

## [CF Elite Tracker](https://cfelitetracker.vercel.app)

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# Unique solved — jiaosiyuan

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

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

Filters: none

Count: 530

1.

1797A

[Li Hua and Maze](#) · [Tutorial](#)

Quality: 19,484 global accepts · Rating: 800 · first AC: 2023-04-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, flows, graphs, greedy, implementation

[jiaosiyuan's solution](#)

2.

1739A

[Immobile Knight](#) · [Tutorial](#)

Quality: 23,771 global accepts · Rating: 800 · first AC: 2022-09-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[jiaosiyuan's solution](#)

3.

1734B

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

Quality: 16,404 global accepts · Rating: 800 · first AC: 2022-09-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[jiaosiyuan's solution](#)

4.

1734A

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

Quality: 22,407 global accepts · Rating: 800 · first AC: 2022-09-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings

[jiaosiyuan's solution](#)

5.

1697A

[Parkway Walk](#) · [Tutorial](#)

Quality: 26,741 global accepts · Rating: 800 · first AC: 2022-06-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

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6.

1688B

[Patchouli's Magical Talisman](#) · [Tutorial](#)

Quality: 19,007 global accepts · Rating: 800 · first AC: 2022-06-03 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, sortings

[jiaosiyuan's solution](#)

7.

1688A

[Cirno's Perfect Bitmasks Classroom](#) · [Tutorial](#)

Quality: 23,490 global accepts · Rating: 800 · first AC: 2022-06-03 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force

[jiaosiyuan's solution](#)

8.

1691A

[Beat The Odds](#) · [Tutorial](#)

Quality: 32,207 global accepts · Rating: 800 · first AC: 2022-05-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math

[jiaosiyuan's solution](#)

9.

1681B

[Card Trick](#) · [Tutorial](#)

Quality: 21,036 global accepts · Rating: 800 · first AC: 2022-05-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[jiaosiyuan's solution](#)

**10.**

1681A

[Game with Cards](#) · [Tutorial](#)

Quality: 21,686 global accepts · Rating: 800 · first AC: 2022-05-23 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy  
[jiaosiyuan's solution](#)

**11.**

1671A

[String Building](#) · [Tutorial](#)

Quality: 21,387 global accepts · Rating: 800 · first AC: 2022-04-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[jiaosiyuan's solution](#)

**12.**

1669C

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

Quality: 41,475 global accepts · Rating: 800 · first AC: 2022-04-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math  
[jiaosiyuan's solution](#)

**13.**

1669B

[Triple](#) · [Tutorial](#)

Quality: 55,540 global accepts · Rating: 800 · first AC: 2022-04-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings  
[jiaosiyuan's solution](#)

**14.**

1669A

[Division?](#) · [Tutorial](#)

Quality: 88,522 global accepts · Rating: 800 · first AC: 2022-04-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[jiaosiyuan's solution](#)

**15.**

1668A

[Direction Change](#) · [Tutorial](#)

Quality: 16,783 global accepts · Rating: 800 · first AC: 2022-04-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math  
[jiaosiyuan's solution](#)

**16.**

1654B

[Prefix Removals](#) · [Tutorial](#)

Quality: 16,778 global accepts · Rating: 800 · first AC: 2022-03-20 · C++14 (GCC 6-32) (first AC) · Tags: strings  
[jiaosiyuan's solution](#)

**17.**

1654A

[Maximum Cake Tastiness](#) · [Tutorial](#)

Quality: 19,390 global accepts · Rating: 800 · first AC: 2022-03-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, sortings  
[jiaosiyuan's solution](#)

**18.**

1642A

[Hard Way](#) · [Tutorial](#)

Quality: 16,732 global accepts · Rating: 800 · first AC: 2022-02-23 · C++14 (GCC 6-32) (first AC) · Tags: geometry  
[jiaosiyuan's solution](#)

**19.**

1627A

[Not Shading](#) · [Tutorial](#)

Quality: 24,897 global accepts · Rating: 800 · first AC: 2022-01-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation  
[jiaosiyuan's solution](#)

**20.**

1625A

[Ancient Civilization](#) · [Tutorial](#)

Quality: 18,285 global accepts · Rating: 800 · first AC: 2022-01-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math

[jiaosiyuan's solution](#)

**21.**

1560B

[Who's Opposite?](#) · [Tutorial](#)

Quality: 38,801 global accepts · Rating: 800 · first AC: 2021-12-26 · C++14 (GCC 6-32) (first AC) · Tags: math

[jiaosiyuan's solution](#)

**22.**

1560A

[Dislike of Threes](#) · [Tutorial](#)

Quality: 73,507 global accepts · Rating: 800 · first AC: 2021-12-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[jiaosiyuan's solution](#)

**23.**

1608A

[Find Array](#) · [Tutorial](#)

Quality: 20,261 global accepts · Rating: 800 · first AC: 2021-12-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[jiaosiyuan's solution](#)

**24.**

1509A

[Average Height](#) · [Tutorial](#)

Quality: 27,201 global accepts · Rating: 800 · first AC: 2021-11-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[jiaosiyuan's solution](#)

**25.**

1697B

[Promo](#) · [Tutorial](#)

Quality: 30,904 global accepts · Rating: 900 · first AC: 2022-06-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[jiaosiyuan's solution](#)

**26.**

1668B

[Social Distance](#) · [Tutorial](#)

Quality: 17,924 global accepts · Rating: 900 · first AC: 2022-04-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[jiaosiyuan's solution](#)

**27.**

1642B

[Power Walking](#) · [Tutorial](#)

Quality: 18,246 global accepts · Rating: 900 · first AC: 2022-02-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[jiaosiyuan's solution](#)

**28.**

1295A

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

Quality: 24,148 global accepts · Rating: 900 · first AC: 2021-11-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[jiaosiyuan's solution](#)

**29.**

1291A

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

Quality: 20,682 global accepts · Rating: 900 · first AC: 2021-11-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, strings

[jiaosiyuan's solution](#)

**30.**

1634C

[OKEA](#) · [Tutorial](#)

Quality: 19,087 global accepts · Rating: 1000 · first AC: 2022-09-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[jiaosiyuan's solution](#)

**31.**

1691B

[Shoe Shuffling](#) · [Tutorial](#)

Quality: 35,308 global accepts · Rating: 1000 · first AC: 2022-05-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers

[jiaosiyuan's solution](#)

**32.**

1671B

[Consecutive Points Segment](#) · [Tutorial](#)

Quality: 19,737 global accepts · Rating: 1000 · first AC: 2022-04-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, sortings

[jiaosiyuan's solution](#)

**33.**

1797B

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

Quality: 24,612 global accepts · Rating: 1100 · first AC: 2023-04-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[jiaosiyuan's solution](#)

**34.**

1739B

[Array Recovery](#) · [Tutorial](#)

Quality: 24,436 global accepts · Rating: 1100 · first AC: 2022-09-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[jiaosiyuan's solution](#)

**35.**

1637B

[MEX and Array](#) · [Tutorial](#)

Quality: 15,457 global accepts · Rating: 1100 · first AC: 2022-09-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, math

[jiaosiyuan's solution](#)

**36.**

1685A

[Circular Local MiniMax](#) · [Tutorial](#)

Quality: 18,593 global accepts · Rating: 1100 · first AC: 2022-09-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[jiaosiyuan's solution](#)

**37.**

1669F

[Eating Candies](#) · [Tutorial](#)

Quality: 39,603 global accepts · Rating: 1100 · first AC: 2022-04-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, two pointers

[jiaosiyuan's solution](#)

**38.**

1669D

[Colorful Stamp](#) · [Tutorial](#)

Quality: 25,421 global accepts · Rating: 1100 · first AC: 2022-04-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[jiaosiyuan's solution](#)

**39.**

1625B

[Elementary Particles](#) · [Tutorial](#)

Quality: 16,858 global accepts · Rating: 1100 · first AC: 2022-01-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings

[jiaosiyuan's solution](#)

**40.**

1288B

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

Quality: 17,779 global accepts · Rating: 1100 · first AC: 2021-11-16 · C++14 (GCC 6-32) (first AC) · Tags: math

[jiaosiyuan's solution](#)

**41.**

1288A

[Deadline](#) · [Tutorial](#)

Quality: 19,316 global accepts · Rating: 1100 · first AC: 2021-11-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, math, ternary search

[jiaosiyuan's solution](#)

42.

1509B

[TMT Document](#) · [Tutorial](#)

Quality: 23,055 global accepts · Rating: 1100 · first AC: 2021-11-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[jiaosiyuan's solution](#)

43.

1734C

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

Quality: 28,627 global accepts · Rating: 1200 · first AC: 2022-09-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[jiaosiyuan's solution](#)

44.

1635C

[Differential Sorting](#) · [Tutorial](#)

Quality: 25,126 global accepts · Rating: 1200 · first AC: 2022-09-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[jiaosiyuan's solution](#)

45.

1681C

[Double Sort](#) · [Tutorial](#)

Quality: 18,731 global accepts · Rating: 1200 · first AC: 2022-05-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[jiaosiyuan's solution](#)

46.

1671C

[Dolce Vita](#) · [Tutorial](#)

Quality: 25,382 global accepts · Rating: 1200 · first AC: 2022-04-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, math

[jiaosiyuan's solution](#)

47.

1669G

[Fall Down](#) · [Tutorial](#)

Quality: 21,723 global accepts · Rating: 1200 · first AC: 2022-04-21 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, implementation

[jiaosiyuan's solution](#)

48.

1669E

[2-Letter Strings](#) · [Tutorial](#)

Quality: 21,253 global accepts · Rating: 1200 · first AC: 2022-04-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, strings

[jiaosiyuan's solution](#)

49.

1642C

[Great Sequence](#) · [Tutorial](#)

Rating: 1200 · first AC: 2022-02-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[jiaosiyuan's solution](#)

50.

1495A

[Diamond Miner](#) · [Tutorial](#)

Quality: 17,877 global accepts · Rating: 1200 · first AC: 2022-02-04 · C++14 (GCC 6-32) (first AC) · Tags: geometry, greedy, math, sortings

[jiaosiyuan's solution](#)

51.

1608B

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

Quality: 12,486 global accepts · Rating: 1200 · first AC: 2021-12-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[jiaosiyuan's solution](#)

52.

1889A

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

Quality: 15,321 global accepts · Rating: 1300 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[jiaosiyuan's solution](#)

**53.**

1819A

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

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

[jiaosiyuan's solution](#)

**54.**

1815A

[lan and Array Sorting](#) · [Tutorial](#)

Quality: 15,973 global accepts · Rating: 1300 · first AC: 2023-04-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[jiaosiyuan's solution](#)

**55.**

1693A

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

Quality: 17,437 global accepts · Rating: 1300 · first AC: 2022-07-11 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[jiaosiyuan's solution](#)

**56.**

1669H

[Maximal AND](#) · [Tutorial](#)

Quality: 29,108 global accepts · Rating: 1300 · first AC: 2022-04-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math

[jiaosiyuan's solution](#)

**57.**

1668C

[Make it Increasing](#) · [Tutorial](#)

Rating: 1300 · first AC: 2022-04-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math

[jiaosiyuan's solution](#)

**58.**

1627B

[Not Sitting](#) · [Tutorial](#)

Quality: 17,565 global accepts · Rating: 1300 · first AC: 2022-01-18 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, sortings

[jiaosiyuan's solution](#)

**59.**

1617C

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

Quality: 15,997 global accepts · Rating: 1300 · first AC: 2021-12-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, sortings

[jiaosiyuan's solution](#)

**60.**

1291B

[Array Sharpening](#) · [Tutorial](#)

Quality: 15,359 global accepts · Rating: 1300 · first AC: 2021-11-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[jiaosiyuan's solution](#)

**61.**

1967A

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

Quality: 14,939 global accepts · Rating: 1400 · first AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, math, sortings

[jiaosiyuan's solution](#)

**62.**

1967B1

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

Quality: 16,055 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[jiaosiyuan's solution](#)

**63.**

1965A

[Everything Nim](#) · [Tutorial](#)

Quality: 16,705 global accepts · Rating: 1400 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math, sortings

[jiaosiyuan's solution](#)

**64.**

1887A1

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

Rating: 1400 · first AC: 2024-03-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings

[jiaosiyuan's solution](#)

**65.**

1824A

[LuoTianyi and the Show · Tutorial](#)

Quality: 12,524 global accepts · Rating: 1400 · first AC: 2023-05-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[jiaosiyuan's solution](#)

**66.**

1292A

[NEKO's Maze Game · Tutorial](#)

Quality: 13,871 global accepts · Rating: 1400 · first AC: 2022-07-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, implementation

[jiaosiyuan's solution](#)

**67.**

1697C

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

Quality: 15,800 global accepts · Rating: 1400 · first AC: 2022-06-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, implementation, strings, two pointers

[jiaosiyuan's solution](#)

**68.**

1548A

[Web of Lies · Tutorial](#)

Quality: 17,732 global accepts · Rating: 1400 · first AC: 2022-06-04 · last AC: 2022-06-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, greedy

[jiaosiyuan's solution](#)

**69.**

1691C

[Sum of Substrings · Tutorial](#)

Quality: 17,221 global accepts · Rating: 1400 · first AC: 2022-05-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[jiaosiyuan's solution](#)

