts · Rating: 3400 · first AC: 2022-06-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, two pointers

[jiangly's solution](#)

5714.

1684H

[Hard Cut](#) · [Tutorial](#)

Quality: 288 global accepts · Rating: 3400 · first AC: 2022-05-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, math

[jiangly's solution](#)

5715.

1630F

[Making It Bipartite](#) · [Tutorial](#)

Quality: 919 global accepts · Rating: 3400 · first AC: 2022-01-27 · C++20 (GCC 11-64) (first AC) · Tags: flows, graph matchings, graphs, number theory

[jiangly's solution](#)

5716.

1548E

[Gregor and the Two Painters](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 3400 · first AC: 2021-08-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, graphs, greedy, math

[jiangly's solution](#)

5717.

1553I

[Stairs](#) · [Tutorial](#)

Quality: 314 global accepts · Rating: 3400 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, dp, fft, math

[jiangly's solution](#)

5718.

913H

[Don't Exceed](#) · [Tutorial](#)

Quality: 143 global accepts · Rating: 3400 · first AC: 2021-07-21 · C++17 (GCC 9-64) (first AC) · Tags: math, probabilities

[jiangly's solution](#)

5719.

773F

[Test Data Generation](#) · [Tutorial](#)

Quality: 218 global accepts · Rating: 3400 · first AC: 2021-07-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, dp, fft, math, number theory

[jiangly's solution](#)

5720.

1530H

[Turing's Award](#) · [Tutorial](#)

Quality: 204 global accepts · Rating: 3400 · first AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[jiangly's solution](#)

5721.

715E

[Complete the Permutations](#) · [Tutorial](#)

Quality: 454 global accepts · Rating: 3400 · first AC: 2021-07-07 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, fft, graphs, math

[jiangly's solution](#)

5722.

843D

[Dynamic Shortest Path](#) · [Tutorial](#)

Quality: 1,195 global accepts · Rating: 3400 · first AC: 2021-04-19 · C++17 (GCC 9-64) (first AC) · Tags: graphs, shortest paths

[jiangly's solution](#)

5723.

786D

[Rap God](#) · [Tutorial](#)

Quality: 168 global accepts · Rating: 3400 · first AC: 2020-12-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, hashing, strings, trees

[jiangly's solution](#)

5724.

848E

[Days of Floral Colours](#) · [Tutorial](#)

Quality: 242 global accepts · Rating: 3400 · first AC: 2020-09-08 · last AC: 2020-09-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, dp, fft, math

[jiangly's solution](#)

5725.

1242D

[Number Discovery](#) · [Tutorial](#)

Quality: 234 global accepts · Rating: 3400 · first AC: 2019-11-19 · GNU C++11 (first AC) · Tags: math

[jiangly's solution](#)

5726.

1205F

[Beauty of a Permutation](#) · [Tutorial](#)

Quality: 140 global accepts · Rating: 3400 · first AC: 2019-08-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[jiangly's solution](#)

5727.

2211H

[Median Deletion](#) · [Tutorial](#)

Quality: 100 global accepts · Rating: 3500 · first AC: 2026-04-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[jiangly's solution](#)

5728.

1608G

[Alphabetic Tree](#) · [Tutorial](#)

Quality: 245 global accepts · Rating: 3500 · first AC: 2026-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dfs and similar, hashing, string suffix structures, strings, trees
[jiangly's solution](#)

5729.

2206A

[Compare Suffixes](#) · [Tutorial](#)

Quality: 84 global accepts · Rating: 3500 · first AC: 2026-03-08 · last AC: 2026-04-02 · C++20 (GCC 13-64) (first AC) · Tags: interactive
[jiangly's solution](#)

5730.

1893E

[Cacti Symphony](#) · [Tutorial](#)

Quality: 281 global accepts · Rating: 3500 · first AC: 2026-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs
[jiangly's solution](#)

5731.

2187E

[Doors and Keys](#) · [Tutorial](#)

Quality: 325 global accepts · Rating: 3500 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp
[jiangly's solution](#)

5732.

2181I

[Irrigation Interlock](#) · [Tutorial](#)

Quality: 50 global accepts · Rating: 3500 · first AC: 2025-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry
[jiangly's solution](#)

5733.

2181K

[Knit the Grid](#) · [Tutorial](#)

Quality: 68 global accepts · Rating: 3500 · first AC: 2025-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, constructive algorithms, graphs, matrices
[jiangly's solution](#)

5734.

2161G

[Bitwise And Equals](#) · [Tutorial](#)

Quality: 91 global accepts · Rating: 3500 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy
[jiangly's solution](#)

5735.

2159E

[Super-Short-Polynomial-San](#) · [Tutorial](#)

Quality: 201 global accepts · Rating: 3500 · first AC: 2025-10-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, meet-in-the-middle
[jiangly's solution](#)

5736.

2159F

[Grand Finale: Snakes](#) · [Tutorial](#)

Quality: 134 global accepts · Rating: 3500 · first AC: 2025-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, interactive, ternary search

[jiangly's solution](#)

5737.

2152H2

[Victorious Coloring \(Hard Version\)](#) · [Tutorial](#)

Quality: 199 global accepts · Rating: 3500 · first AC: 2025-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, schedules

[jiangly's solution](#)

5738.

2147H

[Maxflow GCD Coloring](#) · [Tutorial](#)

Quality: 189 global accepts · Rating: 3500 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, flows, graphs

[jiangly's solution](#)

5739.

2135F

[To the Infinity](#) · [Tutorial](#)

Quality: 246 global accepts · Rating: 3500 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, hashing, math, trees

[jiangly's solution](#)

5740.

2135E2

[Beyond the Palindrome \(Hard Version\)](#) · [Tutorial](#)

Quality: 166 global accepts · Rating: 3500 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, number theory

[jiangly's solution](#)

5741.

2127G2

[Inter Active \(Hard Version\)](#) · [Tutorial](#)

Quality: 107 global accepts · Rating: 3500 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, graphs, implementation, interactive, math, probabilities

[jiangly's solution](#)

5742.

2129F2

[Top-K Tracker \(Hard Version\)](#) · [Tutorial](#)

Quality: 97 global accepts · Rating: 3500 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: interactive

[jiangly's solution](#)

5743.

2129F1

[Top-K Tracker \(Easy Version\)](#) · [Tutorial](#)

Quality: 134 global accepts · Rating: 3500 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: interactive

[jiangly's solution](#)

5744.

1586I

[Omkar and Mosaic](#) · [Tutorial](#)

Quality: 298 global accepts · Rating: 3500 · first AC: 2025-06-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, math

[jiangly's solution](#)

5745.

2115E

[Gellyfish and Mayflower](#) · [Tutorial](#)

Quality: 236 global accepts · Rating: 3500 · first AC: 2025-05-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graphs

[jiangly's solution](#)

5746.

2097F

[Lost Luggage](#) · [Tutorial](#)

Quality: 185 global accepts · Rating: 3500 · first AC: 2025-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, flows

[jiangly's solution](#)

5747.

2084H

[Turtle and Nedium 2](#) · [Tutorial](#)

Quality: 112 global accepts · Rating: 3500 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[jiangly's solution](#)

5748.

2089E

[Black Cat Collapse](#) · [Tutorial](#)

Quality: 127 global accepts · Rating: 3500 · first AC: 2025-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[jiangly's solution](#)

5749.

2077G

[RGB Walking](#) · [Tutorial](#)

Quality: 135 global accepts · Rating: 3500 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, chinese remainder theorem, dfs and similar, graphs, number theory

[jiangly's solution](#)

5750.

2068G

[A Very Long Hike](#) · [Tutorial](#)

Quality: 62 global accepts · Rating: 3500 · first AC: 2025-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: shortest paths

[jiangly's solution](#)

5751.

2062G

[Permutation Factory](#) · [Tutorial](#)

Quality: 174 global accepts · Rating: 3500 · first AC: 2025-01-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, geometry, graph matchings, graphs

[jiangly's solution](#)

5752.

2061F2

[Kevin and Binary String \(Hard Version\)](#) · [Tutorial](#)

Quality: 149 global accepts · Rating: 3500 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[jiangly's solution](#)

5753.

2061H1

[Kevin and Stones \(Easy Version\)](#) · [Tutorial](#)

Quality: 103 global accepts · Rating: 3500 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, graph matchings, graphs

[jiangly's solution](#)

5754.

2057H

[Coffee Break](#) · [Tutorial](#)

Quality: 185 global accepts · Rating: 3500 · first AC: 2025-01-04 · last AC: 2025-01-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, math

[jiangly's solution](#)

5755.

2053I2

[Affectionate Arrays \(Hard Version\)](#) · [Tutorial](#)

Quality: 107 global accepts · Rating: 3500 · first AC: 2024-12-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, graphs, greedy, math, shortest paths, two pointers

[jiangly's solution](#)

5756.

2053H

[Delicate Anti-monotonous Operations](#) · [Tutorial](#)

Quality: 76 global accepts · Rating: 3500 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation

[jiangly's solution](#)

5757.

2048I1

[Kevin and Puzzle \(Easy Version\)](#) · [Tutorial](#)

Quality: 103 global accepts · Rating: 3500 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[jiangly's solution](#)

5758.

2052H

[Hunting Hoglins in Hogwarts](#) · [Tutorial](#)

Quality: 68 global accepts · Rating: 3500 · first AC: 2024-12-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: interactive

[jiangly's solution](#)

5759.

2046E2

[Cheops and a Contest \(Hard Version\)](#) · [Tutorial](#)

Quality: 89 global accepts · Rating: 3500 · first AC: 2024-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[jiangly's solution](#)

5760.

2039G

[Shohag Loves Pebae](#) · [Tutorial](#)

Quality: 82 global accepts · Rating: 3500 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[jiangly's solution](#)

5761.

2029H

[Message Spread](#) · [Tutorial](#)

Quality: 111 global accepts · Rating: 3500 · first AC: 2024-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, dp

[jiangly's solution](#)

5762.

2035G2

[Go Learn! \(Hard Version\)](#) · [Tutorial](#)

Quality: 111 global accepts · Rating: 3500 · first AC: 2024-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: divide and conquer, dp

[jiangly's solution](#)

5763.

2023F

[Hills and Pits](#) · [Tutorial](#)

Quality: 133 global accepts · Rating: 3500 · first AC: 2024-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, math, matrices

[jiangly's solution](#)

5764.

2013F2

[Game in Tree \(Hard Version\)](#) · [Tutorial](#)

Quality: 161 global accepts · Rating: 3500 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, trees

[jiangly's solution](#)

5765.

1290F

[Making Shapes](#) · [Tutorial](#)

Quality: 591 global accepts · Rating: 3500 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: dp

[jiangly's solution](#)

5766.

2006F

[Dora's Paint](#) · [Tutorial](#)

Quality: 165 global accepts · Rating: 3500 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, graphs, implementation

[jiangly's solution](#)

5767.

2002H

[Counting 101](#) · [Tutorial](#)

Quality: 102 global accepts · Rating: 3500 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[jiangly's solution](#)

5768.

1991I

[Grid Game](#) · [Tutorial](#)

Quality: 171 global accepts · Rating: 3500 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, graph matchings, greedy, interactive

[jiangly's solution](#)

5769.

1994H

[Fortnite](#) · [Tutorial](#)

Quality: 774 global accepts · Rating: 3500 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, games, greedy, hashing, interactive, math, number theory, strings

[jiangly's solution](#)

5770.

1967E2

[Again Counting Arrays \(Hard Version\)](#) · [Tutorial](#)

Quality: 215 global accepts · Rating: 3500 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[jiangly's solution](#)

5771.

1942H

[Farmer John's Favorite Intern](#) · [Tutorial](#)

Quality: 207 global accepts · Rating: 3500 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, flows, trees

[jiangly's solution](#)

5772.

1938A

[Antiparticle Antipysics](#) · [Tutorial](#)

Quality: 77 global accepts · Rating: 3500 · first AC: 2024-03-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

5773.

1868F

[LIS?](#) · [Tutorial](#)

Quality: 97 global accepts · Rating: 3500 · first AC: 2024-02-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation

[jiangly's solution](#)

5774.

1916G

[Optimizations From Chelsu](#) · [Tutorial](#)

Quality: 235 global accepts · Rating: 3500 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, dp, number theory, trees

[jiangly's solution](#)

5775.

1909H

[Parallel Swaps Sort](#) · [Tutorial](#)

Quality: 110 global accepts · Rating: 3500 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures

[jiangly's solution](#)

5776.

1876G

[Clubstep](#) · [Tutorial](#)

Quality: 278 global accepts · Rating: 3500 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, greedy, trees

[jiangly's solution](#)

5777.

1876F

[Indefinite Clownfish](#) · [Tutorial](#)

Quality: 185 global accepts · Rating: 3500 · first AC: 2023-10-08 · last AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, graphs

[jiangly's solution](#)

5778.

1874G

[Jellyfish and Inscryption](#) · [Tutorial](#)

Quality: 146 global accepts · Rating: 3500 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: dp

[jiangly's solution](#)

5779.

1870H

[Standard Graph Problem](#) · [Tutorial](#)

Quality: 121 global accepts · Rating: 3500 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, greedy, trees

[jiangly's solution](#)

5780.

1868E

[Min-Sum-Max](#) · [Tutorial](#)

Quality: 113 global accepts · Rating: 3500 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[jiangly's solution](#)

5781.

1863I

[Redundant Routes](#) · [Tutorial](#)

Quality: 127 global accepts · Rating: 3500 · first AC: 2023-09-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, trees

[jiangly's solution](#)

5782.

1863H

[Goldberg Machine 3](#) · [Tutorial](#)

Quality: 112 global accepts · Rating: 3500 · first AC: 2023-08-30 · last AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: dp, trees

[jiangly's solution](#)

5783.

1852F

[Panda Meetups](#) · [Tutorial](#)

Quality: 147 global accepts · Rating: 3500 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, flows

[jiangly's solution](#)

5784.

1835E

[Old Mobile](#) · [Tutorial](#)

Quality: 274 global accepts · Rating: 3500 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, probabilities

[jiangly's solution](#)

5785.

1824E

[LuoTianyi and Cartridge](#) · [Tutorial](#)

Quality: 188 global accepts · Rating: 3500 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees

[jiangly's solution](#)

5786.

1817F

[Entangled Substrings](#) · [Tutorial](#)

Quality: 330 global accepts · Rating: 3500 · first AC: 2023-04-29 · C++20 (GCC 11-64) (first AC) · Tags: string suffix structures, strings

[jiangly's solution](#)

5787.

1819F

[Willy-nilly, Crack, Into Release!](#) · [Tutorial](#)

Quality: 174 global accepts · Rating: 3500 · first AC: 2023-04-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[jiangly's solution](#)

5788.

1815F

[OH NO1 \(-2-3-4\)](#) · [Tutorial](#)

Quality: 315 global accepts · Rating: 3500 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, math
[jiangly's solution](#)

5789.

1804G

[Flow Control](#) · [Tutorial](#)

Quality: 237 global accepts · Rating: 3500 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, implementation
[jiangly's solution](#)

5790.

1776E

[Crossing the Railways](#) · [Tutorial](#)

Quality: 107 global accepts · Rating: 3500 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp
[jiangly's solution](#)

5791.

1773L

[Lisa's Sequences](#) · [Tutorial](#)

Quality: 105 global accepts · Rating: 3500 · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: dp
[jiangly's solution](#)

5792.

