

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

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# Unique solved — juju527

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

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

Filters: none

Count: 634

1.

1842A

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

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

[juju527's solution](#)

2.

1392B

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

Quality: 18,891 global accepts · Rating: 800 · first AC: 2023-03-29 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

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3.

1392A

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

Quality: 21,744 global accepts · Rating: 800 · first AC: 2023-03-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

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4.

1178A

[Prime Minister](#) · [Tutorial](#)

Quality: 11,290 global accepts · Rating: 800 · first AC: 2022-12-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[juju527's solution](#)

5.

1764A

[Doremy's Paint](#) · [Tutorial](#)

Quality: 17,453 global accepts · Rating: 800 · first AC: 2022-11-28 · C++17 (GCC 9-64) (first AC) · Tags: greedy

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6.

1148A

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

Quality: 15,546 global accepts · Rating: 800 · first AC: 2022-11-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy

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7.

1747A

[Two Groups](#) · [Tutorial](#)

Quality: 26,484 global accepts · Rating: 800 · first AC: 2022-11-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

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8.

1369A

[FashionabLee](#) · [Tutorial](#)

Quality: 39,124 global accepts · Rating: 800 · first AC: 2022-11-13 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

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9.

1750B

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

Quality: 16,815 global accepts · Rating: 800 · first AC: 2022-11-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

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10.

1750A

[Indirect Sort](#) · [Tutorial](#)

Quality: 17,830 global accepts · Rating: 800 · first AC: 2022-11-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

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## 11.

1730A

[Planets](#) · [Tutorial](#)

Quality: 24,815 global accepts · Rating: 800 · first AC: 2022-10-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[juju527's solution](#)

## 12.

1738A

[Glory Addicts](#) · [Tutorial](#)

Quality: 14,192 global accepts · Rating: 800 · first AC: 2022-09-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

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## 13.

1616A

[Integer Diversity](#) · [Tutorial](#)

Quality: 23,828 global accepts · Rating: 800 · first AC: 2021-12-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[juju527's solution](#)

## 14.

1615A

[Closing The Gap](#) · [Tutorial](#)

Quality: 21,579 global accepts · Rating: 800 · first AC: 2021-12-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[juju527's solution](#)

## 15.

1552A

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

Quality: 25,340 global accepts · Rating: 800 · first AC: 2021-12-20 · last AC: 2021-12-21 · C++17 (GCC 7-32) (first AC) · Tags: sortings, strings

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## 16.

1567A

[Domino Disaster](#) · [Tutorial](#)

Quality: 31,716 global accepts · Rating: 800 · first AC: 2021-12-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

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## 17.

1499A

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

Quality: 21,968 global accepts · Rating: 800 · first AC: 2021-11-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math

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## 18.

946A

[Partition](#) · [Tutorial](#)

Quality: 18,158 global accepts · Rating: 800 · first AC: 2021-10-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy

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## 19.

1566B

[MIN-MEX Cut](#) · [Tutorial](#)

Quality: 21,211 global accepts · Rating: 800 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

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## 20.

1566A

[Median Maximization](#) · [Tutorial](#)

Quality: 25,372 global accepts · Rating: 800 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math

[juju527's solution](#)

**21.**

1556A

[A Variety of Operations](#) · [Tutorial](#)

Quality: 18,543 global accepts · Rating: 800 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: math

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**22.**

1562A

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

Quality: 26,366 global accepts · Rating: 800 · first AC: 2021-08-26 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

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**23.**

1549B

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

Quality: 26,824 global accepts · Rating: 800 · first AC: 2021-08-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, flows, graph matchings, graphs, greedy, implementation

[juju527's solution](#)

**24.**

1549A

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

Quality: 35,563 global accepts · Rating: 800 · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[juju527's solution](#)

**25.**

1530B

[Putting Plates](#) · [Tutorial](#)

Quality: 16,287 global accepts · Rating: 800 · first AC: 2021-07-17 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[juju527's solution](#)

**26.**

1530A

[Binary Decimal](#) · [Tutorial](#)

Quality: 21,925 global accepts · Rating: 800 · first AC: 2021-07-17 · GNU C++11 (first AC) · Tags: greedy, math

[juju527's solution](#)

**27.**

1542A

[Odd Set](#) · [Tutorial](#)

Quality: 51,631 global accepts · Rating: 800 · first AC: 2021-07-03 · GNU C++11 (first AC) · Tags: math

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**28.**

1515A

[Phoenix and Gold](#) · [Tutorial](#)

Quality: 21,121 global accepts · Rating: 800 · first AC: 2021-05-02 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

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**29.**

1519B

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

Quality: 33,397 global accepts · Rating: 800 · first AC: 2021-04-29 · GNU C++11 (first AC) · Tags: dp, math

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**30.**

1519A

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

Quality: 30,558 global accepts · Rating: 800 · first AC: 2021-04-29 · GNU C++11 (first AC) · Tags: math

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**31.**

1517A

[Sum of 2050](#) · [Tutorial](#)

Quality: 26,881 global accepts · Rating: 800 · first AC: 2021-04-23 · GNU C++11 (first AC) · Tags: greedy, math

[juju527's solution](#)

**32.**

1509A

[Average Height](#) · [Tutorial](#)

Quality: 27,201 global accepts · Rating: 800 · first AC: 2021-04-16 · GNU C++11 (first AC) · Tags: constructive algorithms  
[juju527's solution](#)

**33.**

1484A

[Prison Break](#) · [Tutorial](#)

Rating: 800 · first AC: 2021-03-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms  
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**34.**

1497A

[Meximization](#) · [Tutorial](#)

Quality: 26,090 global accepts · Rating: 800 · first AC: 2021-03-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, sortings  
[juju527's solution](#)

**35.**

1501A

[Alexey and Train](#) · [Tutorial](#)

Quality: 12,230 global accepts · Rating: 800 · first AC: 2021-03-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[juju527's solution](#)

**36.**

1493A

[Anti-knapsack](#) · [Tutorial](#)

Quality: 19,773 global accepts · Rating: 800 · first AC: 2021-03-07 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy  
[juju527's solution](#)

**37.**

1459A

[Red-Blue Shuffle](#) · [Tutorial](#)

Quality: 17,655 global accepts · Rating: 800 · first AC: 2020-12-19 · GNU C++11 (first AC) · Tags: math, probabilities  
[juju527's solution](#)

**38.**

1408A

[Circle Coloring](#) · [Tutorial](#)

Quality: 12,786 global accepts · Rating: 800 · first AC: 2020-09-30 · GNU C++11 (first AC) · Tags: constructive algorithms  
[juju527's solution](#)

**39.**

1393A

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

Quality: 20,832 global accepts · Rating: 800 · first AC: 2020-08-07 · GNU C++11 (first AC) · Tags: greedy, math  
[juju527's solution](#)

**40.**

1399B

[Gifts Fixing](#) · [Tutorial](#)

Quality: 46,808 global accepts · Rating: 800 · first AC: 2020-08-05 · GNU C++11 (first AC) · Tags: greedy  
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**41.**

1399A

[Remove Smallest](#) · [Tutorial](#)

Quality: 80,582 global accepts · Rating: 800 · first AC: 2020-08-05 · GNU C++11 (first AC) · Tags: greedy, sortings  
[juju527's solution](#)

**42.**

1367B

[Even Array](#) · [Tutorial](#)

Quality: 63,935 global accepts · Rating: 800 · first AC: 2020-06-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
[juju527's solution](#)

**43.**

1367A

[Short Substrings](#) · [Tutorial](#)

Quality: 67,703 global accepts · Rating: 800 · first AC: 2020-06-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings  
[juju527's solution](#)

**44.**

2102B

[The Picky Cat](#) · [Tutorial](#)

Quality: 19,837 global accepts · Rating: 900 · first AC: 2026-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, sortings  
[juju527's solution](#)

**45.**

2102A

[Dinner Time](#) · [Tutorial](#)

Quality: 21,462 global accepts · Rating: 900 · first AC: 2026-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math  
[juju527's solution](#)

**46.**

1326B

[Maximums](#) · [Tutorial](#)

Quality: 25,271 global accepts · Rating: 900 · first AC: 2023-05-06 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math  
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**47.**

1764B

[Doremy's Perfect Math Class](#) · [Tutorial](#)

Quality: 17,931 global accepts · Rating: 900 · first AC: 2022-11-28 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory  
[juju527's solution](#)

**48.**

1747B

[BAN BAN](#) · [Tutorial](#)

Quality: 25,954 global accepts · Rating: 900 · first AC: 2022-11-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms  
[juju527's solution](#)

**49.**

1166A

[Silent Classroom](#) · [Tutorial](#)

Quality: 15,076 global accepts · Rating: 900 · first AC: 2022-11-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy  
[juju527's solution](#)

**50.**

1004A

[Sonya and Hotels](#) · [Tutorial](#)

Quality: 11,856 global accepts · Rating: 900 · first AC: 2022-11-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[juju527's solution](#)

**51.**

1406A

[Subset Mex](#) · [Tutorial](#)