**70.**

1654C

[Alice and the Cake · Tutorial](#)

Quality: 14,527 global accepts · Rating: 1400 · first AC: 2022-03-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation, sortings

[jiaosiyuan's solution](#)

**71.**

1627C

[Not Assigning · Tutorial](#)

Quality: 16,241 global accepts · Rating: 1400 · first AC: 2022-01-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, number theory, trees

[jiaosiyuan's solution](#)

**72.**

1158A

[The Party and Sweets · Tutorial](#)

Quality: 8,337 global accepts · Rating: 1500 · first AC: 2024-04-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, sortings, two pointers

[jiaosiyuan's solution](#)

**73.**

1817A

[Almost Increasing Subsequence · Tutorial](#)

Quality: 12,756 global accepts · Rating: 1500 · first AC: 2023-05-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy

[jiaosiyuan's solution](#)

**74.**

1739C

[Card Game](#) · [Tutorial](#)

Quality: 10,083 global accepts · Rating: 1500 · first AC: 2022-09-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, dp, games

[jiaosiyuan's solution](#)

**75.**

1416A

[k-Amazing Numbers](#) · [Tutorial](#)

Quality: 16,720 global accepts · Rating: 1500 · first AC: 2022-06-01 · last AC: 2022-06-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation, two pointers

[jiaosiyuan's solution](#)

**76.**

1439A1

[Binary Table \(Easy Version\)](#) · [Tutorial](#)

Quality: 9,808 global accepts · Rating: 1500 · first AC: 2022-05-28 · last AC: 2022-05-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[jiaosiyuan's solution](#)

**77.**

1503A

[Balance the Bits](#) · [Tutorial](#)

Quality: 14,606 global accepts · Rating: 1600 · first AC: 2024-06-26 · last AC: 2024-06-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[jiaosiyuan's solution](#)

**78.**

1797C

[Li Hua and Chess](#) · [Tutorial](#)

Quality: 8,930 global accepts · Rating: 1600 · first AC: 2023-04-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, interactive

[jiaosiyuan's solution](#)

**79.**

1396A

[Multiples of Length](#) · [Tutorial](#)

Quality: 16,684 global accepts · Rating: 1600 · first AC: 2022-07-03 · last AC: 2022-07-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, number theory

[jiaosiyuan's solution](#)

**80.**

1688D

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

Rating: 1600 · first AC: 2022-06-03 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math

[jiaosiyuan's solution](#)

**81.**

1458A

[Row GCD](#) · [Tutorial](#)

Quality: 25,294 global accepts · Rating: 1600 · first AC: 2022-05-26 · last AC: 2022-05-26 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[jiaosiyuan's solution](#)

**82.**

1671D

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

Quality: 8,457 global accepts · Rating: 1600 · first AC: 2022-04-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[jiaosiyuan's solution](#)

**83.**

1295C

[Obtain The String](#) · [Tutorial](#)

Quality: 13,841 global accepts · Rating: 1600 · first AC: 2021-11-19 · last AC: 2021-11-19 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, strings

[jiaosiyuan's solution](#)

**84.**

1288C

[Two Arrays](#) · [Tutorial](#)

Quality: 15,274 global accepts · Rating: 1600 · first AC: 2021-11-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[jiaosiyuan's solution](#)

**85.**

1291C

[Mind Control](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-11-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, math

[jiaosiyuan's solution](#)

**86.**

706C

[Hard problem](#) · [Tutorial](#)

Quality: 19,363 global accepts · Rating: 1600 · first AC: 2021-11-08 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[jiaosiyuan's solution](#)

**87.**

1889B

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

Quality: 8,628 global accepts · Rating: 1700 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[jiaosiyuan's solution](#)

**88.**

1503B

[3-Coloring](#) · [Tutorial](#)

Quality: 7,680 global accepts · Rating: 1700 · first AC: 2023-06-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, interactive

[jiaosiyuan's solution](#)

**89.**

1229A

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

Rating: 1700 · first AC: 2022-07-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, greedy

[jiaosiyuan's solution](#)

**90.**

1292B

[Aroma's Search](#) · [Tutorial](#)

Quality: 6,769 global accepts · Rating: 1700 · first AC: 2022-07-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, geometry, greedy, implementation

[jiaosiyuan's solution](#)

**91.**

1688E

[Railway System](#) · [Tutorial](#)

Rating: 1700 · first AC: 2022-06-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, interactive, sortings

[jiaosiyuan's solution](#)

**92.**

1687B

[Railway System](#) · [Tutorial](#)

Quality: 4,136 global accepts · Rating: 1700 · first AC: 2022-06-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[jiaosiyuan's solution](#)

**93.**

1688C

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

Quality: 8,742 global accepts · Rating: 1700 · first AC: 2022-06-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, strings  
[jiaosiyuan's solution](#)

**94.**

1681D

[Required Length](#) · [Tutorial](#)

Quality: 10,753 global accepts · Rating: 1700 · first AC: 2022-05-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dp, hashing, shortest paths

[jiaosiyuan's solution](#)

**95.**

1625C

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

Quality: 13,286 global accepts · Rating: 1700 · first AC: 2022-01-12 · last AC: 2022-01-18 · C++14 (GCC 6-32) (first AC) · Tags: dp

[jiaosiyuan's solution](#)

**96.**

1608C

[Game Master](#) · [Tutorial](#)

Quality: 7,370 global accepts · Rating: 1700 · first AC: 2021-12-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, two pointers

[jiaosiyuan's solution](#)

**97.**

1295B

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

Quality: 9,872 global accepts · Rating: 1700 · first AC: 2021-11-19 · last AC: 2021-11-19 · C++14 (GCC 6-32) (first AC) · Tags: math, strings

[jiaosiyuan's solution](#)

**98.**

766C

[Mahmoud and a Message](#) · [Tutorial](#)

Quality: 4,941 global accepts · Rating: 1700 · first AC: 2021-11-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, strings

[jiaosiyuan's solution](#)

**99.**

1987D

[World is Mine](#) · [Tutorial](#)

Quality: 8,700 global accepts · Rating: 1800 · first AC: 2024-07-30 · last AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, games

[jiaosiyuan's solution](#)

**100.**

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

[jiaosiyuan's solution](#)

**101.**

1852B

[Imbalanced Arrays](#) · [Tutorial](#)

Quality: 5,460 global accepts · Rating: 1800 · first AC: 2024-03-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, math, sortings, two pointers

[jiaosiyuan's solution](#)

**102.**

1852A

[Ntarsis' Set](#) · [Tutorial](#)

Quality: 9,239 global accepts · Rating: 1800 · first AC: 2024-03-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math, number theory

[jiaosiyuan's solution](#)

**103.**

1824B1

[LuoTianyi and the Floating Islands \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,008 global accepts · Rating: 1800 · first AC: 2023-05-10 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, probabilities, trees

[jiaosiyuan's solution](#)

**104.**

1734D

[Slime Escape](#) · [Tutorial](#)

Quality: 7,051 global accepts · Rating: 1800 · first AC: 2022-09-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, two pointers

[jiaosiyuan's solution](#)

**105.**

1477A

[Nezzar and Board](#) · [Tutorial](#)

Quality: 6,525 global accepts · Rating: 1800 · first AC: 2022-09-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[jiaosiyuan's solution](#)

**106.**

1396B

[Stoned Game](#) · [Tutorial](#)

Quality: 12,930 global accepts · Rating: 1800 · first AC: 2022-07-03 · last AC: 2022-07-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, games, greedy

[jiaosiyuan's solution](#)

**107.**

1548B

[Integers Have Friends](#) · [Tutorial](#)

Quality: 11,348 global accepts · Rating: 1800 · first AC: 2022-06-06 · last AC: 2022-06-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, math, number theory, two pointers

[jiaosiyuan's solution](#)

**108.**

1691D

[Max GEQ Sum](#) · [Tutorial](#)

Quality: 7,486 global accepts · Rating: 1800 · first AC: 2022-05-31 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, implementation, two pointers

[jiaosiyuan's solution](#)

**109.**

1295D

[Same GCDs](#) · [Tutorial](#)

Quality: 10,216 global accepts · Rating: 1800 · first AC: 2021-11-19 · last AC: 2021-11-19 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[jiaosiyuan's solution](#)

**110.**

1291D

[Irreducible Anagrams](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-11-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, strings, two pointers

[jiaosiyuan's solution](#)

**111.**

1509C

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

Quality: 15,305 global accepts · Rating: 1800 · first AC: 2021-11-09 · last AC: 2021-11-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[jiaosiyuan's solution](#)

**112.**

1509E

[Almost Sorted](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-11-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math

[jiaosiyuan's solution](#)

**113.**

1508B

[Almost Sorted](#) · [Tutorial](#)

Quality: 4,431 global accepts · Rating: 1800 · first AC: 2021-11-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation

[jiaosiyuan's solution](#)

## 114.

1887B

[Time Travel](#) · [Tutorial](#)

Quality: 3,903 global accepts · Rating: 1900 · first AC: 2024-03-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, graphs, shortest paths

[jiaosiyuan's solution](#)

## 115.

1887A2

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

Rating: 1900 · first AC: 2024-03-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation, sortings

[jiaosiyuan's solution](#)

## 116.

1817B

[Fish Graph](#) · [Tutorial](#)

Quality: 5,100 global accepts · Rating: 1900 · first AC: 2023-05-11 · last AC: 2023-05-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs

[jiaosiyuan's solution](#)

## 117.

1819B

[The Butcher](#) · [Tutorial](#)

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

[jiaosiyuan's solution](#)

## 118.

1797D

[Li Hua and Tree](#) · [Tutorial](#)

Quality: 4,640 global accepts · Rating: 1900 · first AC: 2023-04-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, implementation, trees

[jiaosiyuan's solution](#)

## 119.

1739D

[Reset K Edges](#) · [Tutorial](#)

Quality: 6,236 global accepts · Rating: 1900 · first AC: 2022-09-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, trees

[jiaosiyuan's solution](#)

## 120.

1477B

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

Quality: 3,550 global accepts · Rating: 1900 · first AC: 2022-09-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[jiaosiyuan's solution](#)

## 121.

1697D

[Guess The String](#) · [Tutorial](#)

Quality: 4,995 global accepts · Rating: 1900 · first AC: 2022-06-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[jiaosiyuan's solution](#)

## 122.

1439A2

[Binary Table \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,399 global accepts · Rating: 1900 · first AC: 2022-05-28 · last AC: 2022-05-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[jiaosiyuan's solution](#)

## 123.

1627D

[Not Adding](#) · [Tutorial](#)

Quality: 9,368 global accepts · Rating: 1900 · first AC: 2022-01-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math, number theory

[jiaosiyuan's solution](#)

## 124.

1508A

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

Quality: 6,671 global accepts · Rating: 1900 · first AC: 2021-11-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings, two pointers

[jiaosiyuan's solution](#)

## 125.

1509D

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

Rating: 1900 · first AC: 2021-11-09 · last AC: 2021-11-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, strings, two pointers

[jiaosiyuan's solution](#)

## 126.

1815B

[Sum Graph](#) · [Tutorial](#)

Quality: 3,601 global accepts · Rating: 2000 · first AC: 2023-04-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation, interactive, shortest paths, trees

[jiaosiyuan's solution](#)

## 127.

1229B

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

Rating: 2000 · first AC: 2022-07-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, graphs, math, number theory, trees

[jiaosiyuan's solution](#)

## 128.

1416C

[XOR Inverse](#) · [Tutorial](#)

Quality: 5,055 global accepts · Rating: 2000 · first AC: 2022-06-01 · last AC: 2022-06-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp, greedy, math, sortings, strings, trees

[jiaosiyuan's solution](#)

## 129.

1416B

[Make Them Equal](#) · [Tutorial](#)

Quality: 6,686 global accepts · Rating: 2000 · first AC: 2022-06-01 · last AC: 2022-06-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[jiaosiyuan's solution](#)

## 130.

1458B

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

Quality: 4,102 global accepts · Rating: 2000 · first AC: 2022-05-26 · last AC: 2022-05-26 · C++14 (GCC 6-32) (first AC) · Tags: dp

[jiaosiyuan's solution](#)

## 131.

1641B

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

Quality: 4,064 global accepts · Rating: 2000 · first AC: 2022-02-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, sortings

[jiaosiyuan's solution](#)

## 132.

1288D

[Minimax Problem](#) · [Tutorial](#)

Quality: 8,286 global accepts · Rating: 2000 · first AC: 2021-11-16 · last AC: 2021-11-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, dp

[jiaosiyuan's solution](#)

**133.**

1288E

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

Quality: 4,017 global accepts · Rating: 2000 · first AC: 2021-11-16 · last AC: 2021-11-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures  
[jiaosiyuan's solution](#)

**134.**

629D

[Babaei and Birthday Cake](#) · [Tutorial](#)

Quality: 4,499 global accepts · Rating: 2000 · first AC: 2021-11-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp  
[jiaosiyuan's solution](#)

**135.**

545E

[Paths and Trees](#) · [Tutorial](#)

Quality: 5,554 global accepts · Rating: 2000 · first AC: 2021-11-05 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, shortest paths  
[jiaosiyuan's solution](#)