1773C

[Cactus Meets Torus](#) · [Tutorial](#)

Quality: 41 global accepts · Rating: 3500 · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[jiangly's solution](#)

5793.

1774H

[Maximum Permutation](#) · [Tutorial](#)

Quality: 155 global accepts · Rating: 3500 · first AC: 2023-02-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
[jiangly's solution](#)

5794.

1770H

[Koxia, Mahiru and Winter Festival](#) · [Tutorial](#)

Quality: 164 global accepts · Rating: 3500 · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
[jiangly's solution](#)

5795.

1782H2

[Window Signals \(hard version\)](#) · [Tutorial](#)

Rating: 3500 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: dp
[jiangly's solution](#)

5796.

1779H

[Olympic Team Building](#) · [Tutorial](#)

Quality: 170 global accepts · Rating: 3500 · first AC: 2023-01-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, meet-in-the-middle
[jiangly's solution](#)

5797.

1761F2

[Anti-median \(Hard Version\)](#) · [Tutorial](#)

Quality: 103 global accepts · Rating: 3500 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math
[jiangly's solution](#)

5798.

1753F

[Minecraft Series](#) · [Tutorial](#)

Quality: 249 global accepts · Rating: 3500 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, two pointers
[jiangly's solution](#)

5799.

1718E

[Impressionism](#) · [Tutorial](#)

Quality: 177 global accepts · Rating: 3500 · first AC: 2022-09-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, implementation, math

[jiangly's solution](#)

5800.

1726H

[Mainak and the Bleeding Polygon](#) · [Tutorial](#)

Quality: 106 global accepts · Rating: 3500 · first AC: 2022-09-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, implementation, math

[jiangly's solution](#)

5801.

1704G

[Mio and Lucky Array](#) · [Tutorial](#)

Quality: 134 global accepts · Rating: 3500 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, fft, math, strings

[jiangly's solution](#)

5802.

1696H

[Maximum Product?](#) · [Tutorial](#)

Quality: 203 global accepts · Rating: 3500 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, greedy, implementation, math, two pointers

[jiangly's solution](#)

5803.

1687E

[Become Big For Me](#) · [Tutorial](#)

Quality: 310 global accepts · Rating: 3500 · first AC: 2022-06-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math, number theory

[jiangly's solution](#)

5804.

1685E

[The Ultimate LIS Problem](#) · [Tutorial](#)

Quality: 196 global accepts · Rating: 3500 · first AC: 2022-05-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[jiangly's solution](#)

5805.

1685D2

[Permutation Weight \(Hard Version\)](#) · [Tutorial](#)

Quality: 132 global accepts · Rating: 3500 · first AC: 2022-05-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[jiangly's solution](#)

5806.

1677F

[Tokitsukaze and Gems](#) · [Tutorial](#)

Quality: 110 global accepts · Rating: 3500 · first AC: 2022-05-08 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[jiangly's solution](#)

5807.

1666H

[Heroes of Might](#) · [Tutorial](#)

Quality: 86 global accepts · Rating: 3500 · first AC: 2022-04-13 · C++20 (GCC 11-64) (first AC) · Tags: math

[jiangly's solution](#)

5808.

1654H

[Three Minimums](#) · [Tutorial](#)

Quality: 100 global accepts · Rating: 3500 · first AC: 2022-03-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, divide and conquer, dp, fft, math

[jiangly's solution](#)

5809.

1637H

[Minimize Inversions Number](#) · [Tutorial](#)

Quality: 572 global accepts · Rating: 3500 · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math, sortings
[jiangly's solution](#)

5810.

1621I

[Two Sequences](#) · [Tutorial](#)

Quality: 144 global accepts · Rating: 3500 · first AC: 2022-01-04 · last AC: 2022-01-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing, string suffix structures
[jiangly's solution](#)

5811.

1616G

[Just Add an Edge](#) · [Tutorial](#)

Quality: 424 global accepts · Rating: 3500 · first AC: 2021-12-29 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs
[jiangly's solution](#)

5812.

1086F

[Forest Fires](#) · [Tutorial](#)

Quality: 316 global accepts · Rating: 3500 · first AC: 2021-07-15 · C++17 (GCC 9-64) (first AC) · Tags: math
[jiangly's solution](#)

5813.

1534H

[Lost Nodes](#) · [Tutorial](#)

Quality: 255 global accepts · Rating: 3500 · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, graphs, interactive, sortings, trees
[jiangly's solution](#)

5814.

1523H

[Hopping Around the Array](#) · [Tutorial](#)

Quality: 445 global accepts · Rating: 3500 · first AC: 2021-06-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp
[jiangly's solution](#)

5815.

1515H

[Phoenix and Bits](#) · [Tutorial](#)

Quality: 350 global accepts · Rating: 3500 · first AC: 2021-05-02 · last AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, data structures, sortings
[jiangly's solution](#)

5816.

1503F

[Balance the Cards](#) · [Tutorial](#)

Quality: 226 global accepts · Rating: 3500 · first AC: 2021-04-03 · last AC: 2021-04-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, geometry, graphs, implementation
[jiangly's solution](#)

5817.

1450G

[Communism](#) · [Tutorial](#)

Quality: 349 global accepts · Rating: 3500 · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, trees
[jiangly's solution](#)

5818.

1456E

[XOR-ranges](#) · [Tutorial](#)

Quality: 382 global accepts · Rating: 3500 · first AC: 2020-11-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy
[jiangly's solution](#)

5819.

1439E

[Cheat and Win](#) · [Tutorial](#)

Quality: 248 global accepts · Rating: 3500 · first AC: 2020-11-17 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, games, trees
[jiangly's solution](#)

5820.

1446E

[Long Recovery](#) · [Tutorial](#)

Quality: 122 global accepts · Rating: 3500 · first AC: 2020-11-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar
[jiangly's solution](#)

5821.

1394E

[Boboniu and Banknote Collection](#) · [Tutorial](#)

Quality: 164 global accepts · Rating: 3500 · first AC: 2020-08-18 · C++17 (GCC 7-32) (first AC) · Tags: strings
[jiangly's solution](#)

5822.

1349E

[Slime and Hats](#) · [Tutorial](#)

Quality: 120 global accepts · Rating: 3500 · first AC: 2020-05-13 · last AC: 2020-05-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy
[jiangly's solution](#)

5823.

1336E2

[Chiori and Doll Picking \(hard version\)](#) · [Tutorial](#)

Quality: 482 global accepts · Rating: 3500 · first AC: 2020-04-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, math
[jiangly's solution](#)

5824.

1338E

[JYPnation](#) · [Tutorial](#)

Quality: 408 global accepts · Rating: 3500 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: graphs
[jiangly's solution](#)

5825.

1305G

[Kuroni and Antihype](#) · [Tutorial](#)

Quality: 1,383 global accepts · Rating: 3500 · first AC: 2020-03-05 · last AC: 2020-03-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, dsu, graphs
[jiangly's solution](#)

5826.

1292F

[Nora's Toy Boxes](#) · [Tutorial](#)

Quality: 370 global accepts · Rating: 3500 · first AC: 2020-02-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp
[jiangly's solution](#)

5827.

1292E

[Rin and The Unknown Flower](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 3500 · first AC: 2020-01-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, interactive, math
[jiangly's solution](#)

5828.

1270I

[Xor on Figures](#) · [Tutorial](#)

Quality: 317 global accepts · Rating: 3500 · first AC: 2019-12-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, fft, math
[jiangly's solution](#)

5829.

1264F

[Beautiful Fibonacci Problem](#) · [Tutorial](#)

Quality: 1,097 global accepts · Rating: 3500 · first AC: 2019-12-08 · GNU C++11 (first AC) · Tags: constructive algorithms, number theory
[jiangly's solution](#)

5830.

1229F

[Mateusz and Escape Room](#) · [Tutorial](#)

Rating: 3500 · first AC: 2019-10-15 · C++17 (GCC 7-32) (first AC) · Tags: dp
[jiangly's solution](#)

5831.

1208H

[Red Blue Tree](#) · [Tutorial](#)

Quality: 189 global accepts · Rating: 3500 · first AC: 2019-08-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, trees
[jiangly's solution](#)

5832.

1178H

[Stock Exchange](#) · [Tutorial](#)

Quality: 298 global accepts · Rating: 3500 · first AC: 2019-08-09 · last AC: 2019-08-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, flows, graphs
[jiangly's solution](#)

5833.

1158F

[Density of subarrays](#) · [Tutorial](#)

Quality: 504 global accepts · Rating: 3500 · first AC: 2019-06-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, math
[jiangly's solution](#)

5834.

2222E

[Seek the Truth](#) · [Tutorial](#)

Quality: 1,934 global accepts · Rating: — · first AC: 2026-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive
[jiangly's solution](#)

5835.

2222G

[Statistics on Tree](#) · [Tutorial](#)

Quality: 156 global accepts · Rating: — · first AC: 2026-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dfs and similar, divide and conquer, graphs, trees
[jiangly's solution](#)

5836.

2222F

[Building Tree](#) · [Tutorial](#)

Quality: 565 global accepts · Rating: — · first AC: 2026-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, implementation
[jiangly's solution](#)

5837.

2222H

[Counting Sort?](#) · [Tutorial](#)

Quality: 105 global accepts · Rating: — · first AC: 2026-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp
[jiangly's solution](#)

5838.

2220B

[OIE Excursion](#) · [Tutorial](#)

Quality: 12,260 global accepts · Rating: — · first AC: 2026-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy
[jiangly's solution](#)

5839.

2220A

[Blocked](#) · [Tutorial](#)

Quality: 18,073 global accepts · Rating: — · first AC: 2026-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings
[jjangly's solution](#)

5840.

2219E

[Weird Chessboard](#) · [Tutorial](#)

Quality: 95 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math
[jjangly's solution](#)

5841.

2219D

[MEX Replacement on Tree](#) · [Tutorial](#)

Quality: 427 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, math, trees
[jjangly's solution](#)

5842.

2219B1

[Unique Values \(Easy version\)](#) · [Tutorial](#)

Quality: 3,592 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, interactive, math
[jjangly's solution](#)

5843.

2219B2

[Unique Values \(Hard version\)](#) · [Tutorial](#)

Quality: 3,200 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive
[jjangly's solution](#)

5844.

2219C

[Coloring a Red Black Tree](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, greedy, math, probabilities, trees
[jjangly's solution](#)

5845.

2219A

[Grid L](#) · [Tutorial](#)

Quality: 8,969 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math, number theory
[jjangly's solution](#)

5846.

2207H1

[Bowser's Castle \(Easy Version\)](#) · [Tutorial](#)

Quality: 51 global accepts · Rating: — · first AC: 2026-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, greedy, interactive, trees
[jjangly's solution](#)

5847.

2207H2

[Bowser's Castle \(Medium Version\)](#) · [Tutorial](#)

Quality: 39 global accepts · Rating: — · first AC: 2026-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, divide and conquer, interactive, trees, two pointers
[jjangly's solution](#)

5848.

2207H3

[Bowser's Castle \(Hard Version\)](#) · [Tutorial](#)

Quality: 56 global accepts · Rating: — · first AC: 2026-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, divide and conquer, interactive, trees, two pointers

[jiangly's solution](#)

5849.

2168C

[Intercepting Butterflies](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: — · first AC: 2026-02-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, communication, constructive algorithms, graphs, interactive

[jiangly's solution](#)

5850.

2168B

[Locate](#) · [Tutorial](#)

Quality: 1,550 global accepts · Rating: — · first AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, communication, constructive algorithms, greedy, interactive

[jiangly's solution](#)

5851.

2168A1

[Encode and Decode \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,025 global accepts · Rating: — · first AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: communication, constructive algorithms, interactive

[jiangly's solution](#)

5852.

2168A2

[Encode and Decode \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,304 global accepts · Rating: — · first AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, communication, interactive, math

[jiangly's solution](#)

5853.

104857J

[Takeout Delivering](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[jiangly's solution](#)

5854.

105949L

[abc](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[jiangly's solution](#)

5855.

105949B

[Ternary](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[jiangly's solution](#)

5856.

105949D

[Tripartite Graph](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[jiangly's solution](#)

5857.

105949E

[Competition Graph](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[jiangly's solution](#)

5858.

105949K

[Point Divide and Conquer](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[jiangly's solution](#)

5859.

105949C

[Optimal Time](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[jiangly's solution](#)

5860.

105949G

[Diophantine Equation](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[jiangly's solution](#)

5861.

105949J

[Sichuan Provincial Contest](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[jiangly's solution](#)

5862.

105949F

[Inversion Pairs](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[jiangly's solution](#)

5863.

105949H

[Hututu](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[jiangly's solution](#)

5864.

105949I

[Essentially Different Suffixes](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[jiangly's solution](#)

5865.

1952I

[Dark Matter](#) · [Tutorial](#)

Quality: 650 global accepts · Rating: — · first AC: 2025-04-10 · PyPy 3-64 (first AC) · Tags: *special, bitmasks, geometry

[jiangly's solution](#)

5866.

1952J

[Help, what does it mean to be "Based"](#) · [Tutorial](#)

Quality: 903 global accepts · Rating: — · first AC: 2025-04-10 · PyPy 3-64 (first AC) · Tags: *special, brute force, constructive algorithms, expression parsing, implementation, sortings

[jiangly's solution](#)

5867.

1952H

[Palindrome](#) · [Tutorial](#)

Quality: 806 global accepts · Rating: — · first AC: 2025-04-10 · PyPy 3-64 (first AC) · Tags: *special, implementation, strings

[jiangly's solution](#)

5868.

1952G

[Mathematician Takeover](#) · [Tutorial](#)

Quality: 1,224 global accepts · Rating: — · first AC: 2025-04-10 · PyPy 3-64 (first AC) · Tags: *special, binary search, dfs and similar, math

[jiangly's solution](#)

5869.

1952F

[Grid](#) · [Tutorial](#)

Quality: 1,954 global accepts · Rating: — · first AC: 2025-04-10 · PyPy 3-64 (first AC) · Tags: *special, brute force

[jiangly's solution](#)

5870.

1952E

[Sweep Line](#) · [Tutorial](#)

Quality: 341 global accepts · Rating: — · first AC: 2025-04-10 · PyPy 3-64 (first AC) · Tags: *special, combinatorics, games, math
[jiangly's solution](#)

5871.

1952D

[Are You a Procrastinator?](#) · [Tutorial](#)

Quality: 5,359 global accepts · Rating: — · first AC: 2025-04-10 · PyPy 3-64 (first AC) · Tags: *special, implementation
[jiangly's solution](#)

5872.

1952C

[They Have Fooled](#) · [Tutorial](#)

Quality: 3,262 global accepts · Rating: — · first AC: 2025-04-10 · PyPy 3-64 (first AC) · Tags: *special, brute force, schedules
[jiangly's solution](#)

5873.

1952B

[Is it stated?](#) · [Tutorial](#)

Quality: 12,331 global accepts · Rating: — · first AC: 2025-04-10 · PyPy 3-64 (first AC) · Tags: *special, strings
[jiangly's solution](#)

5874.

1952A

[Are You a Robot, Again?](#) · [Tutorial](#)

Quality: 14,101 global accepts · Rating: — · first AC: 2025-04-10 · PyPy 3-64 (first AC) · Tags: *special, strings
[jiangly's solution](#)

5875.

2095J

[Premiere at a Wrong Time](#) · [Tutorial](#)

Quality: 542 global accepts · Rating: — · first AC: 2025-04-01 · PyPy 3-64 (first AC) · Tags: *special
[jiangly's solution](#)

5876.