Quality: 22,983 global accepts · Rating: 900 · first AC: 2021-11-17 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math  
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**52.**

1559B

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

Quality: 24,137 global accepts · Rating: 900 · first AC: 2021-08-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy  
[juju527's solution](#)

**53.**

1559A

[Mocha and Math](#) · [Tutorial](#)

Quality: 45,575 global accepts · Rating: 900 · first AC: 2021-08-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math  
[juju527's solution](#)

**54.**

1501B

[Napoleon Cake](#) · [Tutorial](#)

Quality: 21,076 global accepts · Rating: 900 · first AC: 2021-03-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, sortings  
[juju527's solution](#)

**55.**

1326A

[Bad Ugly Numbers](#) · [Tutorial](#)

Quality: 32,677 global accepts · Rating: 1000 · first AC: 2023-05-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, number theory  
[juju527's solution](#)

**56.**

1770B

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

Quality: 20,850 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms  
[juju527's solution](#)

**57.**

1770A

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

Quality: 25,243 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy  
[juju527's solution](#)

**58.**

1266B

[Dice Tower](#) · [Tutorial](#)

Quality: 16,582 global accepts · Rating: 1000 · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math  
[juju527's solution](#)

**59.**

1266A

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

Quality: 17,511 global accepts · Rating: 1000 · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: chinese remainder theorem, math  
[juju527's solution](#)

**60.**

1237A

[Balanced Rating Changes](#) · [Tutorial](#)

Quality: 22,121 global accepts · Rating: 1000 · first AC: 2022-12-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
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**61.**

1567B

[MEXor Mixup](#) · [Tutorial](#)

Quality: 32,928 global accepts · Rating: 1000 · first AC: 2021-12-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy  
[juju527's solution](#)

**62.**

1499B

[Binary Removals](#) · [Tutorial](#)

Quality: 22,009 global accepts · Rating: 1000 · first AC: 2021-11-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation  
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**63.**

1566C

[MAX-MEX Cut](#) · [Tutorial](#)

Quality: 19,034 global accepts · Rating: 1000 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy  
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**64.**

1562B

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

Quality: 20,543 global accepts · Rating: 1000 · first AC: 2021-08-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, implementation, math, number theory

[juju527's solution](#)

**65.**

1515B

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

Quality: 27,062 global accepts · Rating: 1000 · first AC: 2021-05-02 · GNU C++11 (first AC) · Tags: brute force, geometry, math, number theory

[juju527's solution](#)

**66.**

1362A

[Johnny and Ancient Computer](#) · [Tutorial](#)

Quality: 34,075 global accepts · Rating: 1000 · first AC: 2020-06-04 · GNU C++11 (first AC) · Tags: implementation

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**67.**

1829E

[The Lakes](#) · [Tutorial](#)

Quality: 26,626 global accepts · Rating: 1100 · first AC: 2026-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dsu, graphs, implementation

[juju527's solution](#)

**68.**

1842B

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

Quality: 25,533 global accepts · Rating: 1100 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math

[juju527's solution](#)

**69.**

1827A

[Counting Orders](#) · [Tutorial](#)

Quality: 28,802 global accepts · Rating: 1100 · first AC: 2023-05-18 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, sortings, two pointers

[juju527's solution](#)

**70.**

1166B

[All the Vowels Please](#) · [Tutorial](#)

Quality: 11,920 global accepts · Rating: 1100 · first AC: 2022-11-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[juju527's solution](#)

**71.**

1616B

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

Quality: 20,708 global accepts · Rating: 1100 · first AC: 2021-12-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[juju527's solution](#)

**72.**

946B

[Weird Subtraction Process](#) · [Tutorial](#)

Quality: 11,474 global accepts · Rating: 1100 · first AC: 2021-10-02 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[juju527's solution](#)

**73.**

1566D1

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

Quality: 14,713 global accepts · Rating: 1100 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings

[juju527's solution](#)

**74.**

1509B

[TMT Document](#) · [Tutorial](#)

Quality: 23,055 global accepts · Rating: 1100 · first AC: 2021-04-16 · GNU C++11 (first AC) · Tags: greedy

[juju527's solution](#)

**75.**

705B

[Spider Man](#) · [Tutorial](#)

Quality: 9,566 global accepts · Rating: 1100 · first AC: 2020-11-24 · GNU C++11 (first AC) · Tags: games, math

[juju527's solution](#)

**76.**

1365A

[Matrix Game](#) · [Tutorial](#)

Quality: 25,046 global accepts · Rating: 1100 · first AC: 2020-06-07 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, implementation

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**77.**

1315C

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

Quality: 10,656 global accepts · Rating: 1200 · first AC: 2026-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

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**78.**

1392C

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

Quality: 19,594 global accepts · Rating: 1200 · first AC: 2023-03-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[juju527's solution](#)

**79.**

1747C

[Swap Game](#) · [Tutorial](#)

Quality: 23,535 global accepts · Rating: 1200 · first AC: 2022-11-14 · C++17 (GCC 7-32) (first AC) · Tags: games

[juju527's solution](#)

**80.**

1369B

[AccurateLee](#) · [Tutorial](#)

Quality: 25,571 global accepts · Rating: 1200 · first AC: 2022-11-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings

[juju527's solution](#)

**81.**

1730C

[Minimum Notation](#) · [Tutorial](#)

Quality: 17,937 global accepts · Rating: 1200 · first AC: 2022-10-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, sortings

[juju527's solution](#)

**82.**

1738B

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

Quality: 18,791 global accepts · Rating: 1200 · first AC: 2022-09-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[juju527's solution](#)

**83.**

1406B

[Maximum Product](#) · [Tutorial](#)

Quality: 24,460 global accepts · Rating: 1200 · first AC: 2021-11-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[juju527's solution](#)

**84.**

1495A

[Diamond Miner](#) · [Tutorial](#)

Quality: 17,877 global accepts · Rating: 1200 · first AC: 2021-11-16 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math, sortings

[juju527's solution](#)

**85.**

1559C

[Mocha and Hiking](#) · [Tutorial](#)

Quality: 22,808 global accepts · Rating: 1200 · first AC: 2021-08-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs  
[juju527's solution](#)

**86.**

1530C

[Pursuit](#) · [Tutorial](#)

Quality: 15,575 global accepts · Rating: 1200 · first AC: 2021-07-17 · GNU C++11 (first AC) · Tags: binary search, brute force, greedy, sortings  
[juju527's solution](#)

**87.**

1517B

[Morning Jogging](#) · [Tutorial](#)

Quality: 13,834 global accepts · Rating: 1200 · first AC: 2021-04-23 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, sortings  
[juju527's solution](#)

**88.**

1497C1

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

Quality: 29,223 global accepts · Rating: 1200 · first AC: 2021-03-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math  
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**89.**

1497B

[M-arrays](#) · [Tutorial](#)

Quality: 27,350 global accepts · Rating: 1200 · first AC: 2021-03-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math  
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**90.**

1399C

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

Quality: 32,649 global accepts · Rating: 1200 · first AC: 2020-08-05 · GNU C++11 (first AC) · Tags: brute force, greedy, two pointers  
[juju527's solution](#)

**91.**

1384A

[Common Prefixes](#) · [Tutorial](#)

Quality: 19,611 global accepts · Rating: 1200 · first AC: 2020-07-24 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, strings  
[juju527's solution](#)

**92.**

1362B

[Johnny and His Hobbies](#) · [Tutorial](#)

Quality: 21,041 global accepts · Rating: 1200 · first AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force  
[juju527's solution](#)

**93.**

2102C

[Mex in the Grid](#) · [Tutorial](#)

Rating: 1300 · first AC: 2026-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms  
[juju527's solution](#)

**94.**

1829F

[Forever Winter](#) · [Tutorial](#)

Quality: 21,846 global accepts · Rating: 1300 · first AC: 2026-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, math  
[juju527's solution](#)

**95.**

1326C

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

Quality: 16,400 global accepts · Rating: 1300 · first AC: 2023-05-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, greedy, math  
[juju527's solution](#)

**96.**

1237B

[Balanced Tunnel](#) · [Tutorial](#)

Quality: 22,772 global accepts · Rating: 1300 · first AC: 2022-12-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings, two pointers

[juju527's solution](#)

**97.**

1178C

[Tiles](#) · [Tutorial](#)

Quality: 13,226 global accepts · Rating: 1300 · first AC: 2022-12-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math  
[juju527's solution](#)

**98.**

1178B

[WOW Factor](#) · [Tutorial](#)

Quality: 21,675 global accepts · Rating: 1300 · first AC: 2022-12-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings  
[juju527's solution](#)

**99.**

1004B

[Sonya and Exhibition](#) · [Tutorial](#)

Quality: 9,935 global accepts · Rating: 1300 · first AC: 2022-11-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math  
[juju527's solution](#)

**100.**

1615B

[And It's Non-Zero](#) · [Tutorial](#)

Quality: 17,914 global accepts · Rating: 1300 · first AC: 2021-12-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math  
[juju527's solution](#)