**136.**

1158C

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

Quality: 2,116 global accepts · Rating: 2100 · first AC: 2024-04-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs, greedy, math, sortings  
[jiaosiyuan's solution](#)

**137.**

1734E

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

Quality: 3,240 global accepts · Rating: 2100 · first AC: 2022-09-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, number theory  
[jiaosiyuan's solution](#)

**138.**

1355E

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

Quality: 5,834 global accepts · Rating: 2100 · first AC: 2022-07-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, sortings, ternary search  
[jiaosiyuan's solution](#)

**139.**

1668D

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

Rating: 2100 · first AC: 2022-04-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp  
[jiaosiyuan's solution](#)

**140.**

875C

[National Property](#) · [Tutorial](#)

Quality: 2,366 global accepts · Rating: 2100 · first AC: 2022-01-05 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, dfs and similar, graphs, implementation  
[jiaosiyuan's solution](#)

**141.**

1606E

[Arena](#) · [Tutorial](#)

Quality: 4,184 global accepts · Rating: 2100 · first AC: 2021-11-15 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math  
[jiaosiyuan's solution](#)

**142.**

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  
[jiaosiyuan's solution](#)

**143.**

1158B

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

Quality: 2,382 global accepts · Rating: 2200 · first AC: 2024-04-07 · last AC: 2024-04-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, strings

[jiaosiyuan's solution](#)

**144.**

723E

[One-Way Reform](#) · [Tutorial](#)

Quality: 2,260 global accepts · Rating: 2200 · first AC: 2024-02-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, flows, graphs, greedy

[jiaosiyuan's solution](#)

**145.**

965E

[Short Code](#) · [Tutorial](#)

Quality: 1,880 global accepts · Rating: 2200 · first AC: 2024-02-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, strings, trees

[jiaosiyuan's solution](#)

**146.**

1815C

[Between](#) · [Tutorial](#)

Quality: 2,355 global accepts · Rating: 2200 · first AC: 2023-04-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[jiaosiyuan's solution](#)

**147.**

1477C

[Nezzar and Nice Beatmap](#) · [Tutorial](#)

Quality: 2,587 global accepts · Rating: 2200 · first AC: 2022-09-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[jiaosiyuan's solution](#)

**148.**

1105E

[Helping Hiasat](#) · [Tutorial](#)

Quality: 1,915 global accepts · Rating: 2200 · first AC: 2022-08-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[jiaosiyuan's solution](#)

**149.**

13C

[Sequence](#) · [Tutorial](#)

Quality: 5,469 global accepts · Rating: 2200 · first AC: 2022-03-07 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings

[jiaosiyuan's solution](#)

**150.**

1642E

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

Rating: 2200 · first AC: 2022-02-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, sortings

[jiaosiyuan's solution](#)

**151.**

165E

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

Quality: 9,385 global accepts · Rating: 2200 · first AC: 2022-02-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp

[jiaosiyuan's solution](#)

**152.**

1627E

[Not Escaping](#) · [Tutorial](#)

Quality: 2,791 global accepts · Rating: 2200 · first AC: 2022-01-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation, shortest paths, two pointers

[jiaosiyuan's solution](#)

**153.**

678E

[Another Sith Tournament](#) · [Tutorial](#)

Quality: 2,726 global accepts · Rating: 2200 · first AC: 2022-01-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, math, probabilities  
[jiaosiyuan's solution](#)

**154.**

833B

[The Bakery](#) · [Tutorial](#)

Quality: 6,496 global accepts · Rating: 2200 · first AC: 2021-12-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers  
[jiaosiyuan's solution](#)

**155.**

1295E

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

Quality: 2,772 global accepts · Rating: 2200 · first AC: 2021-11-19 · last AC: 2021-11-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer  
[jiaosiyuan's solution](#)

**156.**

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  
[jiaosiyuan's solution](#)

**157.**

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  
[jiaosiyuan's solution](#)

**158.**

1824B2

[LuoTianyi and the Floating Islands \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,361 global accepts · Rating: 2300 · first AC: 2023-05-10 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, math, probabilities, trees  
[jiaosiyuan's solution](#)

**159.**

1797E

[Li Hua and Array](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-05-02 · last AC: 2023-05-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dsu, math, number theory, two pointers  
[jiaosiyuan's solution](#)

**160.**

772C

[Vulnerable Kerbals](#) · [Tutorial](#)

Quality: 1,447 global accepts · Rating: 2300 · first AC: 2022-11-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, graphs, math, number theory  
[jiaosiyuan's solution](#)

**161.**

311E

[Biologist](#) · [Tutorial](#)

Quality: 1,575 global accepts · Rating: 2300 · first AC: 2022-08-13 · C++14 (GCC 6-32) (first AC) · Tags: flows  
[jiaosiyuan's solution](#)

**162.**

1292C

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

Quality: 2,252 global accepts · Rating: 2300 · first AC: 2022-07-04 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dp, greedy, trees

[jiaosiyuan's solution](#)

**163.**

1396C

[Monster Invaders](#) · [Tutorial](#)

Quality: 2,784 global accepts · Rating: 2300 · first AC: 2022-07-03 · last AC: 2022-07-03 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation

[jiaosiyuan's solution](#)

**164.**

1691E

[Number of Groups](#) · [Tutorial](#)

Quality: 2,101 global accepts · Rating: 2300 · first AC: 2022-06-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, sortings

[jiaosiyuan's solution](#)

**165.**

1681F

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

Quality: 2,321 global accepts · Rating: 2300 · first AC: 2022-05-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, dsu, trees

[jiaosiyuan's solution](#)

**166.**

1045C

[Hyperspace Highways](#) · [Tutorial](#)

Quality: 827 global accepts · Rating: 2300 · first AC: 2022-04-14 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[jiaosiyuan's solution](#)

**167.**

1228E

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

Quality: 3,452 global accepts · Rating: 2300 · first AC: 2022-02-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[jiaosiyuan's solution](#)

**168.**

1625D

[Binary Spiders](#) · [Tutorial](#)

Quality: 2,319 global accepts · Rating: 2300 · first AC: 2022-01-13 · last AC: 2022-02-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, implementation, math, sortings, trees

[jiaosiyuan's solution](#)

**169.**

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,751 global accepts · Rating: 2300 · first AC: 2022-01-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, trees

[jiaosiyuan's solution](#)

**170.**

713C

[Sonya and Problem Without a Legend](#) · [Tutorial](#)

Quality: 6,533 global accepts · Rating: 2300 · first AC: 2021-12-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings

[jiaosiyuan's solution](#)

**171.**

891C

[Envy](#) · [Tutorial](#)

Quality: 3,006 global accepts · Rating: 2300 · first AC: 2021-12-05 · last AC: 2021-12-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs

[jiaosiyuan's solution](#)

**172.**

1251E1

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

Quality: 2,587 global accepts · Rating: 2300 · first AC: 2021-11-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[jiaosiyuan's solution](#)

**173.**

1601C

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

Quality: 2,345 global accepts · Rating: 2300 · first AC: 2021-10-27 · last AC: 2021-10-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy, sortings

[jiaosiyuan's solution](#)

**174.**

1852C

[Ina of the Mountain](#) · [Tutorial](#)

Quality: 2,097 global accepts · Rating: 2400 · first AC: 2024-03-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, math

[jiaosiyuan's solution](#)

**175.**

1887C

[Minimum Array](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2400 · first AC: 2024-03-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, hashing, two pointers

[jiaosiyuan's solution](#)

**176.**

1817C

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

Quality: 1,227 global accepts · Rating: 2400 · first AC: 2023-05-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[jiaosiyuan's solution](#)

**177.**

1045H

[Self-exploration](#) · [Tutorial](#)

Quality: 439 global accepts · Rating: 2400 · first AC: 2022-08-10 · C++17 (GCC 9-64) (first AC) · Tags: math

[jiaosiyuan's solution](#)

**178.**

1229C

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

Rating: 2400 · first AC: 2022-07-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs

[jiaosiyuan's solution](#)

**179.**

1697E

[Coloring](#) · [Tutorial](#)

Quality: 1,450 global accepts · Rating: 2400 · first AC: 2022-06-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dp, geometry, graphs, greedy, implementation, math

[jiaosiyuan's solution](#)

**180.**

1009G

[Allowed Letters](#) · [Tutorial](#)

Quality: 1,066 global accepts · Rating: 2400 · first AC: 2022-05-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, flows, graph matchings, graphs, greedy

[jiaosiyuan's solution](#)

**181.**

916E

[Jamie and Tree](#) · [Tutorial](#)

Quality: 2,103 global accepts · Rating: 2400 · first AC: 2022-05-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[jiaosiyuan's solution](#)

**182.**

1668E

[Half Queen Cover](#) · [Tutorial](#)

Rating: 2400 · first AC: 2022-04-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[jiaosiyuan's solution](#)

**183.**

802M2

[April Fools' Problem \(medium\)](#) · [Tutorial](#)

Quality: 1,488 global accepts · Rating: 2400 · first AC: 2022-03-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, flows, graphs  
[jiaosiyuan's solution](#)

**184.**

865D

[Buy Low Sell High](#) · [Tutorial](#)

Quality: 8,016 global accepts · Rating: 2400 · first AC: 2022-03-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy  
[jiaosiyuan's solution](#)

**185.**

932E

[Team Work](#) · [Tutorial](#)

Quality: 3,432 global accepts · Rating: 2400 · first AC: 2022-03-03 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math  
[jiaosiyuan's solution](#)

**186.**

449D

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

Quality: 6,137 global accepts · Rating: 2400 · first AC: 2022-02-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp  
[jiaosiyuan's solution](#)

**187.**

1239D

[Catowice City](#) · [Tutorial](#)

Quality: 2,600 global accepts · Rating: 2400 · first AC: 2022-01-17 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, dfs and similar, graph matchings, graphs  
[jiaosiyuan's solution](#)

**188.**

710F

[String Set Queries](#) · [Tutorial](#)

Quality: 2,503 global accepts · Rating: 2400 · first AC: 2022-01-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, hashing, interactive, string suffix structures, strings  
[jiaosiyuan's solution](#)

**189.**

1605E

[Array Equalizer](#) · [Tutorial](#)

Quality: 1,182 global accepts · Rating: 2400 · first AC: 2021-12-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation, math, number theory, sortings, two pointers  
[jiaosiyuan's solution](#)

**190.**

1251E2

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

Quality: 2,951 global accepts · Rating: 2400 · first AC: 2021-11-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy  
[jiaosiyuan's solution](#)

**191.**

1290C

[Prefix Enlightenment](#) · [Tutorial](#)

Quality: 2,012 global accepts · Rating: 2400 · first AC: 2021-11-10 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs  
[jiaosiyuan's solution](#)

**192.**

1717F

[Madoka and The First Session](#) · [Tutorial](#)

Quality: 638 global accepts · Rating: 2500 · first AC: 2022-10-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, flows, graph matchings, graphs, implementation  
[jiaosiyuan's solution](#)

**193.**

884F

[Anti-Palindromize](#) · [Tutorial](#)

Quality: 1,280 global accepts · Rating: 2500 · first AC: 2022-08-13 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs, greedy  
[jiaosiyuan's solution](#)

**194.**

1716F

[Bags with Balls](#) · [Tutorial](#)

Quality: 1,365 global accepts · Rating: 2500 · first AC: 2022-08-12 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory  
[jiaosiyuan's solution](#)

**195.**

1375E

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

Quality: 3,371 global accepts · Rating: 2500 · first AC: 2022-07-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings  
[jiaosiyuan's solution](#)

**196.**

1120D

[Power Tree](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2500 · first AC: 2022-07-01 · last AC: 2022-07-01 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, trees  
[jiaosiyuan's solution](#)

**197.**

1548C

[The Three Little Pigs](#) · [Tutorial](#)

Quality: 2,042 global accepts · Rating: 2500 · first AC: 2022-06-06 · last AC: 2022-06-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math  
[jiaosiyuan's solution](#)

**198.**

1691F

[K-Set Tree](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 2500 · first AC: 2022-06-01 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees  
[jiaosiyuan's solution](#)

**199.**

981F

[Round Marriage](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2500 · first AC: 2022-05-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, graph matchings, greedy  
[jiaosiyuan's solution](#)

**200.**

997C

[Sky Full of Stars](#) · [Tutorial](#)

Quality: 2,176 global accepts · Rating: 2500 · first AC: 2022-02-22 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math  
[jiaosiyuan's solution](#)

**201.**

1305F

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

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2022-02-11 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory, probabilities  
[jiaosiyuan's solution](#)

**202.**

1625E1

[Cats on the Upgrade \(easy version\)](#) · [Tutorial](#)

Quality: 1,149 global accepts · Rating: 2500 · first AC: 2022-01-13 · last AC: 2022-02-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dfs and similar, divide and conquer, dp, graphs, trees  
[jiaosiyuan's solution](#)

**203.**

1361C

[Johnny and Megan's Necklace](#) · [Tutorial](#)

Quality: 1,836 global accepts · Rating: 2500 · first AC: 2022-01-15 · last AC: 2022-01-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, dsu, graphs

[jiaosiyuan's solution](#)

**204.**

868F

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

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2021-12-13 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp

[jiaosiyuan's solution](#)