2095I

[Mysterious Script](#) · [Tutorial](#)

Quality: 640 global accepts · Rating: — · first AC: 2025-04-01 · PyPy 3-64 (first AC) · Tags: *special, expression parsing, number theory
[jiangly's solution](#)

5877.

2095H

[Blurry Vision](#) · [Tutorial](#)

Quality: 840 global accepts · Rating: — · first AC: 2025-04-01 · PyPy 3-64 (first AC) · Tags: *special, fft, math
[jiangly's solution](#)

5878.

2095G

[Definitely a Geometry Problem](#) · [Tutorial](#)

Quality: 960 global accepts · Rating: — · first AC: 2025-04-01 · PyPy 3-64 (first AC) · Tags: *special, geometry
[jiangly's solution](#)

5879.

2095F

[Is Cæcilie's CVD](#)

Quality: 837 global accepts · Rating: — · first AC: 2025-04-01 · PyPy 3-64 (first AC) · Tags: *special, math
[jiangly's solution](#)

5880.

2095C

[Would It Be Unrated?](#) · [Tutorial](#)

Quality: 3,745 global accepts · Rating: — · first AC: 2025-04-01 · PyPy 3-64 (first AC) · Tags: *special, binary search, brute force
[jiangly's solution](#)

5881.

2095D

[Where Am I?](#) · [Tutorial](#)

Quality: 5,302 global accepts · Rating: — · first AC: 2025-04-01 · PyPy 3-64 (first AC) · Tags: *special, geometry

[jiangly's solution](#)

5882.

2095E

[Pair Count](#) · [Tutorial](#)

Quality: 785 global accepts · Rating: — · first AC: 2025-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, number theory

[jiangly's solution](#)

5883.

2095B

[Plinko](#) · [Tutorial](#)

Quality: 5,995 global accepts · Rating: — · first AC: 2025-04-01 · PyPy 3-64 (first AC) · Tags: *special, games, interactive

[jiangly's solution](#)

5884.

2095A

[Piecing It Together](#) · [Tutorial](#)

Quality: 13,816 global accepts · Rating: — · first AC: 2025-04-01 · PyPy 3-64 (first AC) · Tags: *special, string suffix structures

[jiangly's solution](#)

5885.

105231F

[The Ropeways](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[jiangly's solution](#)

5886.

105231E

[Magic Subsequence](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[jiangly's solution](#)

5887.

105231I

[Neuvillette Circling](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[jiangly's solution](#)

5888.

105231H

[Convolution](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[jiangly's solution](#)

5889.

105231L

[Campus](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[jiangly's solution](#)

5890.

105231J

[Magic Mahjong](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[jiangly's solution](#)

5891.

105231B

[Magic Leeks](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[jiangly's solution](#)

5892.

105231D

[Magic LCM](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: —
[jiangly's solution](#)

5893.

105231K

[Magic Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: —
[jiangly's solution](#)

5894.

105231C

[Liar](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: —
[jiangly's solution](#)

5895.

105231G

[Multiples of 5](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: —
[jiangly's solution](#)

5896.

105231A

[Maliang Learning Painting](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: —
[jiangly's solution](#)

5897.

105229B

[DTCENKTCE](#)

Rating: — · first AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: —
[jiangly's solution](#)

5898.

105229G

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Rating: — · first AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: —
[jiangly's solution](#)

5899.

105229D

[T, to pñw](#)

Rating: — · first AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: —
[jiangly's solution](#)

5900.

105229H

[QuñraU](#)

Rating: — · first AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: —
[jiangly's solution](#)

5901.

105229I

[QmQa-Ä<:ep](#)

Rating: — · first AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: —
[jiangly's solution](#)

5902.

105229F

[••-EY^A](#)

Rating: — · first AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: —
[jiangly's solution](#)

5903.

105229L

[bteqjWk](#)

Rating: — · first AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: —
[jiangly's solution](#)

5904.

105229M

[N7QbaY](#)

Rating: — · first AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: —
[jiangly's solution](#)

5905.

105229C

[eãTupWüzÜg Os• W@](#)

Rating: — · first AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: —
[jiangly's solution](#)

5906.

105229K

[eöQbrial](#)

Rating: — · first AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: —
[jiangly's solution](#)

5907.

105229J

[g•törp^•R](#)

Rating: — · first AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: —
[jiangly's solution](#)

5908.

105229E

[eãTuprionöea](#)

Rating: — · first AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: —
[jiangly's solution](#)

5909.

105229A

[eãTupQ•Üetp¹h h<~ß<j](#)

Rating: — · first AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: —
[jiangly's solution](#)

5910.

105222C

[Black-White Cubic Lattice](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-17 · C++20 (GCC 13-64) (first AC) · Tags: —
[jiangly's solution](#)

5911.

105222I

[Container Scheduling](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-17 · C++20 (GCC 13-64) (first AC) · Tags: —
[jiangly's solution](#)

5912.

105222J

[Roman Numerals](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-17 · C++20 (GCC 13-64) (first AC) · Tags: —
[jiangly's solution](#)

5913.

105222K

[Element Reaction](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-17 · C++20 (GCC 13-64) (first AC) · Tags: —
[jiangly's solution](#)

5914.

105222G

[Function Query](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-17 · C++20 (GCC 13-64) (first AC) · Tags: —
[jiangly's solution](#)

5915.

105222F

[Isoball: 2D Version](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-17 · C++20 (GCC 13-64) (first AC) · Tags: —
[jiangly's solution](#)

5916.

105222A

[Reverse Pairs Coloring](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-17 · C++20 (GCC 13-64) (first AC) · Tags: —
[jiangly's solution](#)

5917.

105222D

[L-Covering](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-17 · C++20 (GCC 13-64) (first AC) · Tags: —
[jiangly's solution](#)

5918.

105222E

[L-Covering Checker](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-17 · C++20 (GCC 13-64) (first AC) · Tags: —
[jiangly's solution](#)

5919.

105222L

[Beef Tripe in Soup Pot?](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-17 · C++20 (GCC 13-64) (first AC) · Tags: —
[jiangly's solution](#)

5920.

105222H

[GG and YY's Stone Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-17 · C++20 (GCC 13-64) (first AC) · Tags: —
[jiangly's solution](#)

5921.

105222B

[Link Summon](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-17 · C++20 (GCC 13-64) (first AC) · Tags: —
[jiangly's solution](#)

5922.

105173F

[Factor](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-05 · last AC: 2024-06-05 · C++20 (GCC 13-64) (first AC) · Tags: —
[jiangly's solution](#)

5923.

105173C

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105173E

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105173D

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Rating: — · first AC: 2024-05-28 · C++20 (GCC 13-64) (first AC) · Tags: —
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5939.

105184F

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105184G

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5941.

105184I

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5942.

105184J

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5943.

105184K

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5944.

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5945.

105184A

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5946.

105160D

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5947.

105160C

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105160B

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5949.

105160A

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5950.

105170I

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5951.

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105170A

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5960.

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5963.

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5964.

105158E

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5965.

105158K

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5966.

105158L

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5967.

105158M

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5968.

105158J

[c'Rññēp](#)

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5969.

105158D

[Yonki](#)

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5970.

105158I

[378QAQ TOEWS&N2](#)

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5971.

105158H

[Tutorial](#)

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5972.

105158G

[bk-Tutorial](#)

Rating: — · first AC: 2024-05-12 · C++20 (GCC 13-64) (first AC) · Tags: —
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5973.

105158C

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5974.

105158B

[bk-Tutorial](#)

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5975.

105158F

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5976.

105158A

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5977.

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5978.

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5979.

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5980.

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5981.

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5982.

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5983.

105053F

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5984.

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5985.

105053D

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5986.

105053C

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5987.

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5988.

105053A

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5989.

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5990.

105112B

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5992.

105112C

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5993.

105112G

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5994.

105112J

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105112H

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105112L

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5997.

105112K

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5998.

105112A

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5999.

105112D

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105112F

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6001.

105143A

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6002.

105143L

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6003.

105143H

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6004.

105143J

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6005.

105143G

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6006.

105143M

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6007.

105143E

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6008.

105143D

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6009.

105143F

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6010.

105143K

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6011.

105143I

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6012.

105143C

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6013.

105143B

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6014.

105139C

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6015.

105139D

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6016.

105139I

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6017.

105139F

[Enchanted](#) · [Tutorial](#)

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6018.

105139H

[Genshin Impact Startup Forbidden III](#) · [Tutorial](#)

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6019.

105139G

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6020.

105139K

[Points on the Number Axis B](#) · [Tutorial](#)

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6021.

105139B

[Nana Likes Polygons](#) · [Tutorial](#)

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6022.

105139J

[Points on the Number Axis A](#) · [Tutorial](#)

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6023.

105139E

[Spicy or Grilled?](#) · [Tutorial](#)

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6024.

105139L

[LCMs](#) · [Tutorial](#)

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6025.

105139A

[Long Live](#) · [Tutorial](#)

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6026.

104854A

[Arthur The Ant](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: —
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6027.

104854K

[Kenough Time](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: —
[jiangly's solution](#)

6028.

104854H

[Homogeneous Mixings](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: —
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6029.

104854I

[Intelligent Cat Embedding](#) · [Tutorial](#)

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[jiangly's solution](#)

6030.

104854J

[Judging Gifts](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: —
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6031.

104854B

[Beautiful Contest](#) · [Tutorial](#)

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6032.

104854C

[Continued Fractions](#) · [Tutorial](#)

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6033.

104854E

[Elimination Bracket](#) · [Tutorial](#)

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[jiangly's solution](#)

6034.

104854G

[Guess Gauss](#) · [Tutorial](#)

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6035.

104854D

[District 42](#) · [Tutorial](#)

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6036.

104854F

[Factorial Prime](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: —

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6037.

1940C

[Burenka and Pether](#) · [Tutorial](#)

Quality: 43 global accepts · Rating: — · first AC: 2024-03-09 · C++20 (GCC 11-64) (first AC) · Tags: *special, data structures, dfs and similar, divide and conquer, dsu, graphs, sortings, trees

[jiangly's solution](#)

6038.

1940D

[Almost Certainly](#) · [Tutorial](#)

Quality: 175 global accepts · Rating: — · first AC: 2024-03-09 · C++20 (GCC 11-64) (first AC) · Tags: *special, constructive algorithms, data structures, sortings

[jiangly's solution](#)

6039.

1940B

[Three Arrays](#) · [Tutorial](#)

Quality: 270 global accepts · Rating: — · first AC: 2024-03-09 · C++20 (GCC 11-64) (first AC) · Tags: *special, constructive algorithms, implementation, sortings

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6040.

1940A

[Parallel Universes](#) · [Tutorial](#)

Quality: 105 global accepts · Rating: — · first AC: 2024-03-09 · C++20 (GCC 11-64) (first AC) · Tags: *special, constructive algorithms, dfs and similar, dsu, graphs

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6041.

103117H

[Nihongo wa Muzukashii Desu](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: —

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6042.

104459A

[Sekiro](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: —

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6043.

104459B

[Median](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6044.

104459K

[Happy Equation](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6045.

104459J

[Triangle City](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: —
[jiangly's solution](#)

6046.

104417H

[Be Careful 2](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: —
[jiangly's solution](#)

6047.

104417M

[Computational Geometry](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: —
[jiangly's solution](#)

6048.

104417L

[Puzzle: Sashigane](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: —
[jiangly's solution](#)

6049.

104417K

[Difficult Constructive Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: —
[jiangly's solution](#)

6050.

104417J

[Not Another Path Query Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: —
[jiangly's solution](#)

6051.

104417I

[Three Dice](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: —
[jiangly's solution](#)

6052.

104417G

[Matching](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: —
[jiangly's solution](#)

6053.

104417F

[Colorful Segments](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: —
[jiangly's solution](#)

6054.

104417E

[Math Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: —
[jiangly's solution](#)

6055.

104417D

[Fast and Fat](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: —
[jiangly's solution](#)

6056.

104417C

[Trie](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: —
[jiangly's solution](#)

6057.

104417B

[Building Company](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: —
[jiangly's solution](#)

6058.

104417A

[Orders](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: —
[jiangly's solution](#)

6059.

104531A

[Everfree Forest](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: —
[jiangly's solution](#)

6060.

104531D

[Coffee](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: —
[jiangly's solution](#)

6061.

104531C

[Catch](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: —
[jiangly's solution](#)

6062.

104531E

[A Counting Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: —
[jiangly's solution](#)

6063.

104531K

[Xor-permutation](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: —
[jiangly's solution](#)

6064.

104531M

[Water](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: —
[jiangly's solution](#)

6065.

104531J

[intervals](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: —
[jiangly's solution](#)

6066.

104531H

[coprime](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: —
[jiangly's solution](#)

6067.

104479K

[Kid's First Geometry Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: —
[jiangly's solution](#)

6068.

104479A

[Assembly](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-30 · C++17 (GCC 9-64) (first AC) · Tags: —
[jiangly's solution](#)

6069.

104479B

[Beautiful XOR Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-30 · C++17 (GCC 9-64) (first AC) · Tags: —
[jiangly's solution](#)

6070.

104479F

[Forest Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-30 · C++17 (GCC 9-64) (first AC) · Tags: —
[jiangly's solution](#)

6071.

104479I

[Incomplete Information Queries](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-30 · C++17 (GCC 9-64) (first AC) · Tags: —
[jiangly's solution](#)

6072.

104479H

[Highest Median Walk](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-30 · C++17 (GCC 9-64) (first AC) · Tags: —
[jiangly's solution](#)

6073.

104479J

[Joining Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-30 · C++17 (GCC 9-64) (first AC) · Tags: —
[jiangly's solution](#)

6074.

104479E

[Erase the Primes](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-29 · C++17 (GCC 9-64) (first AC) · Tags: —
[jiangly's solution](#)

6075.

104479D

[DAG Probability](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-29 · C++17 (GCC 9-64) (first AC) · Tags: —
[jiangly's solution](#)

6076.

104479L

[Lying Faces](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-29 · C++17 (GCC 9-64) (first AC) · Tags: —
[jiangly's solution](#)

6077.

104479G

[Guessing by Divisibility](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-29 · C++17 (GCC 9-64) (first AC) · Tags: —
[jiangly's solution](#)

6078.

104479C

[Convolution](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-29 · C++17 (GCC 9-64) (first AC) · Tags: —
[jiangly's solution](#)

6079.

104493M

[Ahmad's Dish](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[jiangly's solution](#)

6080.

104493L

[Trip Discount](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[jiangly's solution](#)

6081.

104493K

[Sam-Oh, the funny coach](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[jiangly's solution](#)

6082.

104493J

[Completely Balanced](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[jiangly's solution](#)

6083.

104493I

[Ajam's Password](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[jiangly's solution](#)

6084.

104493H

[Yaser In Baradah](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[jiangly's solution](#)

6085.

104493G

[Don't Make It 2](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[jiangly's solution](#)

6086.

104493F

[New Board Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[jiangly's solution](#)

6087.

104493E

[Sad Teacher](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[jiangly's solution](#)

6088.

104493C

[Tree Permutation](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[jiangly's solution](#)

6089.

104493B

[Converge To 1](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[jiangly's solution](#)

6090.

104493A

[Gym Plates](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[jiangly's solution](#)

6091.

104493D

[To Be Named](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[jiangly's solution](#)

6092.