**101.**

1603A

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

Quality: 17,824 global accepts · Rating: 1300 · first AC: 2021-10-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory  
[juju527's solution](#)

**102.**

946C

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

Quality: 9,380 global accepts · Rating: 1300 · first AC: 2021-10-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings  
[juju527's solution](#)

**103.**

1556B

[Take Your Places!](#) · [Tutorial](#)

Quality: 13,275 global accepts · Rating: 1300 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: implementation  
[juju527's solution](#)

**104.**

1493B

[Planet Lapituletti](#) · [Tutorial](#)

Quality: 12,568 global accepts · Rating: 1300 · first AC: 2021-03-06 · GNU C++11 (first AC) · Tags: brute force, implementation  
[juju527's solution](#)

**105.**

1459B

[Move and Turn](#) · [Tutorial](#)

Quality: 20,878 global accepts · Rating: 1300 · first AC: 2020-12-19 · GNU C++11 (first AC) · Tags: dp, math  
[juju527's solution](#)

**106.**

1367C

[Social Distance](#) · [Tutorial](#)

Quality: 25,105 global accepts · Rating: 1300 · first AC: 2020-06-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math  
[juju527's solution](#)

**107.**

1365B

[Trouble Sort](#) · [Tutorial](#)

Quality: 28,842 global accepts · Rating: 1300 · first AC: 2020-06-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[juju527's solution](#)

### 108.

1830A

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

Quality: 20,316 global accepts · Rating: 1400 · first AC: 2023-05-31 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[juju527's solution](#)

### 109.

1824A

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

Quality: 12,524 global accepts · Rating: 1400 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[juju527's solution](#)

### 110.

1266C

[Diverse Matrix](#) · [Tutorial](#)

Quality: 10,068 global accepts · Rating: 1400 · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[juju527's solution](#)

### 111.

1764C

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

Quality: 10,445 global accepts · Rating: 1400 · first AC: 2022-11-28 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy

[juju527's solution](#)

### 112.

1369C

[RationalLee](#) · [Tutorial](#)

Quality: 20,872 global accepts · Rating: 1400 · first AC: 2022-11-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings, two pointers

[juju527's solution](#)

### 113.

1004C

[Sonya and Robots](#) · [Tutorial](#)

Quality: 7,881 global accepts · Rating: 1400 · first AC: 2022-11-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[juju527's solution](#)

### 114.

1750C

[Complementary XOR](#) · [Tutorial](#)

Quality: 10,479 global accepts · Rating: 1400 · first AC: 2022-11-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[juju527's solution](#)

### 115.

1648A

[Weird Sum](#) · [Tutorial](#)

Quality: 18,761 global accepts · Rating: 1400 · first AC: 2022-03-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, geometry, math, matrices, sortings

[juju527's solution](#)

### 116.

1559D1

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

Quality: 16,027 global accepts · Rating: 1400 · first AC: 2021-08-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, trees

[juju527's solution](#)

### 117.

1549C

[Web of Lies](#) · [Tutorial](#)

Rating: 1400 · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy

[juju527's solution](#)

**118.**

1515C

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

Quality: 18,750 global accepts · Rating: 1400 · first AC: 2021-05-02 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy

[juju527's solution](#)

**119.**

1519C

[Berland Regional](#) · [Tutorial](#)

Quality: 22,460 global accepts · Rating: 1400 · first AC: 2021-04-29 · GNU C++11 (first AC) · Tags: brute force, data structures, greedy, number theory, sortings

[juju527's solution](#)

**120.**

1517C

[Fillomino 2](#) · [Tutorial](#)

Quality: 14,170 global accepts · Rating: 1400 · first AC: 2021-04-23 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation

[juju527's solution](#)

**121.**

1408B

[Arrays Sum](#) · [Tutorial](#)

Quality: 10,454 global accepts · Rating: 1400 · first AC: 2020-09-30 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[juju527's solution](#)

**122.**

1393B

[Applejack and Storages](#) · [Tutorial](#)

Quality: 17,365 global accepts · Rating: 1400 · first AC: 2020-08-07 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[juju527's solution](#)

**123.**

1365C

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

Quality: 24,980 global accepts · Rating: 1400 · first AC: 2020-06-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[juju527's solution](#)

**124.**

1362C

[Johnny and Another Rating Drop](#) · [Tutorial](#)

Quality: 23,703 global accepts · Rating: 1400 · first AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[juju527's solution](#)

**125.**

1842C

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

Quality: 16,492 global accepts · Rating: 1500 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: dp

[juju527's solution](#)

**126.**

1326D1

[Prefix-Suffix Palindrome \(Easy version\)](#) · [Tutorial](#)

Quality: 13,294 global accepts · Rating: 1500 · first AC: 2023-05-06 · C++20 (GCC 11-64) (first AC) · Tags: hashing, string suffix structures, strings

[juju527's solution](#)

**127.**

1817A

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

Quality: 12,755 global accepts · Rating: 1500 · first AC: 2023-04-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy

[juju527's solution](#)

### 128.

1178D

[Prime Graph](#) · [Tutorial](#)

Quality: 7,925 global accepts · Rating: 1500 · first AC: 2022-12-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[juju527's solution](#)

### 129.

1166C

[A Tale of Two Lands](#) · [Tutorial](#)

Quality: 11,032 global accepts · Rating: 1500 · first AC: 2022-11-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings, two pointers

[juju527's solution](#)

### 130.

1738C

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

Quality: 12,773 global accepts · Rating: 1500 · first AC: 2022-09-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, greedy, math

[juju527's solution](#)

### 131.

1616C

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

Quality: 13,203 global accepts · Rating: 1500 · first AC: 2021-12-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, implementation, math

[juju527's solution](#)

### 132.

1552B

[Running for Gold](#) · [Tutorial](#)

Quality: 16,931 global accepts · Rating: 1500 · first AC: 2021-12-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs, greedy, sortings

[juju527's solution](#)

### 133.

1499C

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

Quality: 13,419 global accepts · Rating: 1500 · first AC: 2021-11-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, math

[juju527's solution](#)

### 134.

1562C

[Rings](#) · [Tutorial](#)

Quality: 14,309 global accepts · Rating: 1500 · first AC: 2021-08-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[juju527's solution](#)

### 135.

1542B

[Plus and Multiply](#) · [Tutorial](#)

Quality: 26,536 global accepts · Rating: 1500 · first AC: 2021-07-03 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory

[juju527's solution](#)

### 136.

1515D

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

Quality: 12,820 global accepts · Rating: 1500 · first AC: 2021-05-02 · GNU C++11 (first AC) · Tags: greedy, sortings, two pointers

[juju527's solution](#)

### 137.

1484B

[Restore Modulo](#) · [Tutorial](#)

Rating: 1500 · first AC: 2021-03-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[juju527's solution](#)

**138.**

316E1

[Summer Homework](#) · [Tutorial](#)

Quality: 1,548 global accepts · Rating: 1500 · first AC: 2021-01-25 · GNU C++11 (first AC) · Tags: brute force, data structures

[juju527's solution](#)

**139.**

1408C

[Discrete Acceleration](#) · [Tutorial](#)

Quality: 9,274 global accepts · Rating: 1500 · first AC: 2020-09-30 · GNU C++11 (first AC) · Tags: binary search, dp, implementation, math, two pointers

[juju527's solution](#)

**140.**

1829G

[Hits Different](#) · [Tutorial](#)

Quality: 15,127 global accepts · Rating: 1600 · first AC: 2026-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, implementation, math

[juju527's solution](#)

**141.**

1148B

[Born This Way](#) · [Tutorial](#)

Quality: 7,940 global accepts · Rating: 1600 · first AC: 2022-11-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, two pointers

[juju527's solution](#)

**142.**

1730B

[Meeting on the Line](#) · [Tutorial](#)

Quality: 17,259 global accepts · Rating: 1600 · first AC: 2022-10-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, greedy, implementation, math, ternary search

[juju527's solution](#)

**143.**

1677A

[Tokitsukaze and Strange Inequality](#) · [Tutorial](#)

Quality: 9,354 global accepts · Rating: 1600 · first AC: 2022-05-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp

[juju527's solution](#)

**144.**

1615C

[Menorah](#) · [Tutorial](#)

Quality: 9,194 global accepts · Rating: 1600 · first AC: 2021-12-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy, math

[juju527's solution](#)

**145.**

1567C

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

Quality: 13,154 global accepts · Rating: 1600 · first AC: 2021-12-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[juju527's solution](#)

**146.**

1603B

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

Quality: 15,076 global accepts · Rating: 1600 · first AC: 2021-10-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[juju527's solution](#)

**147.**

1566D2

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

Quality: 8,334 global accepts · Rating: 1600 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

[juju527's solution](#)

**148.**

1542C

[Strange Function](#) · [Tutorial](#)

Quality: 16,181 global accepts · Rating: 1600 · first AC: 2021-07-03 · GNU C++11 (first AC) · Tags: math, number theory

[juju527's solution](#)