**205.**

1508C

[Complete the MST](#) · [Tutorial](#)

Quality: 1,726 global accepts · Rating: 2500 · first AC: 2021-11-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, dsu, graphs, greedy, trees

[jiaosiyuan's solution](#)

**206.**

1497E2

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

Quality: 1,915 global accepts · Rating: 2500 · first AC: 2021-11-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[jiaosiyuan's solution](#)

**207.**

1889C2

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

Quality: 1,206 global accepts · Rating: 2600 · first AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[jiaosiyuan's solution](#)

**208.**

1656F

[Parametric MST](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2600 · first AC: 2024-04-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, graphs, greedy, math, sortings

[jiaosiyuan's solution](#)

**209.**

1158D

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

Quality: 927 global accepts · Rating: 2600 · first AC: 2024-04-07 · last AC: 2024-04-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, greedy, math

[jiaosiyuan's solution](#)

**210.**

547D

[Mike and Fish](#) · [Tutorial](#)

Quality: 3,122 global accepts · Rating: 2600 · first AC: 2024-02-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[jiaosiyuan's solution](#)

**211.**

1895F

[Fancy Arrays](#) · [Tutorial](#)

Quality: 1,044 global accepts · Rating: 2600 · first AC: 2023-12-10 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, matrices

[jiaosiyuan's solution](#)

**212.**

917D

[Stranger Trees](#) · [Tutorial](#)

Quality: 1,469 global accepts · Rating: 2600 · first AC: 2023-03-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, matrices, trees

[jiaosiyuan's solution](#)

**213.**

1793F

[Rebrending](#) · [Tutorial](#)

Quality: 1,631 global accepts · Rating: 2600 · first AC: 2023-03-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, divide and conquer, implementation

[jiaosiyuan's solution](#)

**214.**

442D

[Adam and Tree](#) · [Tutorial](#)

Quality: 1,131 global accepts · Rating: 2600 · first AC: 2023-02-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[jiaosiyuan's solution](#)

**215.**

1389F

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

Quality: 1,246 global accepts · Rating: 2600 · first AC: 2023-01-06 · last AC: 2023-01-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, graph matchings, sortings

[jiaosiyuan's solution](#)

**216.**

802A3

[Heidi and Library \(hard\)](#) · [Tutorial](#)

Quality: 700 global accepts · Rating: 2600 · first AC: 2022-08-13 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs

[jiaosiyuan's solution](#)

**217.**

1061E

[Politics](#) · [Tutorial](#)

Quality: 603 global accepts · Rating: 2600 · first AC: 2022-08-10 · C++17 (GCC 9-64) (first AC) · Tags: flows, graphs

[jiaosiyuan's solution](#)

**218.**

2C

[Commentator problem](#) · [Tutorial](#)

Quality: 2,024 global accepts · Rating: 2600 · first AC: 2022-08-05 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[jiaosiyuan's solution](#)

**219.**

1391E

[Pairs of Pairs](#) · [Tutorial](#)

Quality: 1,927 global accepts · Rating: 2600 · first AC: 2022-07-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees

[jiaosiyuan's solution](#)

**220.**

955F

[Heaps](#) · [Tutorial](#)

Quality: 1,963 global accepts · Rating: 2600 · first AC: 2022-07-13 · C++17 (GCC 9-64) (first AC) · Tags: dp, trees

[jiaosiyuan's solution](#)

**221.**

750E

[New Year and Old Subsequence](#) · [Tutorial](#)

Quality: 1,875 global accepts · Rating: 2600 · first AC: 2022-06-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, matrices

[jiaosiyuan's solution](#)

**222.**

1416D

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

Quality: 2,712 global accepts · Rating: 2600 · first AC: 2022-06-01 · last AC: 2022-06-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, implementation, trees

[jiaosiyuan's solution](#)

**223.**

1439C

[Greedy Shopping](#) · [Tutorial](#)

Quality: 2,209 global accepts · Rating: 2600 · first AC: 2022-05-28 · last AC: 2022-05-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation

[jiaosiyuan's solution](#)

**224.**

338E

[Optimize!](#) · [Tutorial](#)

Quality: 1,186 global accepts · Rating: 2600 · first AC: 2022-05-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[jiaosiyuan's solution](#)

**225.**

1681E

[Labyrinth Adventures](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2600 · first AC: 2022-05-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, matrices, shortest paths

[jiaosiyuan's solution](#)

**226.**

285E

[Positions in Permutations](#) · [Tutorial](#)

Quality: 1,294 global accepts · Rating: 2600 · first AC: 2022-05-15 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[jiaosiyuan's solution](#)

**227.**

622F

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

Quality: 4,941 global accepts · Rating: 2600 · first AC: 2022-02-19 · C++17 (GCC 9-64) (first AC) · Tags: math

[jiaosiyuan's solution](#)

**228.**

1446D1

[Frequency Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,104 global accepts · Rating: 2600 · first AC: 2022-02-16 · last AC: 2022-02-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[jiaosiyuan's solution](#)

**229.**

1592F1

[Alice and Recoloring 1](#) · [Tutorial](#)

Quality: 1,081 global accepts · Rating: 2600 · first AC: 2022-02-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[jiaosiyuan's solution](#)

**230.**

1208F

[Bits And Pieces](#) · [Tutorial](#)

Quality: 3,300 global accepts · Rating: 2600 · first AC: 2022-02-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy

[jiaosiyuan's solution](#)

**231.**

1584F

[Strange LCS](#) · [Tutorial](#)

Quality: 1,116 global accepts · Rating: 2600 · first AC: 2022-02-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, graphs, greedy, strings

[jiaosiyuan's solution](#)

**232.**

1495D

[BFS Trees](#) · [Tutorial](#)

Quality: 1,537 global accepts · Rating: 2600 · first AC: 2022-02-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, graphs, math, shortest paths, trees

[jiaosiyuan's solution](#)

**233.**

321E

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

Quality: 6,272 global accepts · Rating: 2600 · first AC: 2021-12-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp  
[jiaosiyuan's solution](#)

**234.**

1140F

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

Quality: 1,557 global accepts · Rating: 2600 · first AC: 2021-12-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dsu  
[jiaosiyuan's solution](#)

**235.**

1217F

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

Quality: 722 global accepts · Rating: 2600 · first AC: 2021-12-04 · last AC: 2021-12-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, trees  
[jiaosiyuan's solution](#)

**236.**

848C

[Goodbye Souvenir](#) · [Tutorial](#)

Quality: 1,578 global accepts · Rating: 2600 · first AC: 2021-12-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer  
[jiaosiyuan's solution](#)

**237.**

1469F

[Power Sockets](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2600 · first AC: 2021-11-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy  
[jiaosiyuan's solution](#)

**238.**

1209F

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

Quality: 1,364 global accepts · Rating: 2600 · first AC: 2021-11-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths, strings, trees  
[jiaosiyuan's solution](#)

**239.**

1887D

[Split](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2700 · first AC: 2024-03-25 · last AC: 2024-03-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, math, trees, two pointers  
[jiaosiyuan's solution](#)

**240.**

1179D

[Fedor Runs for President](#) · [Tutorial](#)

Quality: 1,035 global accepts · Rating: 2700 · first AC: 2024-03-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, trees  
[jiaosiyuan's solution](#)

**241.**

1750F

[Majority](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 2700 · first AC: 2024-03-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, strings  
[jiaosiyuan's solution](#)

**242.**

1924D

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

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2024-02-29 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math  
[jiaosiyuan's solution](#)

**243.**

1034C

[Region Separation](#) · [Tutorial](#)

Quality: 993 global accepts · Rating: 2700 · first AC: 2023-07-05 · last AC: 2023-07-18 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, number theory, trees

[jiaosiyuan's solution](#)

**244.**

985G

[Team Players](#) · [Tutorial](#)

Quality: 720 global accepts · Rating: 2700 · first AC: 2023-06-28 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics

[jiaosiyuan's solution](#)

**245.**

1450E

[Capitalism](#) · [Tutorial](#)

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2023-06-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[jiaosiyuan's solution](#)

**246.**

1510J

[Japanese Game](#) · [Tutorial](#)

Quality: 561 global accepts · Rating: 2700 · first AC: 2023-06-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[jiaosiyuan's solution](#)

**247.**

1817D

[Toy Machine](#) · [Tutorial](#)

Quality: 1,035 global accepts · Rating: 2700 · first AC: 2023-05-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, implementation

[jiaosiyuan's solution](#)

**248.**

1451F

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

Quality: 1,219 global accepts · Rating: 2700 · first AC: 2023-02-12 · last AC: 2023-02-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games

[jiaosiyuan's solution](#)

**249.**

1572C

[Paint](#) · [Tutorial](#)

Quality: 1,723 global accepts · Rating: 2700 · first AC: 2023-01-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[jiaosiyuan's solution](#)

**250.**

1715F

[Crop Squares](#) · [Tutorial](#)

Quality: 589 global accepts · Rating: 2700 · first AC: 2022-10-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, interactive, math

[jiaosiyuan's solution](#)

**251.**

1720E

[Misha and Paintings](#) · [Tutorial](#)

Quality: 951 global accepts · Rating: 2700 · first AC: 2022-10-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[jiaosiyuan's solution](#)

**252.**

132E

[Bits of merry old England](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 2700 · first AC: 2022-08-13 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs

[jiaosiyuan's solution](#)

**253.**

1364E

[X-OR](#) · [Tutorial](#)

Quality: 1,551 global accepts · Rating: 2700 · first AC: 2022-07-28 · last AC: 2022-07-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, interactive, probabilities

[jiaosiyuan's solution](#)

**254.**

1270G

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

Quality: 2,958 global accepts · Rating: 2700 · first AC: 2022-07-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[jiaosiyuan's solution](#)

**255.**

903G

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

Quality: 687 global accepts · Rating: 2700 · first AC: 2022-07-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, flows, graphs

[jiaosiyuan's solution](#)

**256.**

1229D

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

Rating: 2700 · first AC: 2022-07-08 · C++17 (GCC 9-64) (first AC) · Tags: math

[jiaosiyuan's solution](#)

**257.**

1292D

[Chaotic V.](#) · [Tutorial](#)

Quality: 971 global accepts · Rating: 2700 · first AC: 2022-07-04 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, greedy, math, number theory, trees

[jiaosiyuan's solution](#)

**258.**

1264E

[Beautiful League](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2700 · first AC: 2022-05-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, flows, graph matchings

[jiaosiyuan's solution](#)

**259.**

1458C

[Latin Square](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2700 · first AC: 2022-05-26 · last AC: 2022-05-26 · C++14 (GCC 6-32) (first AC) · Tags: math, matrices

[jiaosiyuan's solution](#)

**260.**

827E

[Rusty String](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2700 · first AC: 2022-05-05 · C++14 (GCC 6-32) (first AC) · Tags: fft, math, strings

[jiaosiyuan's solution](#)

**261.**

715C

[Digit Tree](#) · [Tutorial](#)

Quality: 2,587 global accepts · Rating: 2700 · first AC: 2022-04-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, dsu, trees

[jiaosiyuan's solution](#)

**262.**

113D

[Museum](#) · [Tutorial](#)

Quality: 818 global accepts · Rating: 2700 · first AC: 2022-03-09 · C++14 (GCC 6-32) (first AC) · Tags: math, matrices, probabilities

[jiaosiyuan's solution](#)

**263.**

961G

[Partitions](#) · [Tutorial](#)

Quality: 1,611 global accepts · Rating: 2700 · first AC: 2022-03-03 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory  
[jiaosiyuan's solution](#)

**264.**

995F

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

Quality: 1,626 global accepts · Rating: 2700 · first AC: 2022-02-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, trees  
[jiaosiyuan's solution](#)

**265.**

383E

[Vowels](#) · [Tutorial](#)

Quality: 4,314 global accepts · Rating: 2700 · first AC: 2022-02-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, dp  
[jiaosiyuan's solution](#)

**266.**

235C

[Cyclical Quest](#) · [Tutorial](#)

Quality: 2,472 global accepts · Rating: 2700 · first AC: 2022-01-22 · last AC: 2022-01-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, string suffix structures, strings  
[jiaosiyuan's solution](#)

**267.**

1146G

[Zoning Restrictions](#) · [Tutorial](#)

Quality: 1,046 global accepts · Rating: 2700 · first AC: 2022-01-10 · C++14 (GCC 6-32) (first AC) · Tags: dp, flows, graphs  
[jiaosiyuan's solution](#)

**268.**

576D

[Flights for Regular Customers](#) · [Tutorial](#)

Quality: 1,597 global accepts · Rating: 2700 · first AC: 2021-10-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, matrices  
[jiaosiyuan's solution](#)

**269.**

1967D

[Long Way to be Non-decreasing](#) · [Tutorial](#)

Quality: 978 global accepts · Rating: 2800 · first AC: 2024-04-30 · last AC: 2024-06-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, graphs, implementation, shortest paths, two pointers  
[jiaosiyuan's solution](#)

**270.**

1852D

[Miriany and Matchstick](#) · [Tutorial](#)

Quality: 602 global accepts · Rating: 2800 · first AC: 2024-03-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy  
[jiaosiyuan's solution](#)

**271.**

325E

[The Red Button](#) · [Tutorial](#)