104466K

[Kaldorian Knights](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-30 · C++20 (GCC 11-64) (first AC) · Tags: —
[jiangly's solution](#)

6093.

104466B

[Balloon Darts](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-30 · C++20 (GCC 11-64) (first AC) · Tags: —
[jiangly's solution](#)

6094.

104466C

[Cosmic Commute](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-30 · C++20 (GCC 11-64) (first AC) · Tags: —
[jiangly's solution](#)

6095.

104466I

[Investigating Frog Behaviour on Lily Pad Patterns](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-30 · C++20 (GCC 11-64) (first AC) · Tags: —
[jiangly's solution](#)

6096.

104466D

[DnD Dice](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-30 · C++20 (GCC 11-64) (first AC) · Tags: —
[jiangly's solution](#)

6097.

104466L

[Loop Invariant](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-30 · C++20 (GCC 11-64) (first AC) · Tags: —
[jiangly's solution](#)

6098.

104466M

[Mischievous Math](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-30 · C++20 (GCC 11-64) (first AC) · Tags: —
[jiangly's solution](#)

6099.

104466G

[German Conference for Public Counting](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-30 · C++20 (GCC 11-64) (first AC) · Tags: —
[jiangly's solution](#)

6100.

104466E

[Eszett](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6101.

104468A

[Salahiano-utiful Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-30 · last AC: 2023-07-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6102.

104459I

[Connected Intervals](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6103.

104459C

[Tokens on the Segments](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6104.

104459G

[Heap](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6105.

104459D

[Stones in the Bucket](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6106.

104459E

[BaoBao Loves Reading](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6107.

104459F

[Game on a Graph](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6108.

104459H

[Wandering Robot](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6109.

104459L

[Flipping Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6110.

104459M

[Calandar](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6111.

104460G

[Paper-cutting](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-13 · C++20 (GCC 11-64) (first AC) · Tags: —
[jiangly's solution](#)

6112.

104460D

[Pick Up](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[jiangly's solution](#)

6113.

104460L

[Digit Product](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[jiangly's solution](#)

6114.

104460K

[Escape Plan](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[jiangly's solution](#)

6115.

104460J

[Coolbits](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[jiangly's solution](#)

6116.

104460I

[Unrooted Trie](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[jiangly's solution](#)

6117.

104460H

[To the Park](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[jiangly's solution](#)

6118.

104460F

[K-hour Clock](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[jiangly's solution](#)

6119.

104460E

[Turn It Off](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[jiangly's solution](#)

6120.

104460C

[0689](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[jiangly's solution](#)

6121.

104460B

[Grid with Arrows](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[jiangly's solution](#)

6122.

104460A

[Digit Mode](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[jiangly's solution](#)

6123.

104396D

[Star Rail](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-31 · C++20 (GCC 11-64) (first AC) · Tags: —
[jiangly's solution](#)

6124.

104396B

[Honkai in TAIKULA](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-31 · C++20 (GCC 11-64) (first AC) · Tags: —
[jiangly's solution](#)

6125.

104396G

[Moving Boxes](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-31 · C++20 (GCC 11-64) (first AC) · Tags: —
[jiangly's solution](#)

6126.

104396L

[Architect](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-31 · C++20 (GCC 11-64) (first AC) · Tags: —
[jiangly's solution](#)

6127.

104396E

[LCM Plus GCD](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-31 · C++20 (GCC 11-64) (first AC) · Tags: —
[jiangly's solution](#)

6128.

104396F

[Timaeus](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-31 · C++20 (GCC 11-64) (first AC) · Tags: —
[jiangly's solution](#)

6129.

104396K

[Similarity \(Hard Version\)](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-31 · C++20 (GCC 11-64) (first AC) · Tags: —
[jiangly's solution](#)

6130.

104396A

[Today's Word](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-31 · C++20 (GCC 11-64) (first AC) · Tags: —
[jiangly's solution](#)

6131.

104396H

[Neil's Machine](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-31 · C++20 (GCC 11-64) (first AC) · Tags: —
[jiangly's solution](#)

6132.

104396J

[Similarity \(Easy Version\)](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-31 · C++20 (GCC 11-64) (first AC) · Tags: —
[jiangly's solution](#)

6133.

104396I

[Elevator](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-31 · C++20 (GCC 11-64) (first AC) · Tags: —
[jiangly's solution](#)

6134.

104353H

[pUqãz](#)

Rating: — · first AC: 2023-05-27 · C++20 (GCC 11-64) (first AC) · Tags: —
[jiangly's solution](#)

6135.

104353E

[y^NkwŠ](#)

Rating: — · first AC: 2023-05-26 · C++20 (GCC 11-64) (first AC) · Tags: —
[jiangly's solution](#)

6136.

104353F

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Rating: — · first AC: 2023-05-26 · C++20 (GCC 11-64) (first AC) · Tags: —
[jiangly's solution](#)

6137.

104353J

[~Jw9Aú](#)

Rating: — · first AC: 2023-05-26 · C++20 (GCC 11-64) (first AC) · Tags: —
[jiangly's solution](#)

6138.

104353I

[fôRtoNv„IBT€](#)

Rating: — · first AC: 2023-05-26 · C++20 (GCC 11-64) (first AC) · Tags: —
[jiangly's solution](#)

6139.

104353D

[\[d\]ætorBÙ](#)

Rating: — · first AC: 2023-05-26 · C++20 (GCC 11-64) (first AC) · Tags: —
[jiangly's solution](#)

6140.

104353C

[Markdown^h](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-26 · C++20 (GCC 11-64) (first AC) · Tags: —
[jiangly's solution](#)

6141.

104353B

[NaQsuarÂf g VÛÿ](#)

Rating: — · first AC: 2023-05-26 · C++20 (GCC 11-64) (first AC) · Tags: —
[jiangly's solution](#)

6142.

104353A

[•-FûNialLv„y<ri](#)

Rating: — · first AC: 2023-05-26 · C++20 (GCC 11-64) (first AC) · Tags: —
[jiangly's solution](#)

6143.

104353G

[String Game II](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-26 · C++20 (GCC 11-64) (first AC) · Tags: —
[jiangly's solution](#)

6144.

1043550

[Tutorial](#)

Rating: — · first AC: 2023-05-18 · C++20 (GCC 11-64) (first AC) · Tags: —
[jiangly's solution](#)

6145.

104355N

[Tutorial](#)

Rating: — · first AC: 2023-05-18 · C++20 (GCC 11-64) (first AC) · Tags: —
[jiangly's solution](#)

6146.

104355M

[Tutorial](#)

Rating: — · first AC: 2023-05-18 · C++20 (GCC 11-64) (first AC) · Tags: —
[jiangly's solution](#)

6147.

104355L

[Tutorial](#)

Rating: — · first AC: 2023-05-18 · C++20 (GCC 11-64) (first AC) · Tags: —
[jiangly's solution](#)

6148.

104355K

[Tutorial](#)

Rating: — · first AC: 2023-05-18 · C++20 (GCC 11-64) (first AC) · Tags: —
[jiangly's solution](#)

6149.

104355J

[Tutorial](#)

Rating: — · first AC: 2023-05-18 · C++20 (GCC 11-64) (first AC) · Tags: —
[jiangly's solution](#)

6150.

104355I

[Tutorial](#)

Rating: — · first AC: 2023-05-18 · C++20 (GCC 11-64) (first AC) · Tags: —
[jiangly's solution](#)

6151.

104355H

[Tutorial](#)

Rating: — · first AC: 2023-05-18 · C++20 (GCC 11-64) (first AC) · Tags: —
[jiangly's solution](#)

6152.

104355G

[Tutorial](#)

Rating: — · first AC: 2023-05-18 · C++20 (GCC 11-64) (first AC) · Tags: —
[jiangly's solution](#)

6153.

104355F

[Tutorial](#)

Rating: — · first AC: 2023-05-18 · C++20 (GCC 11-64) (first AC) · Tags: —
[jiangly's solution](#)

6154.

104355E

[Tutorial](#)

Rating: — · first AC: 2023-05-18 · C++20 (GCC 11-64) (first AC) · Tags: —
[jiangly's solution](#)

6155.

104355D

[Tutorial](#)

Rating: — · first AC: 2023-05-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6156.

104355C

[Tutorial](#)

Rating: — · first AC: 2023-05-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6157.

104355B

[Tutorial](#)

Rating: — · first AC: 2023-05-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6158.

104355A

[Tutorial](#)

Rating: — · first AC: 2023-05-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6159.

104354L

[Tutorial](#)

Rating: — · first AC: 2023-05-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6160.

104354K

[Tutorial](#)

Rating: — · first AC: 2023-05-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6161.

104354J

[Tutorial](#)

Rating: — · first AC: 2023-05-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6162.

104354I

[Tutorial](#)

Rating: — · first AC: 2023-05-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6163.

104354H

[Tutorial](#)

Rating: — · first AC: 2023-05-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6164.

104354G

[Tutorial](#)

Rating: — · first AC: 2023-05-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6165.

104354F

[Tutorial](#)

Rating: — · first AC: 2023-05-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6166.

104354E

[web 513b](#)

Rating: — · first AC: 2023-05-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[jiangly's solution](#)

6167.

104354D

[Toxel N Tutorial](#) · [Sih N uL](#)

Rating: — · first AC: 2023-05-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[jiangly's solution](#)

6168.

104354C

[Toxel N Tutorial](#) · [gripu b Vh](#)

Rating: — · first AC: 2023-05-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[jiangly's solution](#)

6169.

104354B

[Art for Rest](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[jiangly's solution](#)

6170.

104354A

[Asmin B SW](#)

Rating: — · first AC: 2023-05-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[jiangly's solution](#)

6171.

104337G

[Guess the Polynomial](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-30 · C++20 (GCC 11-64) (first AC) · Tags: —
[jiangly's solution](#)

6172.

104337A

[Prime Magic](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-30 · C++20 (GCC 11-64) (first AC) · Tags: —
[jiangly's solution](#)

6173.

104337E

[Inverse Counting Path](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-30 · C++20 (GCC 11-64) (first AC) · Tags: —
[jiangly's solution](#)

6174.

104337I

[Step](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-30 · C++20 (GCC 11-64) (first AC) · Tags: —
[jiangly's solution](#)

6175.

104337J

[Expansion](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-30 · C++20 (GCC 11-64) (first AC) · Tags: —
[jiangly's solution](#)

6176.

104337K

[Dice Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-30 · C++20 (GCC 11-64) (first AC) · Tags: —
[jiangly's solution](#)

6177.

104337F

[Inverse Manacher](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-30 · C++20 (GCC 11-64) (first AC) · Tags: —
[jiangly's solution](#)

6178.

104337H

[Binary Craziiness](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-30 · C++20 (GCC 11-64) (first AC) · Tags: —
[jiangly's solution](#)

6179.

104337D

[Darkness II](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-30 · C++20 (GCC 11-64) (first AC) · Tags: —
[jiangly's solution](#)

6180.

104337C

[Darkness I](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-30 · C++20 (GCC 11-64) (first AC) · Tags: —
[jiangly's solution](#)

6181.

104337M

[Different Billing](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-30 · C++20 (GCC 11-64) (first AC) · Tags: —
[jiangly's solution](#)

6182.

104337B

[Mode](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-30 · C++20 (GCC 11-64) (first AC) · Tags: —
[jiangly's solution](#)

6183.

104288L

[Where Am I?](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[jiangly's solution](#)

6184.

104288K

[Take On Meme](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[jiangly's solution](#)

6185.

104288J

[Splitstream](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[jiangly's solution](#)

6186.

104288I

[Spider Walk](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[jiangly's solution](#)

6187.

104288H

[Prehistoric Programs](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[jiangly's solution](#)

6188.

104288G

[Mosaic Browsing](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[jiangly's solution](#)

6189.

104288F

[Islands from the Sky](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[jiangly's solution](#)

6190.

104288E

[Hand of the Free Marked](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[jiangly's solution](#)

6191.

104288C

[Fair Division](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[jiangly's solution](#)

6192.

104288B

[Dungeon Crawler](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[jiangly's solution](#)

6193.

104288A

[Crystal Crosswind](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[jiangly's solution](#)

6194.

1812I

[Mountain Climber](#) · [Tutorial](#)

Quality: 289 global accepts · Rating: — · first AC: 2023-04-03 · C++20 (GCC 11-64) (first AC) · Tags: *special
[jiangly's solution](#)

6195.

1812H

[Expected Twist](#) · [Tutorial](#)

Quality: 174 global accepts · Rating: — · first AC: 2023-04-03 · PyPy 3-64 (first AC) · Tags: *special, interactive
[jiangly's solution](#)

6196.

1812G

[Colour Vision](#) · [Tutorial](#)

Quality: 622 global accepts · Rating: — · first AC: 2023-04-03 · C++20 (GCC 11-64) (first AC) · Tags: *special, implementation
[jiangly's solution](#)

6197.

1812F

[Factorization](#) · [Tutorial](#)

Quality: 1,334 global accepts · Rating: — · first AC: 2023-04-03 · C++20 (GCC 11-64) (first AC) · Tags: *special, number theory
[jiangly's solution](#)

6198.

1812C

[Digits](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: — · first AC: 2023-04-03 · C++20 (GCC 11-64) (first AC) · Tags: *special
[jiangly's solution](#)

6199.

1812J

[Unmysterious Language](#) · [Tutorial](#)

Quality: 6,290 global accepts · Rating: — · first AC: 2023-04-01 · Mysterious Language (first AC) · Tags: *special, constructive algorithms, strings

[jiangly's solution](#)

6200.

1812E

[Not a Geometry Problem](#) · [Tutorial](#)

Quality: 4,304 global accepts · Rating: — · first AC: 2023-04-01 · C++20 (GCC 11-64) (first AC) · Tags: *special, constructive algorithms, geometry, math

[jiangly's solution](#)

6201.

1812B

[Was it Rated?](#) · [Tutorial](#)

Quality: 6,059 global accepts · Rating: — · first AC: 2023-04-01 · C++20 (GCC 11-64) (first AC) · Tags: *special, brute force, implementation

[jiangly's solution](#)

6202.

1812D

[Trivial Conjecture](#) · [Tutorial](#)

Quality: 4,901 global accepts · Rating: — · first AC: 2023-04-01 · C++20 (GCC 11-64) (first AC) · Tags: *special, constructive algorithms, math, number theory

[jiangly's solution](#)

6203.

1812A

[Are You a Robot?](#) · [Tutorial](#)

Quality: 14,337 global accepts · Rating: — · first AC: 2023-04-01 · C++20 (GCC 11-64) (first AC) · Tags: *special, expression parsing, strings

[jiangly's solution](#)

6204.

104257C

[Clubhouse Celebrity](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6205.

104257B

[Bicycle Burglar](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6206.

104257A

[Acceptable Answer](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6207.

104207F

[Fair Lottery](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6208.

104207H

[Equidistance](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6209.

104207I

[Inkopolis](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[jiangly's solution](#)

6210.

104207J

[Subway Chasing](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[jiangly's solution](#)

6211.

104207G

[Alice's Stamps](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[jiangly's solution](#)

6212.

104207K

[Knightmare](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[jiangly's solution](#)

6213.

104207E

[Evil Forest](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[jiangly's solution](#)

6214.

104207C

[Rich Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[jiangly's solution](#)

6215.

104207A

[Dogs and Cages](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[jiangly's solution](#)

6216.

104196B

[Abridged Reading](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-20 · C++20 (GCC 11-64) (first AC) · Tags: —
[jiangly's solution](#)

6217.