**149.**

1519D

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

Quality: 17,630 global accepts · Rating: 1600 · first AC: 2021-04-29 · GNU C++11 (first AC) · Tags: brute force, dp, implementation, math, two pointers

[juju527's solution](#)

**150.**

1484C

[Basic Diplomacy](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-03-21 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, flows, greedy, implementation

[juju527's solution](#)

**151.**

1459C

[Row GCD](#) · [Tutorial](#)

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

[juju527's solution](#)

**152.**

1314A

[Recommendations](#) · [Tutorial](#)

Rating: 1700 · first AC: 2026-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, sortings

[juju527's solution](#)

**153.**

1829H

[Don't Blame Me](#) · [Tutorial](#)

Quality: 10,798 global accepts · Rating: 1700 · first AC: 2026-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, math

[juju527's solution](#)

**154.**

1479A

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

Quality: 13,085 global accepts · Rating: 1700 · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive, ternary search

[juju527's solution](#)

**155.**

1392D

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

Quality: 9,765 global accepts · Rating: 1700 · first AC: 2023-03-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[juju527's solution](#)

**156.**

1770C

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

Quality: 9,664 global accepts · Rating: 1700 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[juju527's solution](#)

**157.**

1237C1

[Balanced Removals \(Easier\)](#) · [Tutorial](#)

Quality: 6,301 global accepts · Rating: 1700 · first AC: 2022-12-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy

[juju527's solution](#)

**158.**

1148C

[Crazy Diamond](#) · [Tutorial](#)

Quality: 5,627 global accepts · Rating: 1700 · first AC: 2022-11-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings  
[juju527's solution](#)

**159.**

1406C

[Link Cut Centroids](#) · [Tutorial](#)

Quality: 11,778 global accepts · Rating: 1700 · first AC: 2021-11-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees  
[juju527's solution](#)

**160.**

1580A

[Portal](#) · [Tutorial](#)

Quality: 3,924 global accepts · Rating: 1700 · first AC: 2021-09-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation  
[juju527's solution](#)

**161.**

1562D1

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

Quality: 6,650 global accepts · Rating: 1700 · first AC: 2021-08-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, math  
[juju527's solution](#)

**162.**

1497E1

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

Quality: 9,112 global accepts · Rating: 1700 · first AC: 2021-03-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers  
[juju527's solution](#)

**163.**

739A

[Alyona and mex](#) · [Tutorial](#)

Quality: 8,455 global accepts · Rating: 1700 · first AC: 2020-12-02 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy  
[juju527's solution](#)

**164.**

1393C

[Pinkie Pie Eats Patty-cakes](#) · [Tutorial](#)

Quality: 11,045 global accepts · Rating: 1700 · first AC: 2020-08-07 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, sortings  
[juju527's solution](#)

**165.**

1362D

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

Rating: 1700 · first AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation, sortings  
[juju527's solution](#)

**166.**

2102D

[Quartet Swapping](#) · [Tutorial](#)

Rating: 1800 · first AC: 2026-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, sortings  
[juju527's solution](#)

**167.**

1824B1

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

Quality: 6,007 global accepts · Rating: 1800 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, probabilities, trees  
[juju527's solution](#)

**168.**

1326D2

[Prefix-Suffix Palindrome \(Hard version\)](#) · [Tutorial](#)

Quality: 11,754 global accepts · Rating: 1800 · first AC: 2023-05-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, hashing, string suffix structures, strings

[juju527's solution](#)

**169.**

1148D

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

Quality: 5,263 global accepts · Rating: 1800 · first AC: 2022-11-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[juju527's solution](#)

**170.**

1750D

[Count GCD](#) · [Tutorial](#)

Quality: 7,363 global accepts · Rating: 1800 · first AC: 2022-11-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[juju527's solution](#)

**171.**

1718A1

[Burenka and Traditions \(easy version\)](#) · [Tutorial](#)

Quality: 6,418 global accepts · Rating: 1800 · first AC: 2022-08-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[juju527's solution](#)

**172.**

1648B

[Integral Array](#) · [Tutorial](#)

Quality: 7,260 global accepts · Rating: 1800 · first AC: 2022-03-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, data structures, math

[juju527's solution](#)

**173.**

1552D

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

Quality: 7,888 global accepts · Rating: 1800 · first AC: 2021-12-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, graphs, math

[juju527's solution](#)

**174.**

1552C

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

Quality: 6,286 global accepts · Rating: 1800 · first AC: 2021-12-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, geometry, greedy, sortings

[juju527's solution](#)

**175.**

1394A

[Boboniu Chats with Du](#) · [Tutorial](#)

Quality: 7,122 global accepts · Rating: 1800 · first AC: 2021-11-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings, two pointers

[juju527's solution](#)

**176.**

946D

[Timetable](#) · [Tutorial](#)

Quality: 4,880 global accepts · Rating: 1800 · first AC: 2021-10-02 · C++17 (GCC 7-32) (first AC) · Tags: dp

[juju527's solution](#)

**177.**

1556D

[Take a Guess](#) · [Tutorial](#)

Quality: 8,589 global accepts · Rating: 1800 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[juju527's solution](#)

**178.**

1556C

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

Quality: 6,216 global accepts · Rating: 1800 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation  
[juju527's solution](#)

**179.**

1549D

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

Rating: 1800 · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, math, two pointers  
[juju527's solution](#)

**180.**

1517D

[Explorer Space](#) · [Tutorial](#)

Quality: 9,241 global accepts · Rating: 1800 · first AC: 2021-04-23 · GNU C++11 (first AC) · Tags: dp, graphs, shortest paths  
[juju527's solution](#)

**181.**

1509E

[Almost Sorted](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-04-17 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math  
[juju527's solution](#)

**182.**

1509C

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

Quality: 15,305 global accepts · Rating: 1800 · first AC: 2021-04-16 · GNU C++11 (first AC) · Tags: dp, greedy  
[juju527's solution](#)

**183.**

1501C

[Going Home](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-03-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math  
[juju527's solution](#)

**184.**

1367D

[Task On The Board](#) · [Tutorial](#)

Quality: 8,809 global accepts · Rating: 1800 · first AC: 2020-06-17 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, sortings  
[juju527's solution](#)

**185.**

1842D

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

Quality: 4,738 global accepts · Rating: 1900 · first AC: 2023-06-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy  
[juju527's solution](#)

**186.**

1479B1

[Painting the Array I](#) · [Tutorial](#)

Quality: 7,472 global accepts · Rating: 1900 · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation  
[juju527's solution](#)

**187.**

1817B

[Fish Graph](#) · [Tutorial](#)

Quality: 5,100 global accepts · Rating: 1900 · first AC: 2023-04-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs  
[juju527's solution](#)

**188.**

1237C2

[Balanced Removals \(Harder\)](#) · [Tutorial](#)

Quality: 4,534 global accepts · Rating: 1900 · first AC: 2022-12-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, greedy, implementation, sortings

[juju527's solution](#)

**189.**

1178E

[Archaeology](#) · [Tutorial](#)

Quality: 4,504 global accepts · Rating: 1900 · first AC: 2022-12-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, strings

[juju527's solution](#)

**190.**

1747D

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

Quality: 5,560 global accepts · Rating: 1900 · first AC: 2022-11-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures

[juju527's solution](#)

**191.**

1369D

[TediousLee](#) · [Tutorial](#)

Quality: 9,228 global accepts · Rating: 1900 · first AC: 2022-11-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, math, trees

[juju527's solution](#)

**192.**

1738D

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

Quality: 3,746 global accepts · Rating: 1900 · first AC: 2022-09-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, trees

[juju527's solution](#)

**193.**

1718A2

[Burenka and Traditions \(hard version\)](#) · [Tutorial](#)

Quality: 5,911 global accepts · Rating: 1900 · first AC: 2022-08-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[juju527's solution](#)

**194.**

1696D

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

Quality: 6,014 global accepts · Rating: 1900 · first AC: 2022-06-26 · last AC: 2022-06-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, greedy, shortest paths

[juju527's solution](#)

**195.**

1648C

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

Quality: 3,340 global accepts · Rating: 1900 · first AC: 2022-03-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, implementation

[juju527's solution](#)

**196.**

1495B

[Let's Go Hiking](#) · [Tutorial](#)

Quality: 6,333 global accepts · Rating: 1900 · first AC: 2021-11-16 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy

[juju527's solution](#)

**197.**

1509D

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

Rating: 1900 · first AC: 2021-04-17 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, strings, two pointers

[juju527's solution](#)

**198.**

1484D

[Playlist](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-03-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, implementation

[juju527's solution](#)

**199.**

930C

[Teodor is not a liar!](#) · [Tutorial](#)

Quality: 2,374 global accepts · Rating: 1900 · first AC: 2020-12-04 · GNU C++11 (first AC) · Tags: data structures, dp

[juju527's solution](#)

**200.**

1367E

[Necklace Assembly](#) · [Tutorial](#)

Quality: 5,841 global accepts · Rating: 1900 · first AC: 2020-06-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, number theory