Quality: 949 global accepts · Rating: 2800 · first AC: 2024-02-23 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, greedy  
[jiaosiyuan's solution](#)

**272.**

1491G

[Switch and Flip](#) · [Tutorial](#)

Quality: 1,008 global accepts · Rating: 2800 · first AC: 2023-06-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, math  
[jiaosiyuan's solution](#)

**273.**

1155F

[Delivery Oligopoly](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 2800 · first AC: 2023-04-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, graphs

[jiaosiyuan's solution](#)

**274.**

472G

[Design Tutorial: Increase the Constraints](#) · [Tutorial](#)

Quality: 463 global accepts · Rating: 2800 · first AC: 2023-02-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, fft

[jiaosiyuan's solution](#)

**275.**

908G

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

Quality: 1,674 global accepts · Rating: 2800 · first AC: 2023-01-17 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[jiaosiyuan's solution](#)

**276.**

1404E

[Bricks](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2800 · first AC: 2023-01-08 · C++14 (GCC 6-32) (first AC) · Tags: flows, graph matchings, graphs

[jiaosiyuan's solution](#)

**277.**

1383E

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

Quality: 1,033 global accepts · Rating: 2800 · first AC: 2022-10-22 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, dp

[jiaosiyuan's solution](#)

**278.**

1477D

[Nezzar and Hidden Permutations](#) · [Tutorial](#)

Quality: 787 global accepts · Rating: 2800 · first AC: 2022-09-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[jiaosiyuan's solution](#)

**279.**

516D

[Drazil and Morning Exercise](#) · [Tutorial](#)

Quality: 1,528 global accepts · Rating: 2800 · first AC: 2022-08-31 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu, trees, two pointers

[jiaosiyuan's solution](#)

**280.**

838C

[Future Failure](#) · [Tutorial](#)

Quality: 406 global accepts · Rating: 2800 · first AC: 2022-08-01 · C++14 (GCC 6-32) (first AC) · Tags: dp, games

[jiaosiyuan's solution](#)

**281.**

1365G

[Secure Password](#) · [Tutorial](#)

Quality: 1,415 global accepts · Rating: 2800 · first AC: 2022-07-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, interactive, math

[jiaosiyuan's solution](#)

**282.**

1379E

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

Quality: 473 global accepts · Rating: 2800 · first AC: 2022-07-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, divide and conquer, dp, math, trees

[jiaosiyuan's solution](#)

**283.**

1383D

[Rearrange](#) · [Tutorial](#)

Quality: 762 global accepts · Rating: 2800 · first AC: 2022-07-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, sortings

[jiaosiyuan's solution](#)

**284.**

762F

[Tree nesting](#) · [Tutorial](#)

Quality: 478 global accepts · Rating: 2800 · first AC: 2022-07-26 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, graphs, trees

[jiaosiyuan's solution](#)

**285.**

850E

[Random Elections](#) · [Tutorial](#)

Quality: 533 global accepts · Rating: 2800 · first AC: 2022-07-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, divide and conquer, fft, math

[jiaosiyuan's solution](#)

**286.**

850F

[Rainbow Balls](#) · [Tutorial](#)

Quality: 762 global accepts · Rating: 2800 · first AC: 2022-07-09 · C++17 (GCC 9-64) (first AC) · Tags: math

[jiaosiyuan's solution](#)

**287.**

757F

[Team Rocket Rises Again](#) · [Tutorial](#)

Quality: 1,439 global accepts · Rating: 2800 · first AC: 2022-05-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, shortest paths

[jiaosiyuan's solution](#)

**288.**

830D

[Singer House](#) · [Tutorial](#)

Quality: 980 global accepts · Rating: 2800 · first AC: 2022-05-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, graphs, trees

[jiaosiyuan's solution](#)

**289.**

1386C

[Joker](#) · [Tutorial](#)

Quality: 656 global accepts · Rating: 2800 · first AC: 2022-04-15 · C++14 (GCC 6-32) (first AC) · Tags: \*special, bitmasks, data structures, divide and conquer, dsu

[jiaosiyuan's solution](#)

**290.**

1033F

[Boolean Computer](#) · [Tutorial](#)

Quality: 462 global accepts · Rating: 2800 · first AC: 2022-03-15 · last AC: 2022-03-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, fft, math

[jiaosiyuan's solution](#)

**291.**

613D

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

Quality: 4,035 global accepts · Rating: 2800 · first AC: 2022-02-21 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, sortings, trees

[jiaosiyuan's solution](#)

**292.**

1625E2

[Cats on the Upgrade \(hard version\)](#) · [Tutorial](#)

Quality: 662 global accepts · Rating: 2800 · first AC: 2022-01-13 · last AC: 2022-02-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, trees

[jiaosiyuan's solution](#)

**293.**

1592F2

[Alice and Recoloring 2](#) · [Tutorial](#)

Quality: 972 global accepts · Rating: 2800 · first AC: 2022-02-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, flows, graph matchings, greedy

[jiaosiyuan's solution](#)

**294.**

1039D

[You Are Given a Tree](#) · [Tutorial](#)

Quality: 2,309 global accepts · Rating: 2800 · first AC: 2022-02-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, trees

[jiaosiyuan's solution](#)

**295.**

1375G

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

Quality: 2,187 global accepts · Rating: 2800 · first AC: 2021-11-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graph matchings, graphs, trees

[jiaosiyuan's solution](#)

**296.**

1916F

[Group Division](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 2900 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[jiaosiyuan's solution](#)

**297.**

354D

[Transferring Pyramid](#) · [Tutorial](#)

Quality: 498 global accepts · Rating: 2900 · first AC: 2023-12-10 · C++14 (GCC 6-32) (first AC) · Tags: dp

[jiaosiyuan's solution](#)

**298.**

1051G

[Distinctification](#) · [Tutorial](#)

Quality: 480 global accepts · Rating: 2900 · first AC: 2023-06-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, greedy

[jiaosiyuan's solution](#)

**299.**

932G

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

Quality: 1,180 global accepts · Rating: 2900 · first AC: 2023-05-05 · C++14 (GCC 6-32) (first AC) · Tags: dp, string suffix structures, strings

[jiaosiyuan's solution](#)

**300.**

1616F

[Tricolor Triangles](#) · [Tutorial](#)

Quality: 720 global accepts · Rating: 2900 · first AC: 2023-04-26 · last AC: 2023-05-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, math, matrices

[jiaosiyuan's solution](#)

**301.**

536D

[Tavas in Kansas](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2900 · first AC: 2023-04-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, games

[jiaosiyuan's solution](#)

**302.**

708D

[Incorrect Flow](#) · [Tutorial](#)

Quality: 887 global accepts · Rating: 2900 · first AC: 2023-03-30 · C++14 (GCC 6-32) (first AC) · Tags: flows

[jiaosiyuan's solution](#)

**303.**

1605F

[PalindORme](#) · [Tutorial](#)

Quality: 431 global accepts · Rating: 2900 · first AC: 2023-02-28 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[jiaosiyuan's solution](#)

**304.**

1060F

[Shrinking Tree](#) · [Tutorial](#)

Quality: 787 global accepts · Rating: 2900 · first AC: 2023-02-27 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp  
[jiaosiyuan's solution](#)

**305.**

671D

[Roads in Yusland](#) · [Tutorial](#)

Quality: 1,313 global accepts · Rating: 2900 · first AC: 2023-02-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy  
[jiaosiyuan's solution](#)

**306.**

1768F

[Wonderful Jump](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2900 · first AC: 2023-02-07 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy  
[jiaosiyuan's solution](#)

**307.**

1392G

[Omkar and Pies](#) · [Tutorial](#)

Quality: 679 global accepts · Rating: 2900 · first AC: 2023-01-07 · last AC: 2023-01-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dp, math, shortest paths  
[jiaosiyuan's solution](#)

**308.**

1285F

[Classical?](#) · [Tutorial](#)

Quality: 1,356 global accepts · Rating: 2900 · first AC: 2022-10-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, number theory  
[jiaosiyuan's solution](#)

**309.**

1713F

[Lost Array](#) · [Tutorial](#)

Quality: 688 global accepts · Rating: 2900 · first AC: 2022-10-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, math  
[jiaosiyuan's solution](#)

**310.**

1387C

[Viruses](#) · [Tutorial](#)

Quality: 204 global accepts · Rating: 2900 · first AC: 2022-09-25 · C++14 (GCC 6-32) (first AC) · Tags: \*special, dp, shortest paths, string suffix structures  
[jiaosiyuan's solution](#)

**311.**

1444D

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

Quality: 644 global accepts · Rating: 2900 · first AC: 2022-07-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, geometry  
[jiaosiyuan's solution](#)

**312.**

1221G

[Graph And Numbers](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2900 · first AC: 2022-07-20 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, meet-in-the-middle  
[jiaosiyuan's solution](#)

**313.**

505E

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

Quality: 1,559 global accepts · Rating: 2900 · first AC: 2022-07-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy  
[jiaosiyuan's solution](#)

**314.**

933D

[A Creative Cutout](#) · [Tutorial](#)

Quality: 389 global accepts · Rating: 2900 · first AC: 2022-07-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, math  
[jiaosiyuan's solution](#)

**315.**

724E

[Goods transportation](#) · [Tutorial](#)

Quality: 1,668 global accepts · Rating: 2900 · first AC: 2022-06-06 · C++17 (GCC 9-64) (first AC) · Tags: dp, flows, greedy  
[jiaosiyuan's solution](#)

**316.**

343E

[Pumping Stations](#) · [Tutorial](#)

Quality: 911 global accepts · Rating: 2900 · first AC: 2022-05-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, divide and conquer, flows, graphs, greedy, trees  
[jiaosiyuan's solution](#)

**317.**

103E

[Buying Sets](#) · [Tutorial](#)

Quality: 1,067 global accepts · Rating: 2900 · first AC: 2022-05-29 · C++14 (GCC 6-32) (first AC) · Tags: flows, graph matchings  
[jiaosiyuan's solution](#)

**318.**

717A

[Festival Organization](#) · [Tutorial](#)

Quality: 433 global accepts · Rating: 2900 · first AC: 2022-03-12 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory  
[jiaosiyuan's solution](#)

**319.**

802M3

[April Fools' Problem \(hard\)](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: 2900 · first AC: 2022-03-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, flows  
[jiaosiyuan's solution](#)

**320.**

960G

[Bandit Blues](#) · [Tutorial](#)

Quality: 1,201 global accepts · Rating: 2900 · first AC: 2022-03-03 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, fft, math  
[jiaosiyuan's solution](#)

**321.**

364D

[Ghd](#) · [Tutorial](#)

Quality: 2,508 global accepts · Rating: 2900 · first AC: 2022-02-11 · last AC: 2022-02-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, probabilities  
[jiaosiyuan's solution](#)

**322.**

1129D

[Isolation](#) · [Tutorial](#)

Quality: 1,308 global accepts · Rating: 2900 · first AC: 2022-02-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp  
[jiaosiyuan's solution](#)

**323.**

1288F

[Red-Blue Graph](#) · [Tutorial](#)

Quality: 647 global accepts · Rating: 2900 · first AC: 2022-01-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, flows  
[jiaosiyuan's solution](#)

**324.**

809D

[Hitchhiking in the Baltic States](#) · [Tutorial](#)

Quality: 1,029 global accepts · Rating: 2900 · first AC: 2021-12-31 · last AC: 2021-12-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures,

dp

[jiaosiyuan's solution](#)

**325.**

1844G

[Tree Weights](#) · [Tutorial](#)

Quality: 1,184 global accepts · Rating: 3000 · first AC: 2024-07-09 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures, dfs and similar, implementation, math, matrices, number theory, tre...