104196A

[1s For All](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-20 · C++20 (GCC 11-64) (first AC) · Tags: —
[jiangly's solution](#)

6218.

104114I

[Inadequate Operation](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-13 · C++20 (GCC 11-64) (first AC) · Tags: —
[jiangly's solution](#)

6219.

104114E

[Exercise](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-13 · C++20 (GCC 11-64) (first AC) · Tags: —
[jiangly's solution](#)

6220.

104114F

[Fortune over Sportsmanship](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6221.

104114G

[Gears](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6222.

104114H

[Hanoi](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6223.

104114N

[Nusret Gökçe](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6224.

104114A

[AppendAppendAppend](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6225.

104149M

[Magic Marbles](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6226.

104149L

[Longbottom Leap](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6227.

104149K

[Kettle Kitten](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6228.

104149J

[Joint Jinx](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6229.

104149I

[Inconspicuous Identity](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6230.

104149H

[Hidden Horcrux](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6231.

104149G

[Going for Gold](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6232.

104149F

[Forming Friendships](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6233.

104149E

[Enchanted Exam](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6234.

104149D

[Document Dimensions](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6235.

104149C

[Cellar Chase](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6236.

104149B

[Basic Brewing](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6237.

104149A

[Alohomora and Colloportus](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6238.

104081D

[Devil May Cry](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6239.

104081B

[The Sorcerer's Hat](#)

Rating: — · first AC: 2023-02-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6240.

104081J

[t^Xen](#)

Rating: — · first AC: 2023-02-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6241.

104081F

[OMG! - CE ~](#)

Rating: — · first AC: 2023-02-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6242.

104081K

[S:FOUR](#)

Rating: — · first AC: 2023-02-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6243.

104081L

[Tutorial](#)

Rating: — · first AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6244.

104081I

[Tutorial](#)

Rating: — · first AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6245.

104081H

[Binary NKeA](#)

Rating: — · first AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6246.

104081G

[c-TubSSa](#)

Rating: — · first AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6247.

104081E

[wa%El](#)

Rating: — · first AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6248.

104081C

[mKtjia](#)

Rating: — · first AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6249.

104081A

[QjwRl](#)

Rating: — · first AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6250.

104160J

[Referee Without Red](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6251.

104160B

[Binary Substrings](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6252.

104160L

[Tavern Chess](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6253.

104160I

[Quartz Collection](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6254.

104160H

[P-P-Palindrome](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6255.

104160F

[Half Mixed](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6256.

104160E

[Graph Completing](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6257.

104160D

[DRX vs. T1](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6258.

104160C

[Clamped Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6259.

104160A

[Absolute Difference](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6260.

104147K

[Hobz is a good guy](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6261.

104147J

[Two Faced Hobz](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6262.

104147I

[Wigz](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6263.

104147F

[Nesr El Sieve](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6264.

104147E

[I am not done yet](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6265.

104147D

[Do and Tak Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6266.

104147C

[Disney Land](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6267.

104147B

[I'll call him Hanya](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6268.

104147A

[Round 1](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6269.

104147H

[Alexandria Library](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6270.

104147G

[You're Milky](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6271.

104118B

[Better than Bitcoin](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6272.

104118E

[Escape from Markov](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6273.

104118D

[Domination Devil](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6274.

104118H

[HIIT](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6275.

104118L

[LCG Manipulation](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6276.

104118I

[Item Crafting](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6277.

104118F

[Factions vs The Hegemon](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6278.

104118J

[Junior Steiner Three](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6279.

104118G

[Gallivanting Merchant](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6280.

104118C

[Conform Conforme](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6281.

104118K

[Kapitan Amazing](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6282.

104128L

[Proposition Composition](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6283.

104128H

[Factories Once More](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6284.

104128F

[Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6285.

104128C

[Fabulous Fungus Frenzy](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6286.

104128K

[NaN in a Heap](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6287.

104128J

[Perfect Matching](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6288.

104128E

[Color the Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6289.

104128B

[Ropeway](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-30 · last AC: 2023-01-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6290.

104128M

[Drain the Water Tank](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6291.

104128D

[Chat Program](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6292.

104128I

[Perfect Palindrome](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6293.

104128G

[Inscryption](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6294.

104128A

[Stop, Yesterday Please No More](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6295.

104118A

[An Easy Calculus Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6296.

104120L

[Ladybug And The Bullet Train](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6297.

104120K

[Keypad Repetitions](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6298.

104120J

[Joyful City](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6299.

104120I

[Ivan And Mega Queries](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6300.

104120H

[Homework](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6301.

104120G

[Hola](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6302.

104120F

[Fence Painting](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6303.

104120E

[Exam Period](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6304.

104120D

[Denji1](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6305.

104120C

[Company Layoffs](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6306.

104120B

[Business Stamps](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6307.

104120A

[Average Walk](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6308.

104101A

[OP](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6309.

104101J

[Simple Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6310.

104101L

[Elden Ring](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6311.

104101C

[Add 9 Zeros](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6312.

104101B

[Steel of Heart](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6313.

104101F

[Survivor](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6314.

104101K

[Bit](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6315.

104101I

[Digit Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6316.

104101G

[Red Black Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6317.

104101H

[Beautiful String](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6318.

104101D

[Cutting with Lines !](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6319.

104101E

[Cutting with Lines !a](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6320.

104095A

[Tutorial](#)

Rating: — · first AC: 2022-12-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6321.

104095C

[Tutorial](#)

Rating: — · first AC: 2022-12-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6322.

104095E

[Tutorial](#)

Rating: — · first AC: 2022-12-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6323.

104095I

[Tutorial](#)

Rating: — · first AC: 2022-12-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6324.

104095J

[Tutorial](#)

Rating: — · first AC: 2022-12-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6325.

104095B

[Tutorial](#)

Rating: — · first AC: 2022-12-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6326.

104095K

[Tutorial](#)

Rating: — · first AC: 2022-12-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6327.

104095F

[Tutorial](#)

Rating: — · first AC: 2022-12-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6328.

104095L

[Tutorial](#)

Rating: — · first AC: 2022-12-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6329.

104095D

[Tutorial](#)

Rating: — · first AC: 2022-12-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6330.

104095G

[Tutorial](#)

Rating: — · first AC: 2022-12-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6331.

104095H

[g-T-QKñ •û•lc'R](#)

Rating: — · first AC: 2022-12-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6332.

104097F

[LCA •Jb2 \(LCA\) Tutorial](#)

Rating: — · first AC: 2022-12-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6333.

104097G

[^x•Kex\[W \(Number\)](#)

Rating: — · first AC: 2022-12-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6334.

104097I

[\[P-ÆT·TcEq\(SOS\)](#)

Rating: — · first AC: 2022-12-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6335.

104097D

[l~v„•Jb2 \(Game\)](#)

Rating: — · first AC: 2022-12-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6336.

104097C

[~sN—ój \(Ceremony\)](#)

Rating: — · first AC: 2022-12-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6337.

104097B

[fôr Trivial v„~Lvî \(Quadrivial\)](#)

Rating: — · first AC: 2022-12-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6338.

104097A

[e^XJs< \(Tower\)al](#)

Rating: — · first AC: 2022-12-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6339.

104064C

[Cutting Edge · Tutorial](#)

Rating: — · first AC: 2022-12-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6340.

104064I

[IXth Problem · Tutorial](#)

Rating: — · first AC: 2022-12-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6341.

104064E

[Exchange Students · Tutorial](#)

Rating: — · first AC: 2022-12-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6342.

104064L

[Lucky Shirt](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6343.

104064F

[Flatland Olympics](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6344.

104064B

[Boredom Buster](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6345.

104064G

[Glossary Arrangement](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6346.

104064H

[Heating Up](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6347.

104064K

[Knitpicking](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6348.

104064J

[Jet Set](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6349.

104064D

[Dyson Circle](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6350.

104064A

[Access Denied](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6351.

104059M

[Mirror Madness](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6352.

104059L

[Lots of Land](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6353.

104059K

[K.O. Kids](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6354.

104059J

[Jesting Jabberwocky](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6355.

104059I

[Improving IT](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6356.

104059H

[Hardcore Hangman](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6357.

104059G

[Guessing Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6358.

104059F

[Formula Flatland](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6359.

104059E

[Enjoyable Entree](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6360.

104059D

[Diabolic Doofenshmirtz](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6361.

104059C

[Chaotic Construction](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6362.

104059B

[Breeding Bugs](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6363.

104059A

[Alternative Architecture](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6364.

104013J

[Joint Password Storage](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6365.

104013K

[Keys and Locks Boolean Logic](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6366.

104013L

[Lost Permutation](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6367.

104013M

[Mind the Gap](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6368.

104013N

[Nunchucks Shop](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6369.

104013I

[Integer Square](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6370.

104013H

[Heroes of Coin Flipping](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6371.

104013G

[Grammar Path](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6372.

104013F

[Futures Market Trends](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6373.

104013E

[Easy Compare-and-Set](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6374.

104013D

[Display](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6375.

104013C

[Corrupted Sort](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6376.

104013B

[Bicycle](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6377.

104013A

[Archivist](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6378.

104008L

[Largest Unique Wins](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6379.

104008J

[Permutation Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6380.

104008G

[Group Homework](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6381.

104008K

[Barrel Theory](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6382.

104008M

[Youth Finale](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6383.

104008E

[Draw a triangle](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6384.

104008C

[Array Concatenation](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6385.

104008A

[Lily](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6386.

103260E

[Smol Vertex Cover](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6387.

103860K

[Security Plan](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6388.

103860E

[Elegant Tetris](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6389.

103860C

[Selection Sort Count](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6390.

103860I

[Reverse LIS](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6391.

103860J

[jwfw.harie.edu](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6392.

103860G

[Integer Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6393.

103860L

[Paid Leave](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6394.

103860F

[Modulo](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6395.

103860A

[Mash](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6396.

103743C

[Jump and Treasure](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6397.

103743B

[Prime Ring Plus](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6398.

103743A

[PENTA KILL!](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6399.

103688C

[Tree Division](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6400.

103688A

[Bookshelf Filling](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6401.

103687D

[The Profiteer](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6402.

103687K

[Dynamic Reachability](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6403.

103687H

[A=B](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6404.

103687M

[BpbBppbpBB](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6405.

103687L

[Candy Machine](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6406.

103687J

[Frog](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6407.

103687I

[Barbecue](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6408.

103687G

[Easy Glide](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6409.

103687F

[Easy Fix](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6410.

103687C

[JB Wants to Earn Big Money](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6411.

103687B

[JB Loves Comma](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6412.

103687A

[JB Loves Math](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6413.

103687E

[Easy Jump](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6414.

1662J

[Training Camp](#) · [Tutorial](#)

Quality: 298 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: flows, graphs

[jiangly's solution](#)

6415.

1662K

[Pandemic Restrictions](#) · [Tutorial](#)

Quality: 389 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: geometry, ternary search

[jiangly's solution](#)

6416.

1662C

[European Trip](#) · [Tutorial](#)

Quality: 383 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, math, matrices

[jiangly's solution](#)

6417.

1662E

[Round Table](#) · [Tutorial](#)

Quality: 179 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: math

[jiangly's solution](#)

6418.

1662B

[Toys](#) · [Tutorial](#)

Quality: 152 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[jiangly's solution](#)

6419.

1662N

[Drone Photo](#) · [Tutorial](#)

Quality: 933 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, sortings

[jiangly's solution](#)

6420.

1662G

[Gastronomic Event](#) · [Tutorial](#)

Quality: 562 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, trees

[jiangly's solution](#)

6421.

1662F

[Antennas](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, shortest paths

[jiangly's solution](#)

6422.

1662L

[Il Derby della Madonnina](#) · [Tutorial](#)

Quality: 1,332 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, math

[jiangly's solution](#)

6423.

1662D

[Evolution of Weasels](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, strings

[jiangly's solution](#)

6424.

16620

[Circular Maze](#) · [Tutorial](#)

Quality: 1,592 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[jiangly's solution](#)

6425.

1662I

[Ice Cream Shop](#) · [Tutorial](#)

Quality: 2,468 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, sortings

[jiangly's solution](#)

6426.

1662H

[Boundary](#) · [Tutorial](#)

Quality: 3,368 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[jiangly's solution](#)

6427.

1662M

[Bottle Arrangements](#) · [Tutorial](#)

Quality: 3,877 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[jiangly's solution](#)

6428.

1662A

[Organizing SWERC](#) · [Tutorial](#)

Quality: 4,841 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[jiangly's solution](#)

6429.

103652G

[Cosmic Cleaner](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-18 · C++20 (GCC 11-64) (first AC) · Tags: —
[jiangly's solution](#)

6430.

103652E

[Power of Function](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-18 · C++20 (GCC 11-64) (first AC) · Tags: —
[jiangly's solution](#)

6431.

103640A

[Ancient Towers](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-08 · C++20 (GCC 11-64) (first AC) · Tags: —
[jiangly's solution](#)

6432.

103640L

[Leaving Yharnam](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-08 · C++20 (GCC 11-64) (first AC) · Tags: —
[jiangly's solution](#)

6433.

103640D

[Daily Turnovers](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-08 · C++20 (GCC 11-64) (first AC) · Tags: —
[jiangly's solution](#)

6434.

103640E

[Expedition Plans](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-08 · C++20 (GCC 11-64) (first AC) · Tags: —
[jiangly's solution](#)

6435.

103640H

[Hamilton - The Musical](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-08 · C++20 (GCC 11-64) (first AC) · Tags: —
[jiangly's solution](#)

6436.

103640B

[Because, Art!](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-08 · C++20 (GCC 11-64) (first AC) · Tags: —
[jiangly's solution](#)

6437.

103640I

[Invested Money](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-08 · C++20 (GCC 11-64) (first AC) · Tags: —
[jiangly's solution](#)

6438.

103640J

[Joining Pairs](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-08 · C++20 (GCC 11-64) (first AC) · Tags: —
[jiangly's solution](#)

6439.

103640F

[Fields Division](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-08 · C++20 (GCC 11-64) (first AC) · Tags: —
[jiangly's solution](#)

6440.

103640K

[KIARA is a Recursive Acronym](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6441.

103640M

[Most Ordered Way](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6442.

1663H

[Cross-Language Program](#) · [Tutorial](#)

Quality: 1,353 global accepts · Rating: — · first AC: 2022-04-01 · last AC: 2022-04-01 · Text (first AC) · Tags: *special, constructive algorithms

[jiangly's solution](#)

6443.

1663C

[P Ö! Verdon](#) [Tutorial](#)

Quality: 5,876 global accepts · Rating: — · first AC: 2022-04-01 · C++20 (GCC 11-64) (first AC) · Tags: *special, implementation, math

[jiangly's solution](#)

6444.

1663D

[Is it rated - 3](#) · [Tutorial](#)

Quality: 1,484 global accepts · Rating: — · first AC: 2022-04-01 · C++20 (GCC 11-64) (first AC) · Tags: *special, combinatorics, dp, math

[jiangly's solution](#)

6445.

1663B

[Mike's Sequence](#) · [Tutorial](#)

Quality: 3,570 global accepts · Rating: — · first AC: 2022-04-01 · C++20 (GCC 11-64) (first AC) · Tags: *special, divide and conquer, implementation, math

[jiangly's solution](#)

6446.

1663A

[Who Tested?](#) · [Tutorial](#)

Quality: 10,892 global accepts · Rating: — · first AC: 2022-04-01 · Text (first AC) · Tags: *special, expression parsing, trees

[jiangly's solution](#)

6447.