[juju527's solution](#)

**201.**

1830B

[The BOSS Can Count Pairs](#) · [Tutorial](#)

Quality: 5,853 global accepts · Rating: 2000 · first AC: 2023-05-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[juju527's solution](#)

**202.**

1827B1

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

Quality: 4,539 global accepts · Rating: 2000 · first AC: 2023-05-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, dsu, greedy, trees, two pointers

[juju527's solution](#)

**203.**

1770D

[Koxia and Game](#) · [Tutorial](#)

Quality: 4,394 global accepts · Rating: 2000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, flows, games, graph matchings, graphs, implementation

[juju527's solution](#)

**204.**

1266D

[Decreasing Debts](#) · [Tutorial](#)

Quality: 3,871 global accepts · Rating: 2000 · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, math, two pointers

[juju527's solution](#)

**205.**

1237D

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

Quality: 4,779 global accepts · Rating: 2000 · first AC: 2022-12-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation

[juju527's solution](#)

**206.**

1764D

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

Quality: 3,144 global accepts · Rating: 2000 · first AC: 2022-11-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[juju527's solution](#)

**207.**

1718B

[Fibonacci Strings](#) · [Tutorial](#)

Quality: 3,466 global accepts · Rating: 2000 · first AC: 2022-08-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory

[juju527's solution](#)

**208.**

1696E

[Placing Jinas](#) · [Tutorial](#)

Quality: 4,908 global accepts · Rating: 2000 · first AC: 2022-06-26 · last AC: 2022-06-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[juju527's solution](#)

**209.**

1616D

[Keep the Average High](#) · [Tutorial](#)

Quality: 5,566 global accepts · Rating: 2000 · first AC: 2021-12-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[juju527's solution](#)

**210.**

1567D

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

Quality: 4,853 global accepts · Rating: 2000 · first AC: 2021-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[juju527's solution](#)

**211.**

1599C

[Bubble Strike](#) · [Tutorial](#)

Quality: 1,973 global accepts · Rating: 2000 · first AC: 2021-10-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, probabilities, ternary search

[juju527's solution](#)

**212.**

1566E

[Buds Re-hanging](#) · [Tutorial](#)

Quality: 4,446 global accepts · Rating: 2000 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[juju527's solution](#)

**213.**

1493C

[K-beautiful Strings](#) · [Tutorial](#)

Quality: 4,947 global accepts · Rating: 2000 · first AC: 2021-03-06 · GNU C++11 (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, strings

[juju527's solution](#)

**214.**

156C

[Cipher](#) · [Tutorial](#)

Quality: 2,625 global accepts · Rating: 2000 · first AC: 2020-12-04 · GNU C++11 (first AC) · Tags: combinatorics, dp

[juju527's solution](#)

**215.**

213C

[Relay Race](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2000 · first AC: 2020-12-04 · GNU C++11 (first AC) · Tags: dp

[juju527's solution](#)

**216.**

15C

[Industrial Nim](#) · [Tutorial](#)

Quality: 2,837 global accepts · Rating: 2000 · first AC: 2020-11-24 · GNU C++11 (first AC) · Tags: games

[juju527's solution](#)

**217.**

1408D

[Searchlights](#) · [Tutorial](#)

Quality: 4,673 global accepts · Rating: 2000 · first AC: 2020-10-02 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings, two pointers

[juju527's solution](#)

**218.**

1200E

[Compress Words](#) · [Tutorial](#)

Quality: 9,363 global accepts · Rating: 2000 · first AC: 2020-06-17 · last AC: 2020-06-17 · GNU C++11 (first AC) · Tags: brute force, hashing, implementation, string suffix structures, strings

[juju527's solution](#)

**219.**

1479B2

[Painting the Array II](#) · [Tutorial](#)

Quality: 4,431 global accepts · Rating: 2100 · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[juju527's solution](#)

**220.**

1392E

[Omkar and Duck](#) · [Tutorial](#)

Quality: 3,747 global accepts · Rating: 2100 · first AC: 2023-03-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[juju527's solution](#)

**221.**

1266E

[Spaceship Solitaire](#) · [Tutorial](#)

Quality: 2,348 global accepts · Rating: 2100 · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation

[juju527's solution](#)

**222.**

1152D

[Neko and Aki's Prank](#) · [Tutorial](#)

Quality: 2,579 global accepts · Rating: 2100 · first AC: 2022-11-15 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, trees

[juju527's solution](#)

**223.**

1166E

[The LCMs Must be Large](#) · [Tutorial](#)

Quality: 3,009 global accepts · Rating: 2100 · first AC: 2022-11-11 · last AC: 2022-11-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory

[juju527's solution](#)

**224.**

1499D

[The Number of Pairs](#) · [Tutorial](#)

Quality: 7,041 global accepts · Rating: 2100 · first AC: 2021-11-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory

[juju527's solution](#)

**225.**

1599H

[Hidden Fortress](#) · [Tutorial](#)

Quality: 1,276 global accepts · Rating: 2100 · first AC: 2021-10-09 · C++14 (GCC 6-32) (first AC) · Tags: interactive, math

[juju527's solution](#)

**226.**

1484E

[Skyline Photo](#) · [Tutorial](#)

Rating: 2100 · first AC: 2021-03-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[juju527's solution](#)

**227.**

1493D

[GCD of an Array](#) · [Tutorial](#)

Quality: 5,743 global accepts · Rating: 2100 · first AC: 2021-03-07 · last AC: 2021-03-07 · GNU C++11 (first AC) · Tags: brute force, data structures, hashing, implementation, math, number theory, sortings, two pointers

[juju527's solution](#)

**228.**

238C

[World Eater Brothers](#) · [Tutorial](#)

Quality: 1,366 global accepts · Rating: 2100 · first AC: 2021-01-27 · GNU C++11 (first AC) · Tags: dfs and similar, dp, greedy, trees  
[juju527's solution](#)

**229.**

306B

[Optimizer](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 2100 · first AC: 2021-01-25 · GNU C++11 (first AC) · Tags: data structures, greedy, sortings  
[juju527's solution](#)

**230.**

1265E

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

Quality: 4,521 global accepts · Rating: 2100 · first AC: 2020-12-04 · last AC: 2020-12-04 · GNU C++11 (first AC) · Tags: data structures, dp, math, probabilities  
[juju527's solution](#)

**231.**

1271D

[Portals](#) · [Tutorial](#)

Quality: 3,402 global accepts · Rating: 2100 · first AC: 2020-12-02 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, implementation, sortings  
[juju527's solution](#)

**232.**

335C

[More Reclamation](#) · [Tutorial](#)

Quality: 603 global accepts · Rating: 2100 · first AC: 2020-11-24 · last AC: 2020-11-24 · GNU C++11 (first AC) · Tags: games  
[juju527's solution](#)

**233.**

319C

[Kalila and Dimna in the Logging Industry](#) · [Tutorial](#)

Quality: 6,590 global accepts · Rating: 2100 · first AC: 2020-11-01 · last AC: 2020-11-01 · GNU C++11 (first AC) · Tags: dp, geometry  
[juju527's solution](#)

**234.**

665E

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

Quality: 4,424 global accepts · Rating: 2100 · first AC: 2020-10-30 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, strings, trees  
[juju527's solution](#)

**235.**

1187E

[Tree Painting](#) · [Tutorial](#)

Quality: 11,281 global accepts · Rating: 2100 · first AC: 2020-08-18 · GNU C++11 (first AC) · Tags: dfs and similar, dp, trees  
[juju527's solution](#)

**236.**

2102E

[23 Kingdom](#) · [Tutorial](#)

Rating: 2200 · first AC: 2026-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, ternary search, two pointers  
[juju527's solution](#)

**237.**

1178F1

[Short Colorful Strip](#) · [Tutorial](#)

Quality: 2,286 global accepts · Rating: 2200 · first AC: 2022-12-05 · last AC: 2022-12-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp  
[juju527's solution](#)

**238.**

1166D

[Cute Sequences](#) · [Tutorial](#)

Quality: 2,285 global accepts · Rating: 2200 · first AC: 2022-11-11 · last AC: 2022-11-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math

[juju527's solution](#)

**239.**

1730D

[Prefixes and Suffixes](#) · [Tutorial](#)

Quality: 3,023 global accepts · Rating: 2200 · first AC: 2022-10-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings, two pointers

[juju527's solution](#)

**240.**

1616E

[Lexicographically Small Enough](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 2200 · first AC: 2021-12-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, strings

[juju527's solution](#)

**241.**

1615D

[X\(or\)-mas Tree](#) · [Tutorial](#)

Quality: 2,134 global accepts · Rating: 2200 · first AC: 2021-12-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, trees

[juju527's solution](#)

**242.**

1552F

[Telepanting](#) · [Tutorial](#)

Quality: 3,334 global accepts · Rating: 2200 · first AC: 2021-12-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, sortings

[juju527's solution](#)

**243.**

1567E

[Non-Decreasing Dilemma](#) · [Tutorial](#)