[jiaosiyuan's solution](#)

**326.**

1989F

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

Quality: 604 global accepts · Rating: 3000 · first AC: 2024-07-06 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, divide and conquer, graphs

[jiaosiyuan's solution](#)

**327.**

1981F

[Turtle and Paths on a Tree](#) · [Tutorial](#)

Quality: 349 global accepts · Rating: 3000 · first AC: 2024-06-16 · last AC: 2024-06-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, trees

[jiaosiyuan's solution](#)

**328.**

1889D

[Game of Stacks](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 3000 · first AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, trees

[jiaosiyuan's solution](#)

**329.**

1163F

[Indecisive Taxi Fee](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: 3000 · first AC: 2024-02-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, graphs, shortest paths

[jiaosiyuan's solution](#)

**330.**

1616H

[Keep XOR Low](#) · [Tutorial](#)

Quality: 1,235 global accepts · Rating: 3000 · first AC: 2023-11-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, data structures, divide and conquer, dp, math

[jiaosiyuan's solution](#)

**331.**

280E

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

Quality: 261 global accepts · Rating: 3000 · first AC: 2023-06-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, implementation, math

[jiaosiyuan's solution](#)

**332.**

1442E

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

Quality: 788 global accepts · Rating: 3000 · first AC: 2023-06-24 · last AC: 2023-06-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, dp, greedy, trees

[jiaosiyuan's solution](#)

**333.**

1824D

[LuoTianyi and the Function](#) · [Tutorial](#)

Quality: 655 global accepts · Rating: 3000 · first AC: 2023-05-10 · last AC: 2023-05-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[jiaosiyuan's solution](#)

**334.**

506E

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

Quality: 917 global accepts · Rating: 3000 · first AC: 2023-04-21 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, matrices, strings  
[jiaosiyuan's solution](#)

**335.**

627E

[Orchestra](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 3000 · first AC: 2023-04-18 · C++14 (GCC 6-32) (first AC) · Tags: two pointers  
[jiaosiyuan's solution](#)

**336.**

582E

[Boolean Function](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 3000 · first AC: 2023-04-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, expression parsing  
[jiaosiyuan's solution](#)

**337.**

1178G

[The Awesomest Vertex](#) · [Tutorial](#)

Quality: 600 global accepts · Rating: 3000 · first AC: 2023-03-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar  
[jiaosiyuan's solution](#)

**338.**

303E

[Random Ranking](#) · [Tutorial](#)

Quality: 383 global accepts · Rating: 3000 · first AC: 2023-02-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities  
[jiaosiyuan's solution](#)

**339.**

997E

[Good Subsegments](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 3000 · first AC: 2023-01-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures  
[jiaosiyuan's solution](#)

**340.**

798E

[Mike and code of a permutation](#) · [Tutorial](#)

Quality: 550 global accepts · Rating: 3000 · first AC: 2023-01-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, graphs, sortings  
[jiaosiyuan's solution](#)

**341.**

1707D

[Partial Virtual Trees](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 3000 · first AC: 2022-12-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees  
[jiaosiyuan's solution](#)

**342.**

573D

[Bear and Cavalry](#) · [Tutorial](#)

Quality: 707 global accepts · Rating: 3000 · first AC: 2022-11-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp  
[jiaosiyuan's solution](#)

**343.**

1152F2

[Neko Rules the Catniverse \(Large Version\)](#) · [Tutorial](#)

Quality: 924 global accepts · Rating: 3000 · first AC: 2022-10-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, matrices  
[jiaosiyuan's solution](#)

**344.**

1147E

[Rainbow Coins](#) · [Tutorial](#)

Quality: 472 global accepts · Rating: 3000 · first AC: 2022-10-12 · C++14 (GCC 6-32) (first AC) · Tags: interactive  
[jiaosiyuan's solution](#)

**345.**

235D

[Graph Game](#) · [Tutorial](#)

Quality: 573 global accepts · Rating: 3000 · first AC: 2022-10-06 · C++14 (GCC 6-32) (first AC) · Tags: graphs

[jiaosiyuan's solution](#)

**346.**

566C

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

Quality: 883 global accepts · Rating: 3000 · first AC: 2022-10-03 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, trees

[jiaosiyuan's solution](#)

**347.**

1299D

[Around the World](#) · [Tutorial](#)

Quality: 528 global accepts · Rating: 3000 · first AC: 2022-08-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dfs and similar, dp, graphs, math, trees

[jiaosiyuan's solution](#)

**348.**

1438F

[Olha and Igor](#) · [Tutorial](#)

Quality: 801 global accepts · Rating: 3000 · first AC: 2022-08-01 · C++14 (GCC 6-32) (first AC) · Tags: interactive, probabilities, trees

[jiaosiyuan's solution](#)

**349.**

429E

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

Quality: 978 global accepts · Rating: 3000 · first AC: 2022-07-30 · C++17 (GCC 9-64) (first AC) · Tags: graphs

[jiaosiyuan's solution](#)

**350.**

1476F

[Lanterns](#) · [Tutorial](#)

Quality: 1,160 global accepts · Rating: 3000 · first AC: 2022-07-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp

[jiaosiyuan's solution](#)

**351.**

1175G

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

Quality: 707 global accepts · Rating: 3000 · first AC: 2022-07-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, geometry, two pointers

[jiaosiyuan's solution](#)

**352.**

364E

[Empty Rectangles](#) · [Tutorial](#)

Quality: 627 global accepts · Rating: 3000 · first AC: 2022-07-17 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, two pointers

[jiaosiyuan's solution](#)

**353.**

464E

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

Quality: 1,846 global accepts · Rating: 3000 · first AC: 2022-07-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, graphs, shortest paths

[jiaosiyuan's solution](#)

**354.**

504E

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

Quality: 1,064 global accepts · Rating: 3000 · first AC: 2022-07-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, hashing, string suffix structures, trees

[jiaosiyuan's solution](#)

**355.**

1236F

[Alice and the Cactus](#) · [Tutorial](#)

Quality: 213 global accepts · Rating: 3000 · first AC: 2022-07-01 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, math, probabilities

[jiaosiyuan's solution](#)

**356.**

1267G

[Game Relics](#) · [Tutorial](#)

Quality: 826 global accepts · Rating: 3000 · first AC: 2022-05-30 · C++14 (GCC 6-32) (first AC) · Tags: math, probabilities

[jiaosiyuan's solution](#)

**357.**

1097G

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

Quality: 1,054 global accepts · Rating: 3000 · first AC: 2022-04-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, trees

[jiaosiyuan's solution](#)

**358.**

1603D

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

Quality: 884 global accepts · Rating: 3000 · first AC: 2022-04-06 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp, number theory

[jiaosiyuan's solution](#)

**359.**

1446D2

[Frequency Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 3000 · first AC: 2022-02-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, two pointers

[jiaosiyuan's solution](#)

**360.**

1149D

[Abandoning Roads](#) · [Tutorial](#)

Quality: 967 global accepts · Rating: 3000 · first AC: 2022-02-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, graphs, greedy

[jiaosiyuan's solution](#)

**361.**

232E

[Quick Tortoise](#) · [Tutorial](#)

Quality: 885 global accepts · Rating: 3000 · first AC: 2022-01-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, divide and conquer, dp

[jiaosiyuan's solution](#)

**362.**

587F

[Duff is Mad](#) · [Tutorial](#)

Quality: 1,352 global accepts · Rating: 3000 · first AC: 2022-01-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, strings

[jiaosiyuan's solution](#)

**363.**

739E

[Gosha is hunting](#) · [Tutorial](#)

Quality: 2,627 global accepts · Rating: 3000 · first AC: 2021-11-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, flows, math, probabilities, sortings

[jiaosiyuan's solution](#)

**364.**

1168E

[Xor Permutations](#) · [Tutorial](#)

Quality: 428 global accepts · Rating: 3100 · first AC: 2024-06-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[jiaosiyuan's solution](#)

**365.**

1973F

[Maximum GCD Sum Queries](#) · [Tutorial](#)

Quality: 320 global accepts · Rating: 3100 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, implementation, number theory

[jiaosiyuan's solution](#)

**366.**

1967E1

[Again Counting Arrays \(Easy Version\) · Tutorial](#)

Quality: 379 global accepts · Rating: 3100 · first AC: 2024-06-10 · last AC: 2024-06-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math

[jiaosiyuan's solution](#)

**367.**

1610H

[Squid Game · Tutorial](#)

Quality: 628 global accepts · Rating: 3100 · first AC: 2024-05-02 · last AC: 2024-05-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[jiaosiyuan's solution](#)

**368.**

1887E

[Good Colorings · Tutorial](#)

Quality: 493 global accepts · Rating: 3100 · first AC: 2024-03-25 · last AC: 2024-03-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, graphs, interactive

[jiaosiyuan's solution](#)

**369.**

963E

[Circles of Waiting · Tutorial](#)

Quality: 651 global accepts · Rating: 3100 · first AC: 2024-02-16 · C++17 (GCC 9-64) (first AC) · Tags: math

[jiaosiyuan's solution](#)

**370.**

468E

[Permanent · Tutorial](#)

Quality: 387 global accepts · Rating: 3100 · first AC: 2023-10-04 · last AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: dp, graph matchings, math, meet-in-the-middle

[jiaosiyuan's solution](#)

**371.**

720F

[Array Covering · Tutorial](#)

Quality: 206 global accepts · Rating: 3100 · first AC: 2023-07-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[jiaosiyuan's solution](#)

**372.**

1261F

[Xor-Set · Tutorial](#)

Quality: 442 global accepts · Rating: 3100 · first AC: 2023-06-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, divide and conquer, math

[jiaosiyuan's solution](#)

**373.**

1307G

[Cow and Exercise · Tutorial](#)

Quality: 597 global accepts · Rating: 3100 · first AC: 2023-05-14 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs, shortest paths

[jiaosiyuan's solution](#)

**374.**

1728F

[Fishermen · Tutorial](#)

Quality: 506 global accepts · Rating: 3100 · first AC: 2023-05-09 · last AC: 2023-05-11 · C++14 (GCC 6-32) (first AC) · Tags: flows, graph matchings, greedy

[jiaosiyuan's solution](#)

**375.**

708E

[Student's Camp · Tutorial](#)

Quality: 1,344 global accepts · Rating: 3100 · first AC: 2023-04-19 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[jiaosiyuan's solution](#)

**376.**

908H

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

Quality: 460 global accepts · Rating: 3100 · first AC: 2023-04-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[jiaosiyuan's solution](#)

**377.**

704D

[Captain America](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 3100 · first AC: 2023-03-28 · C++14 (GCC 6-32) (first AC) · Tags: flows, greedy

[jiaosiyuan's solution](#)

**378.**

1770F

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

Quality: 945 global accepts · Rating: 3100 · first AC: 2023-03-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[jiaosiyuan's solution](#)

**379.**

1767F

[Two Subtrees](#) · [Tutorial](#)

Quality: 430 global accepts · Rating: 3100 · first AC: 2023-03-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[jiaosiyuan's solution](#)

**380.**

1784E

[Infinite Game](#) · [Tutorial](#)

Quality: 463 global accepts · Rating: 3100 · first AC: 2023-03-11 · last AC: 2023-03-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, games, probabilities

[jiaosiyuan's solution](#)

**381.**

468D

[Tree](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 3100 · first AC: 2023-02-28 · C++14 (GCC 6-32) (first AC) · Tags: graph matchings

[jiaosiyuan's solution](#)

**382.**

1740G

[Dangerous Laser Power](#) · [Tutorial](#)

Quality: 349 global accepts · Rating: 3100 · first AC: 2023-02-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dsu, sortings

[jiaosiyuan's solution](#)

**383.**

1349F1

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

Quality: 517 global accepts · Rating: 3100 · first AC: 2022-12-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, fft, math

[jiaosiyuan's solution](#)

**384.**

1628E

[Groceries in Meteor Town](#) · [Tutorial](#)

Quality: 1,216 global accepts · Rating: 3100 · first AC: 2022-11-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dsu, trees

[jiaosiyuan's solution](#)

**385.**

1463F

[Max Correct Set](#) · [Tutorial](#)

Quality: 736 global accepts · Rating: 3100 · first AC: 2022-10-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, math

[jiaosiyuan's solution](#)

**386.**

1103D

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

Quality: 493 global accepts · Rating: 3100 · first AC: 2022-10-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[jiaosiyuan's solution](#)

**387.**

1129E

[Legendary Tree](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 3100 · first AC: 2022-10-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive, trees

[jiaosiyuan's solution](#)

**388.**

780H

[Intranet of Buses](#) · [Tutorial](#)

Quality: 133 global accepts · Rating: 3100 · first AC: 2022-08-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, geometry, implementation, two pointers

[jiaosiyuan's solution](#)

**389.**

1329D

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

Quality: 536 global accepts · Rating: 3100 · first AC: 2022-07-28 · last AC: 2022-07-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures

[jiaosiyuan's solution](#)

**390.**

1225G

[To Make 1](#) · [Tutorial](#)

Quality: 659 global accepts · Rating: 3100 · first AC: 2022-07-14 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, number theory

[jiaosiyuan's solution](#)

**391.**

1286D

[LCC](#) · [Tutorial](#)

Quality: 728 global accepts · Rating: 3100 · first AC: 2022-05-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, matrices, probabilities

[jiaosiyuan's solution](#)

**392.**

1439D

[INOI Final Contests](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 3100 · first AC: 2022-05-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, fft

[jiaosiyuan's solution](#)

**393.**

1458D

[Flip and Reverse](#) · [Tutorial](#)

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2022-05-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, greedy

[jiaosiyuan's solution](#)

**394.**

1458E

[Nim Shortcuts](#) · [Tutorial](#)

Quality: 556 global accepts · Rating: 3100 · first AC: 2022-05-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, games

[jiaosiyuan's solution](#)

**395.**

587D

[Duff in Mafia](#) · [Tutorial](#)

Quality: 873 global accepts · Rating: 3100 · first AC: 2022-05-19 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, binary search

[jiaosiyuan's solution](#)

**396.**

438E

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

Quality: 2,130 global accepts · Rating: 3100 · first AC: 2022-05-10 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, fft, number theory

[jiaosiyuan's solution](#)

**397.**

809E

[Surprise me!](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 3100 · first AC: 2022-04-07 · last AC: 2022-04-07 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, math, number theory, trees

[jiaosiyuan's solution](#)

**398.**

896E

[Welcome home, Chtholly](#) · [Tutorial](#)

Quality: 2,505 global accepts · Rating: 3100 · first AC: 2022-02-09 · last AC: 2022-02-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu

[jiaosiyuan's solution](#)

**399.**

666E

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

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2022-01-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, string suffix structures

[jiaosiyuan's solution](#)