101821A

[Smart Vending](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6448.

102993D

[Fake News](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6449.

103414L

[Permutation Transformation](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6450.

103414K

[Work or Sleep!](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6451.

103414J

[Computational ethnography](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6452.

103414I

[Third Group Exam](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6453.

103414H

[Octopus Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6454.

103414G

[Maximize XOR sum](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6455.

103414F

[Race](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6456.

103414E

[Haiku](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6457.

103414D

[Army of Clones](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6458.

103414C

[Moving Cells](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6459.

103414B

[Guess the Array](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6460.

103414A

[Friendly Rooks](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6461.

103049C

[Contest Struggles](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6462.

103049A

[Atomic Energy](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6463.

103202A

[The Grand Tournament](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6464.

103486C

[Random Number Generator](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6465.

103486G

[Matrix Repair](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6466.

103486K

[Bracket Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6467.

103486H

[Visit the Park](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6468.

103486L

[Suzuran Loves String](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6469.

103486E

[Great Detective TJC](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6470.

103486M

[Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6471.

103486B

[Arithmetic Exercise](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6472.

103486A

[Random Number Checker](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6473.

103495F

[Jumping Monkey II](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6474.

103495E

[Stone Ocean](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6475.

103495G

[Five Phases](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6476.

103495B

[Among Us](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6477.

103495D

[Pattern Lock](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6478.

103495J

[Anti-merge](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6479.

103495L

[Tree Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6480.

103495H

[Reverse the String](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6481.

103495K

[Longest Continuous 1](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6482.

103495I

[Fake Walsh Transform](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6483.

103495A

[Spring Couplets](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6484.

103495C

[Magical Rearrangement](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6485.

103443E

[Composition with Large Red Plane, Yellow, Black, Gray, and Blue](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6486.

103443K

[Insertion Array](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6487.

103443L

[Leadfoot](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6488.

103443F

[What a Colorful Wall](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6489.

103443C

[Community Service](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6490.

103443G

[The Treasure of the Sierra Jade](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6491.

103443I

[Seesaw](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6492.

103443D

[Largest Remainder](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6493.

103443J

[Transportation Network](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6494.

103443M

[Escaping the Foggy Forest](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6495.

103443B

[Maximum Sub-Reverse Matching](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6496.

103443A

[Ice Cream](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6497.

103438B

[New Queries On Segment Deluxe](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6498.

103438M

[Counting Phenomenal Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6499.

103438I

[Flood Fill](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6500.

103438E

[Replace Sort](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6501.

103438C

[Werewolves](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6502.

103438K

[Amazing Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6503.

103438L

[Jason ABC](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6504.

103438G

[Max Pair Matching](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6505.

103438F

[to Pay Respects](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6506.

103438N

[A-series](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6507.

103438A

[King of String Comparison](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6508.

103438J

[ABC Legacy](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6509.

103439A

[ABC Legacy](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6510.

103427A

[A Bite of Teyvat](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6511.

103427L

[Perfect Matchings](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6512.

103427M

[String Problem](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6513.

103427J

[Luggage Lock](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6514.

103427H

[Line Graph Matching](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6515.

103427G

[Encoded Strings II](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6516.

103427F

[Encoded Strings I](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6517.

103427E

[Edward Gaming, the Champion](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6518.

103427D

[Cross the Maze](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6519.

103427C

[Cards of Magic](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6520.

103427B

[Bitwise Exclusive-OR Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6521.

103427I

[Linear Fractional Transformation](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6522.

103428H

[city safety](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6523.

103428F

[Stone](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6524.

103428E

[CHASE!](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6525.

103428G

[Shinyruo and KFC](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6526.

103428M

[810975](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6527.

103428D

[Period](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6528.

103428B

[Subset](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6529.

103428J

[Circular Billiard Table](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6530.

103428A

[Goodbye, Ziyin!](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6531.

103409F

[Illuminations II](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6532.

103409K

[Tax](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6533.

103409B

[A Plus B Problem](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6534.

103409D

[Assumption is All You Need](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6535.

103409E

[Buy and Delete](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6536.

103409G

[Occupy the Cities](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6537.

103409I

[PTSD](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6538.

103409A

[A Hero Named Magnus](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[jiangly's solution](#)

6539.

100958G

[Snake](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6540.

100958D

[Dense Amidakuji](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6541.

100958J

[Hyperrectangle](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6542.

100958C

[Clique Coloring](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6543.

100958B

[Dictionary](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6544.

100958A

[Manhattan](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6545.

103186E

[Zztrans v. Tjvial](#)

Rating: — · first AC: 2021-08-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6546.

103186D

[Zztrans v. Tjvial qq](#)

Rating: — · first AC: 2021-08-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6547.

103186C

[A. Tjvial & Õ](#)

Rating: — · first AC: 2021-08-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6548.

103186B

[A. Tjvial n8b](#)

Rating: — · first AC: 2021-08-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6549.

103186A

[A. Tjvial b°](#)

Rating: — · first AC: 2021-08-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6550.

103218D

[Caballeros](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6551.

103218A

[Atrapasuenos](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6552.

103218C

[Organigramas](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6553.

103218B

[Xor](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6554.

103218E

[Rompepuertas](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6555.

103214C

[Estatuas](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6556.

103214D

[Bicoloracion](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6557.

103214E

[Objetos](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6558.

103214B

[Scrabble](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6559.

103214A

[Factorial](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6560.

103110H

[Street Layout](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6561.

103110G

[Map Matching](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6562.

103110F

[Island Isolation](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6563.

103110D

[Apple Orchard](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6564.

103110C

[Reverse Race](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6565.

103110B

[Digit Sum](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6566.

103110A

[Mountain Climbing](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6567.

103109I

[Immortality Potion](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6568.

103109H

[Future Gadget Lab](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6569.

103109G

[Scribble Roads](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6570.

103109F

[Squid Art](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6571.

103109E

[Knockout Tournament](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6572.

103109D

[Cytus Craze](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6573.

103109C

[Goomba Grouping](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6574.

103109B

[Azran Tablets](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6575.

103109A

[Pokémon Permutation](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6576.

103202E

[Knights of the Frozen Throne](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6577.

103202C

[Mean Streets of Gadgetzan](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6578.

103202M

[United in Stormwind](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6579.

103202H

[The Boomsday Project](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6580.

103202I

[Rise of Shadows](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6581.

103202K

[Scholomance Academy](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6582.

103202D

[Journey to Un'Goro](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6583.

103202G

[The Witchwood](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6584.

103202F

[Kobolds and Catacombs](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6585.

103202L

[Forged in the Barrens](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6586.

103202J

[Descent of Dragons](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6587.

1533F

[Binary String Partition](#) · [Tutorial](#)

Quality: 224 global accepts · Rating: — · first AC: 2021-07-02 · Kotlin 1.4 (first AC) · Tags: *special, binary search, greedy

[jiangly's solution](#)

6588.

1533E

[Chess Team Forming](#) · [Tutorial](#)

Quality: 285 global accepts · Rating: — · first AC: 2021-07-02 · Kotlin 1.4 (first AC) · Tags: *special, binary search, data structures, greedy

[jiangly's solution](#)

6589.

1533D

[String Searching](#) · [Tutorial](#)

Quality: 514 global accepts · Rating: — · first AC: 2021-07-02 · Kotlin 1.4 (first AC) · Tags: *special, hashing

[jiangly's solution](#)

6590.

1533C

[Sweets](#) · [Tutorial](#)

Quality: 484 global accepts · Rating: — · first AC: 2021-07-02 · Kotlin 1.4 (first AC) · Tags: *special, data structures, implementation

[jiangly's solution](#)

6591.

1533B

[Nearest Point Function](#) · [Tutorial](#)

Quality: 816 global accepts · Rating: — · first AC: 2021-07-02 · Kotlin 1.4 (first AC) · Tags: *special, implementation

[jiangly's solution](#)

6592.

1533A

[Travel to Bertown](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: — · first AC: 2021-07-02 · Kotlin 1.4 (first AC) · Tags: *special, implementation, math

[jiangly's solution](#)

6593.

1532F

[Prefixes and Suffixes](#) · [Tutorial](#)

Quality: 219 global accepts · Rating: — · first AC: 2021-06-30 · Kotlin 1.4 (first AC) · Tags: *special, strings

[jiangly's solution](#)

6594.

1532E

[Good Array](#) · [Tutorial](#)

Quality: 392 global accepts · Rating: — · first AC: 2021-06-30 · Kotlin 1.4 (first AC) · Tags: *special

[jiangly's solution](#)

6595.

1532D

[Teams Forming](#) · [Tutorial](#)

Quality: 590 global accepts · Rating: — · first AC: 2021-06-30 · Kotlin 1.4 (first AC) · Tags: *special, sortings

[jiangly's solution](#)

6596.

1532C

[Uniform String](#) · [Tutorial](#)

Quality: 641 global accepts · Rating: — · first AC: 2021-06-30 · Kotlin 1.4 (first AC) · Tags: *special, implementation

[jiangly's solution](#)

6597.

1532B

[Frog Jumping](#) · [Tutorial](#)

Quality: 829 global accepts · Rating: — · first AC: 2021-06-30 · Kotlin 1.4 (first AC) · Tags: *special, math

[jiangly's solution](#)

6598.

1532A

[A+B \(Trial Problem\)](#) · [Tutorial](#)

Quality: 1,150 global accepts · Rating: — · first AC: 2021-06-30 · Kotlin 1.4 (first AC) · Tags: *special

[jiangly's solution](#)

6599.

101986K

[Counting Cycles](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6600.

101986J

[String Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6601.

101986I

[Starting a Scenic Railroad Service](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6602.

101986H

[Homework](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6603.

101986G

[Rendezvous on a Tetrahedron](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6604.

101986F

[Pizza Delivery](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6605.

101986E

[Black or White](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6606.

101986D

[Making Perimeter of the Convex Hull Shortest](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6607.

101986C

[Medical Checkup](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6608.

101986B

[Parallel Lines](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6609.

101986A

[Secret of Chocolate Poles](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6610.

102082I

[Ranks](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6611.

102082K

[Sixth Sense](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6612.

102082J

[Colorful Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6613.

102082H

[Four-Coloring](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6614.

102082G

[What Goes Up Must Come Down](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6615.

102082D

[Shortest Common Non-Subsequence](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6616.

102082C

[Emergency Evacuation](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6617.

102082B

[Arithmetic Progressions](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6618.

102082A

[Digits Are Not Just Characters](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6619.

102082E

[Eulerian Flight Tour](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6620.

102082F

[Fair Chocolate-Cutting](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6621.

103091I

[Pipes](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6622.

103091D

[Hedgehog Grid](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6623.

103091L

[Ambiguous](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6624.

103091E

[Longest Sequences](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6625.

103091B

[Dots and Boxes](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6626.

103091C

[Meta Frequency](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6627.

103091K

[Marbles](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6628.

103091H

[War](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6629.

103091N

[Parity](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6630.

103091J

[Valid Triangle](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6631.

103091A

[Happy XOR, Sad XOR](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6632.

103102M

[Mistake](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6633.

103102L

[Neo-Robin Hood](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6634.

103102K

[Codenames](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6635.

103102J

[One Piece](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6636.

103102I

[Modulo Permutations](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6637.

103102H

[AND = OR](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6638.

103102G

[Simple Hull](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6639.

103102F

[Fence Job](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6640.

103102E

[Divisible by 3](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-26 · C++17 (GCC 9-64) (first AC) · Tags: —

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6641.

103102D

[Disk Sort](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-26 · C++17 (GCC 9-64) (first AC) · Tags: —

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6642.

103102C

[3-colorings](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-26 · C++17 (GCC 9-64) (first AC) · Tags: —

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6643.

103102B

[Reverse Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-26 · C++17 (GCC 9-64) (first AC) · Tags: —

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6644.

103102A

[Archeologists](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-26 · C++17 (GCC 9-64) (first AC) · Tags: —

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6645.

103081M

[Fantasmagorie](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-26 · C++17 (GCC 9-64) (first AC) · Tags: —

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6646.

103081L

[Restaurants](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6647.

103081K

[Unique Activities](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6648.

103081J

[Daisy's Mazes](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6649.

103081I

[Emails](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6650.

103081H

[Figurines](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6651.

103081G

[Decoration](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6652.

103081F

[Mentors](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6653.

103081E

[Cakes](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6654.

103081D

[Jogging](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6655.

103081C

[Safe Distance](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6656.

103081A

[Gratitude](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6657.

103119L

[Random Permutation](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6658.

103119J

[Jewel Grab](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6659.

103119I

[Nim Cheater](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6660.

103119H

[Fly Me To The Moon](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6661.

103119G

[Game on Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6662.

103119F

[Fixing Networks](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6663.

103119E

[Mountain](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6664.

103119D

[Artifacts](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6665.

103119C

[Club Assignment](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6666.

103119B

[Boring Problem](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6667.

103119A

[Accelerator](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6668.

103119K

[Candy Ads](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6669.

103055K

[Grammy's Kingdom](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-31 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6670.

103055E

[Specially Super Rare](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-31 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6671.

103055H

[Grammy and HearthStone](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-31 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6672.

103055B

[Restore Atlantis](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-31 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6673.

103055D

[Shortest Path Query](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-31 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6674.

103055I

[Grammy and Ropes](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6675.

103055G

[Wall Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6676.

103055F

[Fair Distribution](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6677.

103055C

[Cube](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6678.

103055J

[Grammy and Jewelry](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6679.

103055L

[String Freshman](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6680.

103055M

[Game Theory](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6681.

103055A

[League of Legends](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6682.

103098H

[Hackerman](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-27 · PyPy 3 (first AC) · Tags: —

[jiangly's solution](#)

6683.

103098B

[Beautiful Permutation](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6684.

103098D

[Display of Springs](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6685.

103098E

[Even Intervals](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6686.

103098G

[Game on a Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6687.

103098K

[Königsberg Bridges](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6688.

103098F

[Friendship Circles](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6689.

103098L

[Long Grid Covering](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6690.

103098C

[Cartesian MST](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6691.

103098I

[Interesting Scoring Systems](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6692.

103098J

[Joyful Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6693.

103098A

[Adjacent Rooks](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6694.

101471A

[Airport Construction](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6695.

100553G

[Gomoku](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6696.

100307E

[Easy Geometry](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6697.

102511I

[Karel the Robot](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6698.

100553D

[Damage Assessment](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6699.

100801K

[Kingdom Trip](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6700.

102511F

[Directing Rainfall](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6701.

100531C

[Combinator Expression](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6702.

100553H

[Hidden Maze](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6703.

100543B

[Mountainous landscape](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6704.

101190I

[Indiana Jones and the Uniform Cave](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6705.

100543A

[Parades](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6706.

101630H

[Hack](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6707.

101239M

[Window Manager](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6708.

100299G

[History course](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6709.

101173D

[Dancing Disks](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[jiangly's solution](#)

6710.

102482C

[Conquer the World](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[jiangly's solution](#)

6711.

100307D

[Dictionary](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6712.

101620B

[Buffalo Barricades](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6713.

100543J

[Pork barrel](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6714.

100851C

[Cactus Jubilee](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6715.

101190G

[Game on Graph](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6716.

101612D

[Dividing Marbles](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6717.

100307G

[Green Energy](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6718.

100307K

[Kabaleo Lite](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6719.

101221H

[Pachinko](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6720.

101620C

[Cumulative Code](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6721.