Quality: 4,135 global accepts · Rating: 2200 · first AC: 2021-12-17 · last AC: 2021-12-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, math

[juju527's solution](#)

**244.**

1406D

[Three Sequences](#) · [Tutorial](#)

Quality: 3,812 global accepts · Rating: 2200 · first AC: 2021-11-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, math

[juju527's solution](#)

**245.**

1575G

[GCD Festival](#) · [Tutorial](#)

Quality: 833 global accepts · Rating: 2200 · first AC: 2021-11-01 · last AC: 2021-11-01 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[juju527's solution](#)

**246.**

946E

[Largest Beautiful Number](#) · [Tutorial](#)

Quality: 1,244 global accepts · Rating: 2200 · first AC: 2021-10-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[juju527's solution](#)

**247.**

1580C

[Train Maintenance](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2200 · first AC: 2021-09-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures,

implementation

[juju527's solution](#)

**248.**

1556E

[Equilibrium](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2200 · first AC: 2021-08-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[juju527's solution](#)

**249.**

1562D2

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

Quality: 2,245 global accepts · Rating: 2200 · first AC: 2021-08-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math

[juju527's solution](#)

**250.**

13C

[Sequence](#) · [Tutorial](#)

Quality: 5,469 global accepts · Rating: 2200 · first AC: 2021-08-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings

[juju527's solution](#)

**251.**

1559E

[Mocha and Stars](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2200 · first AC: 2021-08-15 · last AC: 2021-08-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math, number theory

[juju527's solution](#)

**252.**

490F

[Treeland Tour](#) · [Tutorial](#)

Quality: 1,913 global accepts · Rating: 2200 · first AC: 2021-05-17 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp, trees

[juju527's solution](#)

**253.**

1515E

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

Quality: 4,476 global accepts · Rating: 2200 · first AC: 2021-05-04 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[juju527's solution](#)

**254.**

1501D

[Two chandeliers](#) · [Tutorial](#)

Rating: 2200 · first AC: 2021-03-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, chinese remainder theorem, math

[juju527's solution](#)

**255.**

323B

[Tournament-graph](#) · [Tutorial](#)

Quality: 470 global accepts · Rating: 2200 · first AC: 2021-02-04 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs

[juju527's solution](#)

**256.**

1336C

[Kaavi and Magic Spell](#) · [Tutorial](#)

Quality: 4,085 global accepts · Rating: 2200 · first AC: 2020-10-31 · GNU C++11 (first AC) · Tags: dp, strings

[juju527's solution](#)

**257.**

1238E

[Keyboard Purchase](#) · [Tutorial](#)

Quality: 3,460 global accepts · Rating: 2200 · first AC: 2020-10-30 · GNU C++11 (first AC) · Tags: bitmasks, dp

[juju527's solution](#)

**258.**

280C

[Game on Tree](#) · [Tutorial](#)

Quality: 5,130 global accepts · Rating: 2200 · first AC: 2020-10-29 · GNU C++11 (first AC) · Tags: implementation, math, probabilities, trees  
[juju527's solution](#)

**259.**

165E

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

Quality: 9,385 global accepts · Rating: 2200 · first AC: 2020-10-26 · last AC: 2020-10-26 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dfs and similar, dp  
[juju527's solution](#)

**260.**

833B

[The Bakery](#) · [Tutorial](#)

Quality: 6,496 global accepts · Rating: 2200 · first AC: 2020-09-04 · GNU C++11 (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers  
[juju527's solution](#)

**261.**

1842E

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

Quality: 1,831 global accepts · Rating: 2300 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, geometry, greedy, math  
[juju527's solution](#)

**262.**

1824B2

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

Quality: 3,360 global accepts · Rating: 2300 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, math, probabilities, trees  
[juju527's solution](#)

**263.**

1148E

[Earth Wind and Fire](#) · [Tutorial](#)

Quality: 1,824 global accepts · Rating: 2300 · first AC: 2022-11-21 · last AC: 2022-11-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings, two pointers  
[juju527's solution](#)

**264.**

1004D

[Sonya and Matrix](#) · [Tutorial](#)

Quality: 1,499 global accepts · Rating: 2300 · first AC: 2022-11-10 · last AC: 2022-11-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation  
[juju527's solution](#)

**265.**

1553F

[Pairwise Modulo](#) · [Tutorial](#)

Quality: 2,518 global accepts · Rating: 2300 · first AC: 2022-10-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math  
[juju527's solution](#)

**266.**

1738E

[Balance Addicts](#) · [Tutorial](#)

Quality: 1,798 global accepts · Rating: 2300 · first AC: 2022-09-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, two pointers  
[juju527's solution](#)

**267.**

1728E

[Red-Black Pepper](#) · [Tutorial](#)

Quality: 2,030 global accepts · Rating: 2300 · first AC: 2022-09-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, math, number theory  
[juju527's solution](#)

**268.**

1552E

[Colors and Intervals](#) · [Tutorial](#)

Quality: 2,125 global accepts · Rating: 2300 · first AC: 2021-12-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[juju527's solution](#)

**269.**

1394B

[Boboniu Walks on Graph](#) · [Tutorial](#)

Quality: 2,146 global accepts · Rating: 2300 · first AC: 2021-11-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, hashing

[juju527's solution](#)

**270.**

1495C

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

Quality: 2,905 global accepts · Rating: 2300 · first AC: 2021-11-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs

[juju527's solution](#)

**271.**

1588C

[Game with Stones](#) · [Tutorial](#)

Rating: 2300 · first AC: 2021-11-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, games, greedy

[juju527's solution](#)

**272.**

1603C

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

Quality: 2,266 global accepts · Rating: 2300 · first AC: 2021-10-31 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math, number theory

[juju527's solution](#)

**273.**

510E

[Fox And Dinner](#) · [Tutorial](#)

Quality: 2,423 global accepts · Rating: 2300 · first AC: 2021-09-08 · C++17 (GCC 9-64) (first AC) · Tags: flows

[juju527's solution](#)

**274.**

713C

[Sonya and Problem Wihtout a Legend](#) · [Tutorial](#)

Quality: 6,533 global accepts · Rating: 2300 · first AC: 2021-08-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings

[juju527's solution](#)

**275.**

1540B

[Tree Array](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2300 · first AC: 2021-07-16 · GNU C++11 (first AC) · Tags: brute force, combinatorics, dp, graphs, math, probabilities, trees

[juju527's solution](#)

**276.**

311E

[Biologist](#) · [Tutorial](#)

Quality: 1,575 global accepts · Rating: 2300 · first AC: 2021-01-31 · GNU C++11 (first AC) · Tags: flows

[juju527's solution](#)

**277.**

316E3

[Summer Homework](#) · [Tutorial](#)

Quality: 572 global accepts · Rating: 2300 · first AC: 2021-01-26 · GNU C++11 (first AC) · Tags: data structures, math

[juju527's solution](#)

**278.**

451E

[Devu and Flowers](#) · [Tutorial](#)

Quality: 4,542 global accepts · Rating: 2300 · first AC: 2020-09-12 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, number theory

[juju527's solution](#)

**279.**

802G3

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

Quality: 1,838 global accepts · Rating: 2300 · first AC: 2020-07-27 · GNU C++11 (first AC) · Tags: string suffix structures

[juju527's solution](#)

**280.**

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,020 global accepts · Rating: 2300 · first AC: 2020-06-25 · last AC: 2020-06-25 · GNU C++11 (first AC) · Tags: data structures, graphs, shortest paths

[juju527's solution](#)

**281.**

1830C

[Hyperregular Bracket Strings](#) · [Tutorial](#)

Quality: 2,189 global accepts · Rating: 2400 · first AC: 2023-05-31 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, greedy, hashing, math, number theory, sortings

[juju527's solution](#)

**282.**

1827B2

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

Quality: 2,316 global accepts · Rating: 2400 · first AC: 2023-05-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy

[juju527's solution](#)

**283.**

1326E

[Bombs](#) · [Tutorial](#)

Quality: 2,420 global accepts · Rating: 2400 · first AC: 2023-05-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, two pointers

[juju527's solution](#)

**284.**

1817C

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

Quality: 1,227 global accepts · Rating: 2400 · first AC: 2023-04-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[juju527's solution](#)

**285.**

1392F

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

Quality: 2,403 global accepts · Rating: 2400 · first AC: 2023-03-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[juju527's solution](#)

**286.**

1770E

[Koxia and Tree](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2400 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math, probabilities, trees

[juju527's solution](#)

**287.**

1237E

[Balanced Binary Search Trees](#) · [Tutorial](#)

Quality: 1,520 global accepts · Rating: 2400 · first AC: 2022-12-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[juju527's solution](#)

**288.**

1764E

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

Quality: 1,425 global accepts · Rating: 2400 · first AC: 2022-11-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[juju527's solution](#)

**289.**

1152E

[Neko and Flashback](#) · [Tutorial](#)

Quality: 1,123 global accepts · Rating: 2400 · first AC: 2022-11-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[juju527's solution](#)