**400.**

765F

[Souvenirs](#) · [Tutorial](#)

Quality: 2,558 global accepts · Rating: 3100 · first AC: 2022-01-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[jiaosiyuan's solution](#)

**401.**

1067D

[Computer Game](#) · [Tutorial](#)

Quality: 491 global accepts · Rating: 3100 · first AC: 2021-10-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math, probabilities

[jiaosiyuan's solution](#)

**402.**

1712F

[Triameter](#) · [Tutorial](#)

Quality: 443 global accepts · Rating: 3200 · first AC: 2024-06-04 · last AC: 2024-06-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, trees

[jiaosiyuan's solution](#)

**403.**

500G

[New Year Running](#) · [Tutorial](#)

Quality: 168 global accepts · Rating: 3200 · first AC: 2023-09-01 · C++20 (GCC 11-64) (first AC) · Tags: number theory, trees

[jiaosiyuan's solution](#)

**404.**

1019E

[Raining season](#) · [Tutorial](#)

Quality: 407 global accepts · Rating: 3200 · first AC: 2023-07-06 · last AC: 2023-07-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, trees

[jiaosiyuan's solution](#)

**405.**

1830F

[The Third Grace](#) · [Tutorial](#)

Quality: 360 global accepts · Rating: 3200 · first AC: 2023-07-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[jiaosiyuan's solution](#)

**406.**

1284F

[New Year and Social Network](#) · [Tutorial](#)

Quality: 413 global accepts · Rating: 3200 · first AC: 2023-06-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graph matchings, graphs, math, trees

[jiaosiyuan's solution](#)

**407.**

1819E

[Roads in E City](#) · [Tutorial](#)

Quality: 379 global accepts · Rating: 3200 · first AC: 2023-05-16 · C++14 (GCC 6-32) (first AC) · Tags: interactive, math, probabilities, trees  
[jiaosiyuan's solution](#)

**408.**

1519F

[Chests and Keys](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 3200 · first AC: 2023-04-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, flows  
[jiaosiyuan's solution](#)

**409.**

840E

[In a Trap](#) · [Tutorial](#)

Quality: 574 global accepts · Rating: 3200 · first AC: 2023-04-15 · C++14 (GCC 6-32) (first AC) · Tags: trees  
[jiaosiyuan's solution](#)

**410.**

1119H

[Triple](#) · [Tutorial](#)

Quality: 797 global accepts · Rating: 3200 · first AC: 2023-04-09 · C++14 (GCC 6-32) (first AC) · Tags: fft, math  
[jiaosiyuan's solution](#)

**411.**

1368G

[Shifting Dominoes](#) · [Tutorial](#)

Quality: 676 global accepts · Rating: 3200 · first AC: 2023-03-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, geometry, graphs, trees  
[jiaosiyuan's solution](#)

**412.**

1149E

[Election Promises](#) · [Tutorial](#)

Quality: 665 global accepts · Rating: 3200 · first AC: 2023-02-13 · C++14 (GCC 6-32) (first AC) · Tags: games, graphs  
[jiaosiyuan's solution](#)

**413.**

1517F

[Reunion](#) · [Tutorial](#)

Quality: 592 global accepts · Rating: 3200 · first AC: 2022-12-31 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, trees  
[jiaosiyuan's solution](#)

**414.**

1007D

[Ants](#) · [Tutorial](#)

Quality: 322 global accepts · Rating: 3200 · first AC: 2022-11-23 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, data structures, trees  
[jiaosiyuan's solution](#)

**415.**

1408I

[Bitwise Magic](#) · [Tutorial](#)

Quality: 200 global accepts · Rating: 3200 · first AC: 2022-11-10 · C++14 (GCC 6-32) (first AC) · Tags: dp, math  
[jiaosiyuan's solution](#)

**416.**

750G

[New Year and Binary Tree Paths](#) · [Tutorial](#)

Quality: 525 global accepts · Rating: 3200 · first AC: 2022-10-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp  
[jiaosiyuan's solution](#)

**417.**

1326F2

[Wise Men \(Hard Version\)](#) · [Tutorial](#)

Quality: 679 global accepts · Rating: 3200 · first AC: 2022-10-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, math  
[jiaosiyuan's solution](#)

**418.**

611H

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

Quality: 700 global accepts · Rating: 3200 · first AC: 2022-07-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, flows, graphs  
[jiaosiyuan's solution](#)

**419.**

585F

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

Quality: 798 global accepts · Rating: 3200 · first AC: 2022-07-18 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation, strings  
[jiaosiyuan's solution](#)

**420.**

1017G

[The Tree](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 3200 · first AC: 2022-07-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures  
[jiaosiyuan's solution](#)

**421.**

1142E

[Pink Floyd](#) · [Tutorial](#)

Quality: 636 global accepts · Rating: 3200 · first AC: 2022-07-14 · C++17 (GCC 9-64) (first AC) · Tags: graphs, interactive  
[jiaosiyuan's solution](#)

**422.**

1025G

[Company Acquisitions](#) · [Tutorial](#)

Quality: 865 global accepts · Rating: 3200 · first AC: 2022-07-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math  
[jiaosiyuan's solution](#)

**423.**

578F

[Mirror Box](#) · [Tutorial](#)

Quality: 650 global accepts · Rating: 3200 · first AC: 2022-07-04 · C++17 (GCC 9-64) (first AC) · Tags: matrices, trees  
[jiaosiyuan's solution](#)

**424.**

1396E

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

Quality: 434 global accepts · Rating: 3200 · first AC: 2022-07-03 · last AC: 2022-07-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, trees  
[jiaosiyuan's solution](#)

**425.**

1416E

[Split](#) · [Tutorial](#)

Quality: 432 global accepts · Rating: 3200 · first AC: 2022-06-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy  
[jiaosiyuan's solution](#)

**426.**

590E

[Birthday](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 3200 · first AC: 2022-05-30 · C++14 (GCC 6-32) (first AC) · Tags: graph matchings, strings  
[jiaosiyuan's solution](#)

**427.**

1037H

[Security](#) · [Tutorial](#)

Quality: 1,209 global accepts · Rating: 3200 · first AC: 2022-02-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, string suffix structures  
[jiaosiyuan's solution](#)

**428.**

1034E

[Little C Loves 3 III](#) · [Tutorial](#)

Quality: 750 global accepts · Rating: 3200 · first AC: 2022-02-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, math

[jiaosiyuan's solution](#)

**429.**

1495E

[Qingshan and Daniel](#) · [Tutorial](#)

Quality: 538 global accepts · Rating: 3200 · first AC: 2022-02-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, implementation

[jiaosiyuan's solution](#)

**430.**

573E

[Bear and Bowling](#) · [Tutorial](#)

Quality: 2,045 global accepts · Rating: 3200 · first AC: 2021-12-17 · last AC: 2021-12-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[jiaosiyuan's solution](#)

**431.**

700E

[Cool Slogans](#) · [Tutorial](#)

Quality: 1,390 global accepts · Rating: 3300 · first AC: 2022-02-17 · last AC: 2025-09-21 · C++17 (GCC 9-64) (first AC) · Tags: string suffix structures, strings

[jiaosiyuan's solution](#)

**432.**

1876E

[Ball-Stackable](#) · [Tutorial](#)

Quality: 346 global accepts · Rating: 3300 · first AC: 2024-05-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dp, trees

[jiaosiyuan's solution](#)

**433.**

986F

[Oppa Funcan Style Remastered](#) · [Tutorial](#)

Quality: 744 global accepts · Rating: 3300 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: graphs, math, number theory, shortest paths

[jiaosiyuan's solution](#)

**434.**

1290E

[Cartesian Tree](#) · [Tutorial](#)

Quality: 670 global accepts · Rating: 3300 · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[jiaosiyuan's solution](#)

**435.**

1340F

[Nastya and CBS](#) · [Tutorial](#)

Quality: 716 global accepts · Rating: 3300 · first AC: 2023-10-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, hashing

[jiaosiyuan's solution](#)

**436.**

1583H

[Omkar and Tours](#) · [Tutorial](#)

Quality: 406 global accepts · Rating: 3300 · first AC: 2023-06-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, sortings, trees

[jiaosiyuan's solution](#)

**437.**

1534G

[A New Beginning](#) · [Tutorial](#)

Quality: 847 global accepts · Rating: 3300 · first AC: 2021-12-16 · last AC: 2023-06-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, geometry, sortings

[jiaosiyuan's solution](#)

**438.**

1495F

[Squares](#) · [Tutorial](#)

Quality: 423 global accepts · Rating: 3300 · first AC: 2023-06-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dp, graphs, trees

[jiaosiyuan's solution](#)

**439.**

1322E

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

Quality: 346 global accepts · Rating: 3300 · first AC: 2023-06-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[jiaosiyuan's solution](#)

**440.**

1307F

[Cow and Vacation](#) · [Tutorial](#)

Quality: 675 global accepts · Rating: 3300 · first AC: 2023-05-14 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, trees

[jiaosiyuan's solution](#)

**441.**

906E

[Reverses](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 3300 · first AC: 2023-05-05 · C++14 (GCC 6-32) (first AC) · Tags: dp, string suffix structures, strings

[jiaosiyuan's solution](#)

**442.**

1738H

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

Quality: 274 global accepts · Rating: 3300 · first AC: 2023-05-02 · last AC: 2023-05-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, strings

[jiaosiyuan's solution](#)

**443.**

582D

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

Quality: 739 global accepts · Rating: 3300 · first AC: 2023-04-20 · last AC: 2023-04-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory

[jiaosiyuan's solution](#)

**444.**

1517G

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

Quality: 710 global accepts · Rating: 3300 · first AC: 2023-03-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, flows, graphs

[jiaosiyuan's solution](#)

**445.**

1740H

[MEX Tree Manipulation](#) · [Tutorial](#)

Quality: 316 global accepts · Rating: 3300 · first AC: 2022-12-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[jiaosiyuan's solution](#)

**446.**

639F

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

Quality: 450 global accepts · Rating: 3300 · first AC: 2022-11-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[jiaosiyuan's solution](#)

**447.**

1060H

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

Quality: 245 global accepts · Rating: 3300 · first AC: 2022-10-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[jiaosiyuan's solution](#)

**448.**

1718D

[Permutation for Burenka](#) · [Tutorial](#)

Quality: 418 global accepts · Rating: 3300 · first AC: 2022-10-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graph matchings, greedy, math, trees

[jiaosiyuan's solution](#)

**449.**

1696G

[Fishingprince Plays With Array Again](#) · [Tutorial](#)

Quality: 321 global accepts · Rating: 3300 · first AC: 2022-10-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, geometry, math

[jiaosiyuan's solution](#)

**450.**

526G

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

Quality: 861 global accepts · Rating: 3300 · first AC: 2022-09-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, trees

[jiaosiyuan's solution](#)

**451.**

1477E

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

Quality: 179 global accepts · Rating: 3300 · first AC: 2022-09-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[jiaosiyuan's solution](#)

**452.**

1408H

[Rainbow Triples](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 3300 · first AC: 2022-09-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, flows, greedy

[jiaosiyuan's solution](#)

**453.**

704E

[Iron Man](#) · [Tutorial](#)

Quality: 348 global accepts · Rating: 3300 · first AC: 2022-07-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, geometry, trees

[jiaosiyuan's solution](#)

**454.**

1375H

[Set Merging](#) · [Tutorial](#)

Quality: 496 global accepts · Rating: 3300 · first AC: 2022-07-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, divide and conquer

[jiaosiyuan's solution](#)

**455.**

1237H

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

Quality: 437 global accepts · Rating: 3300 · first AC: 2022-07-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[jiaosiyuan's solution](#)

**456.**

878E

[Numbers on the blackboard](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 3300 · first AC: 2022-07-14 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp

[jiaosiyuan's solution](#)

**457.**

1396D

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

Quality: 343 global accepts · Rating: 3300 · first AC: 2022-07-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings, two pointers

[jiaosiyuan's solution](#)

**458.**

1416F

[Showing Off](#) · [Tutorial](#)

Quality: 603 global accepts · Rating: 3300 · first AC: 2022-06-01 · C++17 (GCC 9-64) (first AC) · Tags: flows, graph matchings, greedy, implementation

[jiaosiyuan's solution](#)

**459.**

1172F

[Nauuo and Bug](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 3300 · first AC: 2022-05-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[jiaosiyuan's solution](#)

**460.**

1270H

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

Quality: 1,005 global accepts · Rating: 3300 · first AC: 2022-04-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[jiaosiyuan's solution](#)

**461.**

576E

[Painting Edges](#) · [Tutorial](#)

Quality: 1,508 global accepts · Rating: 3300 · first AC: 2022-02-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[jiaosiyuan's solution](#)

**462.**

1299E

[So Mean](#) · [Tutorial](#)

Quality: 196 global accepts · Rating: 3400 · first AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: interactive, math

[jiaosiyuan's solution](#)

**463.**

1887F

[Minimum Segments](#) · [Tutorial](#)

Quality: 246 global accepts · Rating: 3400 · first AC: 2024-04-09 · last AC: 2024-04-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[jiaosiyuan's solution](#)

**464.**

1852E

[Rivalries](#) · [Tutorial](#)

Quality: 226 global accepts · Rating: 3400 · first AC: 2024-04-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[jiaosiyuan's solution](#)