102341I

[Infernape](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6722.

102341F

[Flaaffy](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6723.

102341D

[Dedenne](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6724.

102341B

[Bulbasaur](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6725.

102341C

[Cloyster](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6726.

102341L

[Lati@s](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6727.

102341G

[Gurdurr](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6728.

102341E

[Eevee](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6729.

102341H

[Hypno](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6730.

102341K

[Kecleon](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6731.

102341J

[Jigglypuff](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6732.

102341A

[Alakazam](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6733.

101612J

[Joker](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-16 · last AC: 2020-12-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6734.

101480G

[Greenhouse Growth](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6735.

101612G

[Grand Test](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6736.

101242F

[Longest Rivers](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6737.

100851D

[Distance on Triangulation](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6738.

102900F

[Fountains](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6739.

102900K

[Traveling Merchant](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-15 · last AC: 2020-12-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6740.

102900C

[Sum of Log](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6741.

102900L

[Traveling in the Grid World](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6742.

102900H

[Rice Arrangement](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6743.

102900I

[Sky Garden](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6744.

102900D

[Walker](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6745.

102900M

[Gitignore](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6746.

102900B

[Mine Sweeper II](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6747.

102900E

[The Journey of Geor Autumn](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6748.

102900G

[Fibonacci](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6749.

102769D

[Defend City](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6750.

102769L

[Lost Temple](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6751.

102769B

[Bounding Wall](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6752.

102769J

[Jewel Splitting](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6753.

102769H

[Holy Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6754.

102769I

[Interstellar Hunter](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6755.

102769K

[Kingdom's Power](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6756.

102769G

[Good Number](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6757.

102769F

[Friendly Group](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6758.

101798I

[Tree Generators](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6759.

102832D

[Meaningless Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6760.

102832A

[Krypton](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6761.

102832F

[Strange Memory](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6762.

101471H

[Scenery](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6763.

101142D

[Digital Addition](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6764.

100307I

[Interactive Interception](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6765.

101239H

[Qanat](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6766.

102482I

[Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6767.

102798F

[Skeleton Dynamization](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6768.

102798I

[Sean the Cuber](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6769.

102798K

[Tree Tweaking](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6770.

102798G

[Caesar Cipher](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6771.

102798E

[So Many Possibilities...](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6772.

102798J

[Steins:Game](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6773.

102798B

[Labyrinth](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6774.

101471B

[Get a Clue!](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6775.

101242M

[What Really Happened on Mars?](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6776.

100307A

[ASCII Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6777.

100307C

[Cactus Automorphisms](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6778.

100307H

[Hack Protection](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6779.

101480C

[Cow Confinement](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6780.

101620D

[Donut Drone](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6781.

101612H

[Hidden Supervisors](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6782.

102482E

[Getting a Jump on Crime](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6783.

101480L

[Looping Labyrinth](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6784.

100851H

[Hypercube](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6785.

102798L

[Clock Master](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6786.

102798H

[Message Bomb](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6787.

102798D

[ABC Conjecture](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6788.

102798C

[Rencontre](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6789.

102798A

[Golden Spirit](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6790.

101239G

[Pipe Stream](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6791.

102511J

[Miniature Golf](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6792.

100543E

[Can't stop playing](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6793.

100543K

[The Imp](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6794.

100543L

[Outer space invaders](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6795.

100543G

[Virus synthesis](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6796.

102769A

[A Greeting from Qinhuangdao](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6797.

102769E

[Exam Results](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6798.

102822F

[Fracture Ray](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[jiangly's solution](#)

6799.

102822I

[Invaluable Assets](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6800.

102822A

[A Colorful Grid](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6801.

102822B

[Building Blocks](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6802.

102822E

[Escape from the Island](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6803.

102822G

[Game of Cards](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6804.

102822C

[Code a Trie](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6805.

102822L

[Lottery](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6806.

102822J

[Joy of Handcraft](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6807.

102822K

[Knowledge is Power](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6808.

102822D

[Defuse the Bombs](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6809.

102822H

[Hide and Seek](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6810.

100851J

[Jump](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6811.

101190C

[Cactus Construction](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6812.

101630I

[Interactive Sort](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6813.

100299E

[Escape](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6814.

101173L

[Lost Logic](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6815.

101173E

[Easy Equation](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6816.

101173B

[Bipartite Blanket](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6817.

101173J

[Jazz Journey](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6818.

101190K

[Kids Designing Kids](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6819.

101471L

[Visual Python++](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6820.

100851B

[Binary vs Decimal](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-19 · last AC: 2020-11-04 · PyPy 3 (first AC) · Tags: —

[jiangly's solution](#)

6821.

100553I

[Improvements](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6822.

101242B

[Branch Assignment](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6823.

101142E

[Easy Reading](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6824.

102511G

[First of Her Name](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6825.

101630F

[The Final Level](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6826.

101630G

[The Great Wall](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6827.

101239E

[Evolution in Parallel](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6828.

101620L

[Lunar Landscape](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6829.

100553E

[Epic Win!](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6830.

101620E

[Embedding Enumeration](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6831.

101190D

[Delight for a Cat](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6832.

101480E

[Export Estimate](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6833.

101471K

[Tarot Sham Boast](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6834.

101239K

[Tours](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6835.

100851L

[Landscape Improved](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6836.

101480F

[Frightful Formula](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6837.

101190L

[List of Primes](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6838.

101471D

[Money for Nothing](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6839.

101471G

[Replicate Replicate Rfplicbte](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6840.

101471J

[Son of Pipe Stream](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6841.

101242A

[Balanced Diet](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6842.

101630L

[Laminar Family](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6843.

101620K

[Kitchen Knobs](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6844.

101190B

[Binary Code](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-28 · last AC: 2020-10-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[jiangly's solution](#)

6845.

102482H

[Single Cut of Failure](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6846.

101142I

[Integral Polygons](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6847.

100269I

[Intellectual Property](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6848.

102759B

[Cactus Competition](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6849.

101630K

[Knapsack Cryptosystem](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6850.

101612F

[Fygon 2.0](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6851.

101630J

[Journey from Petersburg to Moscow](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6852.

101242D

[Clock Breaking](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6853.

101142B

[Boys and Girls](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6854.

102511K

[Traffic Blights](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6855.

102759L

[Steel Slicing 2](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6856.

102759C

[Economic One-way Roads](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6857.

102759I

[Query On A Tree 17](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6858.

101142G

[Gangsters in Central City](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6859.

101242K

[String Theory](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6860.

101480J

[Juice Junctions](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6861.

101480I

[Ice Igloos](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6862.

101239L

[Weather Report](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6863.

101239J

[Tile Cutting](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6864.

100851K

[King's Inspection](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6865.

102482D

[Gem Island](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6866.

101612E

[Equal Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6867.

101612C

[Consonant Fency](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6868.

100299D

[Subway](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6869.

100299J

[Captain Obvious and the Rabbit-Man](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6870.

100299H

[Chain & Co.](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6871.

100299A

[Rubik's Rectangle](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6872.

102759E

[Chemistry](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6873.

102759G

[LCS 8](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6874.

100801I

[Insider's Information](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-15 · last AC: 2020-10-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6875.

100801G

[Graph](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6876.

100801F

[Fygon](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6877.

100801D

[Distribution in Metagonia](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6878.

100531K

[Kebab House](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6879.

100531H

[Hiking in the Hills](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6880.

100531F

[Fragmentation](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6881.

102759F

[Interval Graph](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6882.

102759K

[Sewing Graph](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-14 · C++17 (GCC 9-64) (first AC) · Tags: —

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6883.

102759J

[Remote Control](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-14 · C++17 (GCC 9-64) (first AC) · Tags: —

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6884.

102759H

[Alchemy](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-14 · C++17 (GCC 9-64) (first AC) · Tags: —

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6885.

102759D

[Just Meeting](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-14 · C++17 (GCC 9-64) (first AC) · Tags: —

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6886.

102759A

[Advertisement Matching](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-14 · C++17 (GCC 9-64) (first AC) · Tags: —

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6887.

100269L

[Lonely Mountain](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6888.

100269J

[J](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6889.

100269H

[Heavy Chain Clusterization](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-14 · C++17 (GCC 9-64) (first AC) · Tags: —

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6890.

100269C

[Correcting Curiosity](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-14 · C++17 (GCC 9-64) (first AC) · Tags: —

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6891.

101221F

[Messenger](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-14 · C++17 (GCC 9-64) (first AC) · Tags: —

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6892.

101221A

[Baggage](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-13 · C++17 (GCC 9-64) (first AC) · Tags: —

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6893.

101221B

[Buffed Buffet](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-13 · C++17 (GCC 9-64) (first AC) · Tags: —

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6894.

101221G

[Metal Processing Plant](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-13 · C++17 (GCC 9-64) (first AC) · Tags: —

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6895.

101221E

[Maze Reduction](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6896.

101221C

[Crane Balancing](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-13 · C++17 (GCC 9-64) (first AC) · Tags: —

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6897.

101221K

[Surveillance](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6898.

101221D

[Game Strategy](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6899.

101142J

[Java2016](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-13 · C++17 (GCC 9-64) (first AC) · Tags: —

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6900.

101221I

[Sensor Network](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-12 · C++17 (GCC 9-64) (first AC) · Tags: —

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6901.

101620I

[Intrinsic Interval](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-12 · C++17 (GCC 9-64) (first AC) · Tags: —

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6902.

102538E

[Easy Win](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6903.

102538F

[Farm of Monsters](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6904.

102538J

[Just Counting](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6905.

102538B

[Best Tree](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6906.

102538I

[Ignore Submasks](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6907.

101385I

[Lies, Damned Lies, and Statistics](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-09 · C++17 (GCC 9-64) (first AC) · Tags: —

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6908.

101385H

[Simplicity is the Ultimate Sophistication](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-09 · C++17 (GCC 9-64) (first AC) · Tags: —

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6909.

101385G

[Power Sum Graphs](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6910.

101385E

[Alternate Jumping](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-09 · C++17 (GCC 9-64) (first AC) · Tags: —

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6911.

101385D

[Interleave Binary Strings](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6912.

101385C

[Two Equal Squares](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6913.

101385B

[Random Domino Placements](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6914.

101385A

[Number of Close Strings](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6915.

102114K

[Kaleidoscope](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6916.

102114H

[Hills And Valleys](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6917.

102114G

[Glad You Came](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6918.

102114F

[Fireflies](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6919.

102114E

[Everything Has Changed](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6920.

102114B

[Beautiful Now](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6921.

102114A

[Always Online](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6922.

102331C

[Counting Cactus](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6923.

102331I

[Interactive Vertex](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6924.

102331E

[Easy Win](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6925.

102331G

[Grammarly](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6926.

102331B

[Bitwise Xor](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6927.

101257H

[Card](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6928.

101257G

[24](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6929.

101257E

[Another Step-by-Step Pupil](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6930.

101257D

[!Hasan](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6931.

101257C

[Arcade](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6932.

101257B

[2Trees](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6933.

101257A

[The Fault in Our Cubes](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6934.

100198C

[Strange Counter](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[jiangly's solution](#)

6935.

100198I

[Two Cylinders](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[jiangly's solution](#)

6936.

100198H

[Royal Federation](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[jiangly's solution](#)

6937.

100198F

[Weird Dissimilarity](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6938.

100198E

[Strong Defence](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6939.

100198B

[Beloved Sons](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6940.

100197D

[Little Jumper](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6941.

100197F

[Roads](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6942.

100197H

[Tickets](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-24 · PyPy 3 (first AC) · Tags: —

[jiangly's solution](#)

6943.

100197B

[The Towers of Hanoi Revisited](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6944.

100197A

[Non Absorbing DFA](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6945.

100197E

[Quantization Problem](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6946.

100197C

[Hyperhuffman](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6947.

100197G

[Robbers](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6948.

100199H

[Cracking' RSA](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6949.

100199G

[Beautiful People](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6950.

100199F

[Get Out!](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6951.

100199E

[Nice Patterns Strike Back](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6952.

100199D

[Matrix Multiplication](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6953.

100199C

[New Year Bonus Grant](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6954.

100199B

[Reactor Cooling](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6955.

100199A

[Chinese Girls' Amusement](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-23 · PyPy 3 (first AC) · Tags: —

[jiangly's solution](#)

6956.

100608H

[Higher Math Lesson](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-23 · last AC: 2020-09-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6957.

100608C

[Catalan Combinatorial Objects](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6958.

100608J

[Jinxiety of a Polyomino](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6959.

100608A

[Ambitious Plan](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6960.

100608B

[Borderless Words](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6961.

100608D

[Decomposable Single Word Languages](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6962.

100608F

[Four Colors](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6963.

100608G

[Greater Number Wins](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6964.

100608E

[Elegant Square](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6965.

102201C

[Cactus Determinant](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6966.

102201D

[Dijkstra Is Playing At My House](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6967.

102201E

[Eat Economically](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6968.

102201I

[Increasing Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6969.

102201F

[Fruit Tree](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6970.

102201A

[A Plus Equals B](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6971.

102391B

[Bigger Sokoban 40k](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-11 · PHP (first AC) · Tags: —

[jiangly's solution](#)

6972.

102391C

[Cleaning](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6973.

102391D

[Container](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6974.

102391E

[Dead Cacti Society](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6975.

102391K

[Wind of Change](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6976.

102391I

[Minimum Diameter Spanning Tree](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6977.

102391F

[Hilbert's Hotel](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6978.

102391J

[Parklife](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6979.

102391H

[Maximizer](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6980.

102391G

[Lexicographically Minimum Walk](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6981.

102391A

[6789](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6982.

102059C

[Dstory](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-08 · last AC: 2020-09-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6983.

102059K

[Interesting Drug](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6984.

102059B

[Dev, Please Add This!](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6985.

102059J

[Histogram Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6986.

102059M

[Utilitarianism](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6987.

102059A

[Coloring Roads](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6988.

102059D

[Dumae](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6989.

102059G

[Fascination Street](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6990.

102059E

[Electronic Circuit](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6991.

102059F

[Fake Plastic Trees](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6992.

102059L

[Timsort](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6993.

102059I

[Game on Plane](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6994.

102059H

[Fractions](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6995.

101741H

[Compressed Spanning Subtrees](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6996.

101741E

[Code-Cola Plants](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6997.

101741I

[Prefix-free Queries](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6998.

101741F

[GCD](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

6999.

101741G

[Berland Post](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

7000.

101741D

[Elevator](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

7001.

101741L

[Increasing Costs](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

7002.

101741C

[Cover the Paths](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

7003.

101741K

[Consistent Occurrences](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-03 · C++17 (GCC 9-64) (first AC) · Tags: —

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7004.

101741J

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Rating: — · first AC: 2020-09-03 · C++17 (GCC 9-64) (first AC) · Tags: —

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7005.

101741A

[Three Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-02 · C++17 (GCC 9-64) (first AC) · Tags: —

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7006.

102129C

[Medium Hadron Collider](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-02 · C++17 (GCC 9-64) (first AC) · Tags: —

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7007.

102129G

[Permutant](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-02 · C++17 (GCC 9-64) (first AC) · Tags: —

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7008.

102129I

[Incomparable Pairs](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

7009.

102129J

[The Zong of the Zee](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

7010.

102129A

[Tritwise Mex](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-31 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

7011.

102129D

[Basis Change](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

7012.

102129F

[Milliarium Aureum](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

7013.

102129H

[Game Of Chance](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

7014.

102129K

[Expected Value](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

7015.