**290.**

1369E

[DeadLee](#) · [Tutorial](#)

Quality: 2,454 global accepts · Rating: 2400 · first AC: 2022-11-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, greedy, implementation, sortings

[juju527's solution](#)

**291.**

1166F

[Vicky's Delivery Service](#) · [Tutorial](#)

Quality: 812 global accepts · Rating: 2400 · first AC: 2022-11-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, hashing

[juju527's solution](#)

**292.**

1004E

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

Quality: 1,239 global accepts · Rating: 2400 · first AC: 2022-11-10 · last AC: 2022-11-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, shortest paths, trees

[juju527's solution](#)

**293.**

1750E

[Bracket Cost](#) · [Tutorial](#)

Quality: 1,660 global accepts · Rating: 2400 · first AC: 2022-11-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy, strings

[juju527's solution](#)

**294.**

311B

[Cats Transport](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2400 · first AC: 2022-10-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[juju527's solution](#)

**295.**

1738F

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

Quality: 1,381 global accepts · Rating: 2400 · first AC: 2022-09-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, interactive, shortest paths, trees

[juju527's solution](#)

**296.**

1726E

[Almost Perfect](#) · [Tutorial](#)

Quality: 1,716 global accepts · Rating: 2400 · first AC: 2022-09-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, fft, math

[juju527's solution](#)

**297.**

1718C

[Tonya and Burenka-179](#) · [Tutorial](#)

Quality: 1,860 global accepts · Rating: 2400 · first AC: 2022-08-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math, number theory

[juju527's solution](#)

**298.**

710F

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

Quality: 2,503 global accepts · Rating: 2400 · first AC: 2021-12-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, hashing, interactive, string suffix structures, strings

[juju527's solution](#)

**299.**

1620G

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

Quality: 1,156 global accepts · Rating: 2400 · first AC: 2021-12-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp  
[juju527's solution](#)

**300.**

1615E

[Purple Crayon](#) · [Tutorial](#)

Quality: 1,700 global accepts · Rating: 2400 · first AC: 2021-12-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, math, sortings, trees  
[juju527's solution](#)

**301.**

1617D2

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

Quality: 2,031 global accepts · Rating: 2400 · first AC: 2021-12-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, interactive, math  
[juju527's solution](#)

**302.**

1578L

[Labyrinth](#) · [Tutorial](#)

Quality: 1,435 global accepts · Rating: 2400 · first AC: 2021-12-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dsu, greedy  
[juju527's solution](#)

**303.**

1585F

[Non-equal Neighbours](#) · [Tutorial](#)

Quality: 1,680 global accepts · Rating: 2400 · first AC: 2021-12-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math  
[juju527's solution](#)

**304.**

1608D

[Dominoes](#) · [Tutorial](#)

Quality: 1,558 global accepts · Rating: 2400 · first AC: 2021-12-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, fft, graphs, math, number theory  
[juju527's solution](#)

**305.**

1609E

[William The Oblivious](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2021-12-04 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, dp, matrices  
[juju527's solution](#)

**306.**

1499F

[Diameter Cuts](#) · [Tutorial](#)

Quality: 1,588 global accepts · Rating: 2400 · first AC: 2021-11-16 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dp, trees  
[juju527's solution](#)

**307.**

1499E

[Chaotic Merge](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 2400 · first AC: 2021-11-16 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, strings  
[juju527's solution](#)

**308.**

1582F2

[Korney Korneevich and XOR \(hard version\)](#) · [Tutorial](#)

Quality: 2,097 global accepts · Rating: 2400 · first AC: 2021-11-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, dp, greedy, two pointers  
[juju527's solution](#)

**309.**

1592E

[Bored Bakry](#) · [Tutorial](#)

Quality: 1,921 global accepts · Rating: 2400 · first AC: 2021-11-13 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math, two pointers  
[juju527's solution](#)

**310.**

1605E

[Array Equalizer](#) · [Tutorial](#)

Quality: 1,182 global accepts · Rating: 2400 · first AC: 2021-11-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, implementation, math, number theory, sortings, two pointers  
[juju527's solution](#)

**311.**

1009G

[Allowed Letters](#) · [Tutorial](#)

Quality: 1,066 global accepts · Rating: 2400 · first AC: 2021-11-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, flows, graph matchings, graphs, greedy  
[juju527's solution](#)

**312.**

1606D

[Red-Blue Matrix](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2400 · first AC: 2021-11-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, sortings  
[juju527's solution](#)

**313.**

946F

[Fibonacci String Subsequences](#) · [Tutorial](#)

Quality: 645 global accepts · Rating: 2400 · first AC: 2021-10-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, matrices  
[juju527's solution](#)

**314.**

449D

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

Quality: 6,137 global accepts · Rating: 2400 · first AC: 2021-02-27 · last AC: 2021-02-27 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, dp  
[juju527's solution](#)

**315.**

990G

[GCD Counting](#) · [Tutorial](#)

Quality: 2,304 global accepts · Rating: 2400 · first AC: 2021-02-26 · GNU C++11 (first AC) · Tags: divide and conquer, dp, dsu, number theory, trees  
[juju527's solution](#)

**316.**

316G3

[Good Substrings](#) · [Tutorial](#)

Quality: 542 global accepts · Rating: 2400 · first AC: 2021-02-02 · GNU C++11 (first AC) · Tags: string suffix structures  
[juju527's solution](#)

**317.**

295D

[Greg and Caves](#) · [Tutorial](#)

Quality: 740 global accepts · Rating: 2400 · first AC: 2021-02-02 · GNU C++11 (first AC) · Tags: combinatorics, dp  
[juju527's solution](#)

**318.**

332D

[Theft of Blueprints](#) · [Tutorial](#)

Quality: 417 global accepts · Rating: 2400 · first AC: 2021-02-01 · GNU C++11 (first AC) · Tags: graphs, math  
[juju527's solution](#)

**319.**

932E

[Team Work](#) · [Tutorial](#)

Quality: 3,432 global accepts · Rating: 2400 · first AC: 2021-01-05 · GNU C++11 (first AC) · Tags: combinatorics, dp, math  
[juju527's solution](#)

**320.**

865D

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

Quality: 8,016 global accepts · Rating: 2400 · first AC: 2020-10-30 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy  
[juju527's solution](#)

**321.**

939F

[Cutlet](#) · [Tutorial](#)

Quality: 1,199 global accepts · Rating: 2400 · first AC: 2020-10-26 · GNU C++11 (first AC) · Tags: data structures, dp  
[juju527's solution](#)

**322.**

2102F

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

Rating: 2500 · first AC: 2026-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy  
[juju527's solution](#)

**323.**

1550E

[Stringforces](#) · [Tutorial](#)

Quality: 1,838 global accepts · Rating: 2500 · first AC: 2026-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, dp, strings, two pointers  
[juju527's solution](#)

**324.**

1842F

[Tenzing and Tree](#) · [Tutorial](#)

Quality: 1,809 global accepts · Rating: 2500 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, greedy, shortest paths, sortings, trees  
[juju527's solution](#)

**325.**

1479C

[Continuous City](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2500 · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms  
[juju527's solution](#)

**326.**

1824C

[LuoTianyi and XOR-Tree](#) · [Tutorial](#)

Quality: 1,686 global accepts · Rating: 2500 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, trees  
[juju527's solution](#)

**327.**

908E

[New Year and Entity Enumeration](#) · [Tutorial](#)

Quality: 837 global accepts · Rating: 2500 · first AC: 2022-12-28 · last AC: 2022-12-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, math  
[juju527's solution](#)

**328.**

1764F

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

Quality: 1,195 global accepts · Rating: 2500 · first AC: 2022-11-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, sortings, trees  
[juju527's solution](#)

**329.**

1096E

[The Top Scorer](#) · [Tutorial](#)

Quality: 1,279 global accepts · Rating: 2500 · first AC: 2022-02-09 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities  
[juju527's solution](#)

**330.**

1572B

[Xor of 3](#) · [Tutorial](#)

Quality: 2,009 global accepts · Rating: 2500 · first AC: 2021-12-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, two pointers  
[juju527's solution](#)

**331.**

1611G

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

Quality: 741 global accepts · Rating: 2500 · first AC: 2021-12-13 · last AC: 2021-12-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, graph matchings, greedy  
[juju527's solution](#)

**332.**

1612G

[Max Sum Array](#) · [Tutorial](#)

Quality: 1,000 global accepts · Rating: 2500 · first AC: 2021-12-11 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, sortings  
[juju527's solution](#)

**333.**

1583F

[Defender of Childhood Dreams](#) · [Tutorial](#)

Quality: 1,536 global accepts · Rating: 2500 · first AC: 2021-11-13 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer  
[juju527's solution](#)

**334.**

946G

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

Quality: 790 global accepts · Rating: 2500 · first AC: 2021-10-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp  
[juju527's solution](#)

**335.**

1556F

[Sports Betting](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2500 · first AC: 2021-08-29 · last AC: 2021-08-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, graphs, math, probabilities  
[juju527's solution](#)