**465.**

1764H

[Doremy's Paint 2](#) · [Tutorial](#)

Quality: 252 global accepts · Rating: 3400 · first AC: 2024-02-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[jiaosiyuan's solution](#)

**466.**

757G

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

Quality: 648 global accepts · Rating: 3400 · first AC: 2023-07-06 · last AC: 2023-07-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, graphs, trees

[jiaosiyuan's solution](#)

**467.**

1630F

[Making It Bipartite](#) · [Tutorial](#)

Quality: 919 global accepts · Rating: 3400 · first AC: 2023-07-07 · last AC: 2023-07-18 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings, graphs, number theory

[jiaosiyuan's solution](#)

**468.**

1684H

[Hard Cut](#) · [Tutorial](#)

Quality: 288 global accepts · Rating: 3400 · first AC: 2023-06-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, math

[jiaosiyuan's solution](#)

**469.**

794G

[Replace All](#) · [Tutorial](#)

Quality: 403 global accepts · Rating: 3400 · first AC: 2023-06-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[jiaosiyuan's solution](#)

**470.**

1817E

[Half-sum](#) · [Tutorial](#)

Quality: 321 global accepts · Rating: 3400 · first AC: 2023-05-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, divide and conquer, greedy

[jiaosiyuan's solution](#)

**471.**

1276F

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

Quality: 447 global accepts · Rating: 3400 · first AC: 2023-04-13 · last AC: 2023-04-13 · C++14 (GCC 6-32) (first AC) · Tags: string suffix structures

[jiaosiyuan's solution](#)

**472.**

1787I

[Treasure Hunt](#) · [Tutorial](#)

Quality: 360 global accepts · Rating: 3400 · first AC: 2023-03-15 · last AC: 2023-03-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, two pointers

[jiaosiyuan's solution](#)

**473.**

1515I

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

Quality: 427 global accepts · Rating: 3400 · first AC: 2023-03-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, sortings

[jiaosiyuan's solution](#)

**474.**

1710D

[Recover the Tree](#) · [Tutorial](#)

Quality: 560 global accepts · Rating: 3400 · first AC: 2022-10-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, trees

[jiaosiyuan's solution](#)

**475.**

936E

[Igea](#) · [Tutorial](#)

Quality: 254 global accepts · Rating: 3400 · first AC: 2022-10-05 · last AC: 2022-10-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dsu, shortest paths, trees

[jiaosiyuan's solution](#)

**476.**

627F

[Island Puzzle](#) · [Tutorial](#)

Quality: 251 global accepts · Rating: 3400 · first AC: 2022-07-10 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs, trees

[jiaosiyuan's solution](#)

**477.**

1548E

[Gregor and the Two Painters](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 3400 · first AC: 2022-06-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, graphs, greedy, math

[jiaosiyuan's solution](#)

**478.**

1039E

[Summer Oenothera Exhibition](#) · [Tutorial](#)

Quality: 319 global accepts · Rating: 3400 · first AC: 2022-04-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[jiaosiyuan's solution](#)

**479.**

1119F

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

Quality: 875 global accepts · Rating: 3400 · first AC: 2022-02-08 · last AC: 2022-02-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, trees

[jiaosiyuan's solution](#)

**480.**

1491H

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

Quality: 1,211 global accepts · Rating: 3400 · first AC: 2022-02-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[jiaosiyuan's solution](#)

**481.**

1137F

[Matches Are Not a Child's Play](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 3400 · first AC: 2022-01-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[jiaosiyuan's solution](#)

**482.**

1578G

[Game of Chance](#) · [Tutorial](#)

Quality: 57 global accepts · Rating: 3500 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: math, probabilities

[jiaosiyuan's solution](#)

**483.**

1336F

[Journey](#) · [Tutorial](#)

Quality: 278 global accepts · Rating: 3500 · first AC: 2024-08-07 · last AC: 2024-08-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, graphs, trees

[jiaosiyuan's solution](#)

**484.**

1456E

[XOR-ranges](#) · [Tutorial](#)

Quality: 382 global accepts · Rating: 3500 · first AC: 2024-07-08 · last AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[jiaosiyuan's solution](#)

**485.**

1158F

[Density of subarrays](#) · [Tutorial](#)

Quality: 504 global accepts · Rating: 3500 · first AC: 2024-04-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[jiaosiyuan's solution](#)

**486.**

1874F

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

Quality: 443 global accepts · Rating: 3500 · first AC: 2024-01-14 · C++14 (GCC 6-32) (first AC) · Tags: dp

[jiaosiyuan's solution](#)

**487.**

1835E

[Old Mobile](#) · [Tutorial](#)

Quality: 274 global accepts · Rating: 3500 · first AC: 2023-10-18 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, probabilities

[jiaosiyuan's solution](#)

**488.**

1034D

[Intervals of Intervals](#) · [Tutorial](#)

Quality: 587 global accepts · Rating: 3500 · first AC: 2023-07-05 · last AC: 2023-07-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, two pointers

[jiaosiyuan's solution](#)

**489.**

1464F

[My Beautiful Madness](#) · [Tutorial](#)

Quality: 443 global accepts · Rating: 3500 · first AC: 2023-06-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[jiaosiyuan's solution](#)

**490.**

1830E

[Bully Sort](#) · [Tutorial](#)

Quality: 324 global accepts · Rating: 3500 · first AC: 2023-06-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math

[jiaosiyuan's solution](#)

**491.**

1098F

[AbÖgVæ7F](#) · [Tutorial](#)

Quality: 277 global accepts · Rating: 3500 · first AC: 2023-06-03 · C++14 (GCC 6-32) (first AC) · Tags: string suffix structures, strings

[jiaosiyuan's solution](#)

**492.**

1819F

[Willy-nilly, Crack, Into Release!](#) · [Tutorial](#)

Quality: 174 global accepts · Rating: 3500 · first AC: 2023-05-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[jiaosiyuan's solution](#)

**493.**

1817F

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

Quality: 330 global accepts · Rating: 3500 · first AC: 2023-05-11 · C++14 (GCC 6-32) (first AC) · Tags: string suffix structures, strings

[jiaosiyuan's solution](#)

**494.**

1824E

[LuoTianyi and Cartridge](#) · [Tutorial](#)

Quality: 188 global accepts · Rating: 3500 · first AC: 2023-05-11 · last AC: 2023-05-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[jiaosiyuan's solution](#)

**495.**

1290F

[Making Shapes](#) · [Tutorial](#)

Quality: 591 global accepts · Rating: 3500 · first AC: 2023-04-25 · C++14 (GCC 6-32) (first AC) · Tags: dp

[jiaosiyuan's solution](#)

**496.**

1148H

[Holy Diver](#) · [Tutorial](#)

Quality: 322 global accepts · Rating: 3500 · first AC: 2023-03-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[jiaosiyuan's solution](#)

**497.**

1687E

[Become Big For Me](#) · [Tutorial](#)

Quality: 310 global accepts · Rating: 3500 · first AC: 2023-03-01 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math, number theory

[jiaosiyuan's solution](#)

**498.**

1434E

[A Convex Game](#) · [Tutorial](#)

Quality: 221 global accepts · Rating: 3500 · first AC: 2023-02-12 · C++14 (GCC 6-32) (first AC) · Tags: dsu, games

[jiaosiyuan's solution](#)

**499.**

1110H

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

Quality: 435 global accepts · Rating: 3500 · first AC: 2023-01-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[jiaosiyuan's solution](#)

**500.**

1349F2

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

Quality: 134 global accepts · Rating: 3500 · first AC: 2022-12-26 · last AC: 2022-12-26 · C++14 (GCC 6-32) (first AC) · Tags: dp, fft, math  
[jiaosiyuan's solution](#)

**501.**

1305G

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

Quality: 1,383 global accepts · Rating: 3500 · first AC: 2022-10-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, dsu, graphs  
[jiaosiyuan's solution](#)

**502.**

1588F

[Jumping Through the Array](#) · [Tutorial](#)

Quality: 354 global accepts · Rating: 3500 · first AC: 2022-08-05 · last AC: 2022-08-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, graphs, two pointers  
[jiaosiyuan's solution](#)

**503.**

1707E

[Replace](#) · [Tutorial](#)

Quality: 936 global accepts · Rating: 3500 · first AC: 2022-08-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures  
[jiaosiyuan's solution](#)

**504.**

1292E

[Rin and The Unknown Flower](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 3500 · first AC: 2022-07-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, interactive, math  
[jiaosiyuan's solution](#)

**505.**

1292F

[Nora's Toy Boxes](#) · [Tutorial](#)

Quality: 370 global accepts · Rating: 3500 · first AC: 2022-07-04 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp  
[jiaosiyuan's solution](#)

**506.**

1086F

[Forest Fires](#) · [Tutorial](#)

Quality: 316 global accepts · Rating: 3500 · first AC: 2022-07-01 · C++17 (GCC 9-64) (first AC) · Tags: math  
[jiaosiyuan's solution](#)

**507.**

1687F

[Koishi's Unconscious Permutation](#) · [Tutorial](#)

Quality: 109 global accepts · Rating: 3500 · first AC: 2022-06-14 · C++17 (GCC 9-64) (first AC) · Tags: fft, math  
[jiaosiyuan's solution](#)

**508.**

1439E

[Cheat and Win](#) · [Tutorial](#)

Quality: 248 global accepts · Rating: 3500 · first AC: 2022-05-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, games, trees  
[jiaosiyuan's solution](#)

**509.**

105143F

[Custom-Made Clothes](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-28 · C++20 (GCC 13-64) (first AC) · Tags: —  
[jiaosiyuan's solution](#)

**510.**

105143B

[Countless Me](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[jiaosiyuan's solution](#)

**511.**

105143K

[Party Games](#) · Tutorial

Rating: — · first AC: 2024-05-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[jiaosiyuan's solution](#)

**512.**

105143I

[Cyclic Apple Strings](#) · Tutorial

Rating: — · first AC: 2024-05-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[jiaosiyuan's solution](#)

**513.**

105174D

[s\\_01](#) Tutorial

Rating: — · first AC: 2024-05-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[jiaosiyuan's solution](#)

**514.**

105174L

[Tutorial](#)

Rating: — · first AC: 2024-05-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[jiaosiyuan's solution](#)

**515.**

105174I

[Main](#) Tutorial

Rating: — · first AC: 2024-05-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[jiaosiyuan's solution](#)

**516.**

105174C

[Tutorial](#)

Rating: — · first AC: 2024-05-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[jiaosiyuan's solution](#)

**517.**

105174F

[Tutorial](#)

Rating: — · first AC: 2024-05-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[jiaosiyuan's solution](#)

**518.**

105174E

[Tutorial](#)

Rating: — · first AC: 2024-05-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[jiaosiyuan's solution](#)

**519.**

105174B

[Tutorial](#)

Rating: — · first AC: 2024-05-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[jiaosiyuan's solution](#)

**520.**

105174M

[Tutorial](#)

Rating: — · first AC: 2024-05-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[jiaosiyuan's solution](#)

**521.**

105174A

[Tutorial](#)

Rating: — · first AC: 2024-05-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[jiaosiyuan's solution](#)

**522.**

1940C

[Burenka and Pether](#) · [Tutorial](#)

Quality: 43 global accepts · Rating: — · first AC: 2024-04-10 · C++14 (GCC 6-32) (first AC) · Tags: \*special, data structures, dfs and similar, divide and conquer, dsu, graphs, sortings, trees

[jiaosiyuan's solution](#)

**523.**

1939D

[Big Persimmon](#) · [Tutorial](#)

Quality: 111 global accepts · Rating: — · first AC: 2024-04-10 · C++14 (GCC 6-32) (first AC) · Tags: \*special, dp, games

[jiaosiyuan's solution](#)

**524.**

1940B

[Three Arrays](#) · [Tutorial](#)

Quality: 270 global accepts · Rating: — · first AC: 2024-03-10 · C++17 (GCC 9-64) (first AC) · Tags: \*special, constructive algorithms, implementation, sortings

[jiaosiyuan's solution](#)

**525.**

1940D

[Almost Certainly](#) · [Tutorial](#)

Quality: 175 global accepts · Rating: — · first AC: 2024-03-10 · C++17 (GCC 9-64) (first AC) · Tags: \*special, constructive algorithms, data structures, sortings

[jiaosiyuan's solution](#)

**526.**

1939B

[Evidence Board](#) · [Tutorial](#)

Quality: 307 global accepts · Rating: — · first AC: 2024-03-09 · C++17 (GCC 9-64) (first AC) · Tags: \*special, constructive algorithms, dfs and similar, graphs, trees

[jiaosiyuan's solution](#)

**527.**

1939C

[More Gifts](#) · [Tutorial](#)

Quality: 415 global accepts · Rating: — · first AC: 2024-03-09 · C++17 (GCC 9-64) (first AC) · Tags: \*special, dfs and similar, two pointers

[jiaosiyuan's solution](#)

**528.**

103409L

[Wiring Engineering](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[jiaosiyuan's solution](#)

**529.**

102392H

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

Rating: — · first AC: 2023-06-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[jiaosiyuan's solution](#)

**530.**

102759C

[Economic One-way Roads](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[jiaosiyuan's solution](#)