102129E

[Scored Nim](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

7016.

102500K

[Kitesurfing](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

7017.

102500D

[Disposable Switches](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[jiangly's solution](#)

7018.

102500J

[Jackdaws And Crows](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

7019.

102500H

[Height Profile](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

7020.

102500I

[Inverted Deck](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

7021.

102500G

[Gnoll Hypothesis](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

7022.

102500F

[Firetrucks Are Red](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

7023.

102500E

[Expeditious Cubing](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

7024.

102500C

[Canvas Line](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

7025.

102500A

[Average Rank](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

7026.

102566K

[Security Cameras](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

7027.

102566B

[BLAT](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

7028.

102566J

[The Sacred Texts](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

7029.

102566I

[Fast Race](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

7030.

102566H

[Pussycat](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

7031.

102566F

[Magic Wand](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

7032.

102566E

[KFC](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

7033.

102566D

[Government](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

7034.

102566C

[Emojis](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

7035.

102566A

[Beggars](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

7036.

102483F

[Fastest Speedrun](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

7037.

102483E

[Equality Control](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

7038.

102483J

[Jinxed Betting](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

7039.

102483A

[Access Points](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

7040.

102483K

[Kleptography](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

7041.

102483I

[Inflation](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

7042.

102483H

[Hard Drive](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

7043.

102483G

[Game Design](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

7044.

102483C

[Circuit Board Design](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

7045.

102483B

[Brexit Negotiations](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

7046.

102268G

[Graph Counting](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[jiangly's solution](#)

7047.

102268J

[Jealous Split](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

7048.

102268A

[Angle Beats](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

7049.

102268I

[Interesting Graph](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

7050.

102268K

[Knowledge](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

7051.

102268H

[Hall's Theorem](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

7052.

102268E

[Expected Value](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

7053.

102268F

[Free Edges](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

7054.

102268D

[Dates](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

7055.

102268C

[Cool Pairs](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

7056.

102268B

[Best Subsequence](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

7057.

102441B

[Redistribution of Digits](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[jiangly's solution](#)

7058.

102441J

[Paternity Testing](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-02 · last AC: 2020-08-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[jiangly's solution](#)

7059.

102441G

[Sum of Distances in Cactus](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[jiangly's solution](#)

7060.

102441E

[Very Simple Sum](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[jiangly's solution](#)

7061.

102441C

[Partial Sums](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[jiangly's solution](#)

7062.

102441F

[Random XOR](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[jiangly's solution](#)

7063.

102441D

[Lis on Circle](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[jiangly's solution](#)

7064.

102441I

[Cutting](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

7065.

102441H

[Not A + B](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

7066.

102441A

[Template for Search](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

7067.

102439D

[Light show](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

7068.

102439L

[The only winner](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

7069.

102439K

[Innovations](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

7070.

102439J

[Boedium](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

7071.

102439I

[Equal Mod Segments](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

7072.

102439H

[Nonfibonacci numbers](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

7073.

102439G

[Sequence exploration](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

7074.

102439F

[Prime or number](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

7075.

102439E

[Small business](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

7076.

102439C

[Cockroach Racing](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

7077.

102439B

[Varvara and matrix](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

7078.

102439A

[Four minutes until BSUIR Open](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

7079.

102412B

[Alexey the Sage of The Six Paths](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

7080.

102412J

[Yet Another Mex Problem](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

7081.

102331J

[Jiry Matchings](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

7082.

102412D

[The Jump from Height of Self-importance to Height of IQ Level](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

7083.

102412C

[Steel Ball Run](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

7084.

102412A

[The One Polynomial Man](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

7085.

102412I

[Find the Vertex](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

7086.

102412H

[Mex on DAG](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

7087.

102412G

[AtCoder Quality Problem](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

7088.

102412E

[Minimums on the Edges](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

7089.

102412F

[IQ Test](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

7090.

102471K

[All Pair Maximum Flow](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

7091.

102471F

[Game](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

7092.

102471B

[Black and White](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

7093.

102471J

[Permutation](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[jiangly's solution](#)

7094.

102471H

[King](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[jiangly's solution](#)

7095.

102471M

[Value](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[jiangly's solution](#)

7096.

102471E

[Flow](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[jiangly's solution](#)

7097.

102471D

[Fire](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[jiangly's solution](#)

7098.

102471A

[City](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[jiangly's solution](#)

7099.

102471C

[Dirichlet \$\text{SkS}\$ -th root](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[jiangly's solution](#)

7100.

102471G

[Happiness](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[jiangly's solution](#)

7101.

102501E

[Pixels](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[jiangly's solution](#)

7102.

102501L

[River Game](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[jiangly's solution](#)

7103.

102501H

[Pseudo-Random Number Generator](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[jiangly's solution](#)

7104.

102501D

[Gnalcats](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[jiangly's solution](#)

7105.

102501K

[Birdwatching](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[jiangly's solution](#)

7106.

102501J

[Counting Trees](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[jiangly's solution](#)

7107.

102501I

[Rats](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[jiangly's solution](#)

7108.

102501G

[Swapping Places](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[jiangly's solution](#)

7109.

102501F

[Icebergs](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[jiangly's solution](#)

7110.

102501C

[Ants](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[jiangly's solution](#)

7111.

102501B

[Biodiversity](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[jiangly's solution](#)

7112.

102501A

[Environment-Friendly Travel](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[jiangly's solution](#)

7113.

102411G

[Golf Time](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

7114.

102411F

[Foreach](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

7115.

102411D

[Double Palindrome](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

7116.

102411C

[Cross-Stitch](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

7117.

102411M

[Managing Difficulties](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

7118.

102411L

[Lengths and Periods](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

7119.

102411K

[King's Children](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

7120.

102411J

[Just the Last Digit](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

7121.

102411I

[Ideal Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

7122.

102411H

[High Load Database](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

7123.

102411E

[Equidistant](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

7124.

102411B

[Bad Treap](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

7125.

102411A

[Accurate Movement](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

7126.

102156G

[Battle Royale](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

7127.

102156E

[Permutasino](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

7128.

102156B

[Unfair Card Deck](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

7129.

102156I

[Slippers](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

7130.

102156J

[The Good, the Bad and the Ugly](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

7131.

102156H

[Jeopardy](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

7132.

102156D

[Pick Your Own Nim](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

7133.

102156C

[Diverse Singing](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

7134.

102156A

[Takeover](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

7135.

102354I

[From Modular to Rational](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-02 · last AC: 2020-07-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

7136.

102354A

[Square Root Partitioning](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

7137.

102354H

[Defying Gravity](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

7138.

102354J

[Tree Automorphisms](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

7139.

102354E

[Decimal Expansion](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

7140.

102354D

[Magic Strings](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

7141.

102354C

[Money Sharing](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

7142.

102354B

[Yet Another Convolution](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

7143.

102586L

[Yosupo's Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

7144.

102586I

[Amidakuji](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

7145.

102586H

[Construct Points](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

7146.

102586F

[Robots](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

7147.

102586E

[Count Modulo 2](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

7148.

102586D

[Xor Sum](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

7149.

102155F

[Shuffle](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

7150.

102155G

[Piecewise Linearity](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

7151.

102155H

[Sketch](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

7152.

102155K

[Hiding a Tree](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

7153.

102155D

[Lunch Queue](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

7154.

102155C

[Block, Stock and Two Smoking Galaxy Notes](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

7155.

102155A

[Ability Draft](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

7156.

102576D

[Clique](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

7157.

102155J

[Stairways](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

7158.

102155E

[Oneness](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

7159.

102155I

[\\$leg\\$ or \\$geq\\$](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

7160.

102576K

[To argue, or not to argue](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

7161.

102576C

[Bookface](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

7162.

102576A

[Bags of Candies](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-11 · last AC: 2020-06-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

7163.

102576F

[The Halfwitters](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

7164.

102576J

[Space Gophers](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

7165.

102576H

[Lighthouses](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

7166.

102576E

[Contamination](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

7167.

102576I

[Sum of Palindromes](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

7168.

102576G

[Invited Speakers](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

7169.

102576B

[Binomial](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

7170.

102576L

[Wizards Unite](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

7171.

102569C

[Manhattan Distance](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

7172.

102569G

[Nuts and Bolts](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

7173.

102569J

[The Battle of Mages](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

7174.

102569D

[Lexicographically Minimal Shortest Path](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

7175.

102569L

[The Dragon Land](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

7176.

102569K

[Table](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

7177.

102569I

[Sorting Colored Array](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

7178.

102569H

[Tree Painting](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

7179.

102569F

[Moving Target](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

7180.

102569M

[Notifications](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

7181.

102569E

[Fluctuations of Mana](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

7182.

102569B

[Bonuses on a Line](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

7183.

102569A

[Array's Hash](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

7184.

102253E

[Expectation of Division](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

7185.

102253D

[Division Game](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

7186.

102253G

[Gear Up](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-05 · last AC: 2020-05-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

7187.

102253J

[Journey with Knapsack](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

7188.

102392K

[Stranded Robot](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-04 · last AC: 2020-05-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[jiangly's solution](#)

7189.

102392H

[Tree Permutations](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

7190.

102392C

[Find the Array](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

7191.

102392A

[Max or Min](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

7192.

102392F

[Game on a Tree](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

7193.

102392E

[Life Transfer](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

7194.

102392B

[Level Up](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

7195.

102392G

[Projection](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

7196.

102392J

[Graph and Cycles](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

7197.

102392D

[Cycle String?](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

7198.

102392I

[Absolute Game](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[jiangly's solution](#)

7199.

100134J

[Jumping Around](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[jiangly's solution](#)

7200.

1331G

[Lingua Romana](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: — · first AC: 2020-04-02 · last AC: 2020-04-04 · C++17 (GCC 9-64) (first AC) · Tags: *special

[jiangly's solution](#)

7201.

1331F

[Elementary!](#) · [Tutorial](#)

Quality: 603 global accepts · Rating: — · first AC: 2020-04-01 · last AC: 2020-04-04 · C++17 (GCC 7-32) (first AC) · Tags: *special, brute force, dp, strings

[jiangly's solution](#)

7202.

1331E

[Jordan Smiley](#) · [Tutorial](#)

Quality: 1,239 global accepts · Rating: — · first AC: 2020-04-01 · last AC: 2020-04-04 · C++17 (GCC 7-32) (first AC) · Tags: *special, dfs and similar, geometry, implementation

[jiangly's solution](#)

7203.

1331D

[Again?](#) · [Tutorial](#)

Quality: 12,102 global accepts · Rating: — · first AC: 2020-04-01 · last AC: 2020-04-04 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation

[jiangly's solution](#)

7204.

1331C

[...And after happily lived ever they](#) · [Tutorial](#)

Quality: 3,213 global accepts · Rating: — · first AC: 2020-04-01 · last AC: 2020-04-04 · C++17 (GCC 7-32) (first AC) · Tags: *special, bitmasks

[jiangly's solution](#)

7205.

1331B

[Limericks](#) · [Tutorial](#)

Quality: 7,160 global accepts · Rating: — · first AC: 2020-04-01 · last AC: 2020-04-04 · C++17 (GCC 7-32) (first AC) · Tags: *special, math, number theory

[jiangly's solution](#)

7206.

1331H

[It's showtime](#) · [Tutorial](#)

Quality: 649 global accepts · Rating: — · first AC: 2020-04-02 · UnknownX (first AC) · Tags: *special

[jiangly's solution](#)

7207.

1331A

[Is it rated?](#) · [Tutorial](#)

Quality: 17,506 global accepts · Rating: — · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special

[jiangly's solution](#)

7208.

102511B

[Beautiful Bridges](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[jiangly's solution](#)

7209.

102511D

[Circular DNA](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[jiangly's solution](#)

7210.

101190M

[Mole Tunnels](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[jiangly's solution](#)

7211.

102511A

[Azulejos](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[jiangly's solution](#)

7212.

101190H

[Hard Refactoring](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[jiangly's solution](#)

7213.

100532A

[ASCII Art](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[jiangly's solution](#)

7214.

100287A

[ASCII Art](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[jiangly's solution](#)

7215.

102512D

[Equality](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[jiangly's solution](#)

7216.

102512C

[Isolation](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[jiangly's solution](#)

7217.

102512G

[Honeymoon](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[jiangly's solution](#)

7218.

102512F

[Opposition](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[jiangly's solution](#)

7219.

102512A

[Leakage](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[jiangly's solution](#)

7220.

1302A

[Nash equilibrium](#) · [Tutorial](#)

Quality: 299 global accepts · Rating: — · first AC: 2020-02-03 · last AC: 2020-02-04 · C++17 (GCC 7-32) (first AC) · Tags: —
[jiangly's solution](#)

7221.

1302D

[Dijkstra](#) · [Tutorial](#)

Quality: 98 global accepts · Rating: — · first AC: 2020-02-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[jiangly's solution](#)

7222.

1302B

[DAG](#) · [Tutorial](#)

Quality: 156 global accepts · Rating: — · first AC: 2020-02-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[jiangly's solution](#)

7223.

1302C

[Segment tree or Fenwick?](#) · [Tutorial](#)

Quality: 388 global accepts · Rating: — · first AC: 2020-02-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[jiangly's solution](#)

7224.

undefined108

[Self-numbers II](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[jiangly's solution](#)

7225.

undefined107

[987654321 problem](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-10 · C++17 (GCC 7-32) (first AC) · Tags: *special

[jiangly's solution](#)

7226.

undefined106

[The Equation](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-10 · C++17 (GCC 7-32) (first AC) · Tags: *special

[jiangly's solution](#)

7227.

undefined105

[Div 3](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-10 · C++17 (GCC 7-32) (first AC) · Tags: *special

[jiangly's solution](#)

7228.

undefined104

[Little Shop of Flowers](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-10 · C++17 (GCC 7-32) (first AC) · Tags: *special

[jiangly's solution](#)

7229.

undefined103

[Traffic Lights](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-10 · C++17 (GCC 7-32) (first AC) · Tags: *special

[jiangly's solution](#)

7230.

undefined403

[Scientific Problem](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-08 · C++17 (GCC 7-32) (first AC) · Tags: *special

[jiangly's solution](#)

7231.

undefined112

[a^b - b^a](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-08 · PyPy 3 (first AC) · Tags: *special

[jiangly's solution](#)

7232.

undefined123

[The sum](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-08 · C++17 (GCC 7-32) (first AC) · Tags: *special
[jiangly's solution](#)

7233.

undefined102

[Coprimes](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-08 · C++17 (GCC 7-32) (first AC) · Tags: *special
[jiangly's solution](#)

7234.

undefined101

[Domino](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-08 · C++17 (GCC 7-32) (first AC) · Tags: *special
[jiangly's solution](#)

7235.

undefined100

[A+B](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-08 · C++17 (GCC 7-32) (first AC) · Tags: *special
[jiangly's solution](#)

7236.

102253L

[Limited Permutation](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[jiangly's solution](#)

7237.

102253H

[Hints of sd0061](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[jiangly's solution](#)

7238.

102253I

[I Curse Myself](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[jiangly's solution](#)

7239.

102253C

[Colorful Tree](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[jiangly's solution](#)

7240.

102253K

[KazaQ's Socks](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[jiangly's solution](#)

7241.

102253A

[Add More Zero](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[jiangly's solution](#)

7242.

102253B

[Balala Power!](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[jiangly's solution](#)

7243.

102253F

[Function](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-08 · C++17 (GCC 7-32) (first AC) · Tags: —

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