**336.**

1562E

[Rescue Niwen!](#) · [Tutorial](#)

Quality: 1,588 global accepts · Rating: 2500 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, string suffix structures, strings  
[juju527's solution](#)

**337.**

1559D2

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

Quality: 3,065 global accepts · Rating: 2500 · first AC: 2021-08-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, greedy, trees, two pointers  
[juju527's solution](#)

**338.**

1549E

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

Rating: 2500 · first AC: 2021-08-02 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math  
[juju527's solution](#)

**339.**

1517E

[Group Photo](#) · [Tutorial](#)

Quality: 1,032 global accepts · Rating: 2500 · first AC: 2021-04-24 · GNU C++11 (first AC) · Tags: binary search, data structures, implementation, two pointers

[juju527's solution](#)

**340.**

156D

[Clues](#) · [Tutorial](#)

Quality: 2,035 global accepts · Rating: 2500 · first AC: 2021-04-05 · GNU C++11 (first AC) · Tags: combinatorics, graphs

[juju527's solution](#)

**341.**

1467E

[Distinctive Roots in a Tree](#) · [Tutorial](#)

Quality: 1,762 global accepts · Rating: 2500 · first AC: 2021-02-03 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp, trees

[juju527's solution](#)

**342.**

263E

[Rhombus](#) · [Tutorial](#)

Quality: 444 global accepts · Rating: 2500 · first AC: 2021-01-29 · GNU C++11 (first AC) · Tags: brute force, data structures, dp

[juju527's solution](#)

**343.**

266E

[More Queries to Array...](#) · [Tutorial](#)

Quality: 1,060 global accepts · Rating: 2500 · first AC: 2021-01-27 · GNU C++11 (first AC) · Tags: data structures, math

[juju527's solution](#)

**344.**

468C

[Hack it!](#) · [Tutorial](#)

Quality: 2,739 global accepts · Rating: 2500 · first AC: 2020-11-29 · last AC: 2020-11-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, math

[juju527's solution](#)

**345.**

868F

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

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2020-09-22 · GNU C++11 (first AC) · Tags: divide and conquer, dp

[juju527's solution](#)

**346.**

1073G

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

Quality: 1,112 global accepts · Rating: 2600 · first AC: 2023-06-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, string suffix structures

[juju527's solution](#)

**347.**

1827C

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

Quality: 1,658 global accepts · Rating: 2600 · first AC: 2023-05-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, strings

[juju527's solution](#)

**348.**

1326F1

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

Quality: 1,007 global accepts · Rating: 2600 · first AC: 2023-05-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[juju527's solution](#)

**349.**

1799G

[Count Voting](#) · [Tutorial](#)

Quality: 1,071 global accepts · Rating: 2600 · first AC: 2023-02-28 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math  
[juju527's solution](#)

**350.**

1446D1

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

Quality: 2,104 global accepts · Rating: 2600 · first AC: 2023-01-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy  
[juju527's solution](#)

**351.**

1089I

[Interval-Free Permutations](#) · [Tutorial](#)

Quality: 459 global accepts · Rating: 2600 · first AC: 2022-12-24 · last AC: 2022-12-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics  
[juju527's solution](#)

**352.**

1237F

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

Quality: 1,092 global accepts · Rating: 2600 · first AC: 2022-12-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp  
[juju527's solution](#)

**353.**

1178F2

[Long Colorful Strip](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2600 · first AC: 2022-12-05 · last AC: 2022-12-05 · C++17 (GCC 7-32) (first AC) · Tags: dp  
[juju527's solution](#)

**354.**

896C

[Willem, Chtholly and Seniorious](#) · [Tutorial](#)

Quality: 4,435 global accepts · Rating: 2600 · first AC: 2022-11-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, probabilities  
[juju527's solution](#)

**355.**

1004F

[Sonya and Bitwise OR](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2600 · first AC: 2022-11-10 · last AC: 2022-11-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, divide and conquer  
[juju527's solution](#)

**356.**

1740F

[Conditional Mix](#) · [Tutorial](#)

Quality: 1,068 global accepts · Rating: 2600 · first AC: 2022-11-01 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math  
[juju527's solution](#)

**357.**

1696F

[Tree Recovery](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2600 · first AC: 2022-06-26 · last AC: 2022-06-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, trees  
[juju527's solution](#)

**358.**

1061E

[Politics](#) · [Tutorial](#)

Quality: 603 global accepts · Rating: 2600 · first AC: 2022-01-12 · C++17 (GCC 9-64) (first AC) · Tags: flows, graphs  
[juju527's solution](#)

**359.**

1554E

[You](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2021-12-23 · last AC: 2021-12-23 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar,

dp, math, number theory

[juju527's solution](#)

**360.**

1566F

[Points Movement](#) · [Tutorial](#)

Quality: 1,172 global accepts · Rating: 2600 · first AC: 2021-12-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, implementation, sortings

[juju527's solution](#)

**361.**

1558D

[Top-Notch Insertions](#) · [Tutorial](#)

Quality: 1,134 global accepts · Rating: 2600 · first AC: 2021-12-19 · last AC: 2021-12-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures

[juju527's solution](#)

**362.**

1613F

[Tree Coloring](#) · [Tutorial](#)

Quality: 830 global accepts · Rating: 2600 · first AC: 2021-12-15 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, fft

[juju527's solution](#)

**363.**

1614E

[Divan and a Cottage](#) · [Tutorial](#)

Quality: 948 global accepts · Rating: 2600 · first AC: 2021-12-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures

[juju527's solution](#)

**364.**

1406E

[Deleting Numbers](#) · [Tutorial](#)

Quality: 1,879 global accepts · Rating: 2600 · first AC: 2021-11-17 · C++17 (GCC 7-32) (first AC) · Tags: interactive, math, number theory

[juju527's solution](#)

**365.**

1394C

[Boboniu and String](#) · [Tutorial](#)

Quality: 1,224 global accepts · Rating: 2600 · first AC: 2021-11-17 · last AC: 2021-11-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, ternary search

[juju527's solution](#)

**366.**

1495D

[BFS Trees](#) · [Tutorial](#)

Quality: 1,537 global accepts · Rating: 2600 · first AC: 2021-11-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, graphs, math, shortest paths, trees

[juju527's solution](#)

**367.**

1588D

[Strange LCS](#) · [Tutorial](#)

Rating: 2600 · first AC: 2021-11-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, graphs, strings

[juju527's solution](#)

**368.**

1599A

[Weights](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2600 · first AC: 2021-10-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, two pointers

[juju527's solution](#)

**369.**

1580B

[Mathematics Curriculum](#) · [Tutorial](#)

Quality: 1,283 global accepts · Rating: 2600 · first AC: 2021-10-01 · last AC: 2021-10-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force,

combinatorics, dp, trees

[juju527's solution](#)

**370.**

1569E

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

Quality: 875 global accepts · Rating: 2600 · first AC: 2021-09-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, hashing, implementation, meet-in-the-middle

[juju527's solution](#)

**371.**

547D

[Mike and Fish](#) · [Tutorial](#)

Quality: 3,121 global accepts · Rating: 2600 · first AC: 2021-07-02 · last AC: 2021-07-02 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[juju527's solution](#)

**372.**

528C

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

Rating: 2600 · first AC: 2021-07-02 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs

[juju527's solution](#)

**373.**

1515F

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

Quality: 2,076 global accepts · Rating: 2600 · first AC: 2021-05-04 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, trees

[juju527's solution](#)

**374.**

85E

[Guard Towers](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2600 · first AC: 2021-04-09 · last AC: 2021-04-09 · GNU C++11 (first AC) · Tags: binary search, dsu, geometry, graphs, sortings

[juju527's solution](#)

**375.**

653F

[Paper task](#) · [Tutorial](#)

Quality: 1,173 global accepts · Rating: 2600 · first AC: 2021-04-06 · GNU C++11 (first AC) · Tags: data structures, string suffix structures, strings

[juju527's solution](#)

**376.**

1278F

[Cards](#) · [Tutorial](#)

Quality: 2,498 global accepts · Rating: 2600 · first AC: 2021-04-04 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, number theory, probabilities

[juju527's solution](#)

**377.**

940F

[Machine Learning](#) · [Tutorial](#)

Quality: 3,376 global accepts · Rating: 2600 · first AC: 2021-04-01 · GNU C++11 (first AC) · Tags: brute force, data structures

[juju527's solution](#)

**378.**

285E

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

Quality: 1,294 global accepts · Rating: 2600 · first AC: 2021-03-03 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[juju527's solution](#)

**379.**

917D

[Stranger Trees](#) · [Tutorial](#)

Quality: 1,469 global accepts · Rating: 2600 · first AC: 2021-02-20 · GNU C++11 (first AC) · Tags: dp, math, matrices, trees

[juju527's solution](#)

**380.**

235E

[Number Challenge](#) · [Tutorial](#)

Quality: 886 global accepts · Rating: 2600 · first AC: 2021-02-12 · GNU C++11 (first AC) · Tags: combinatorics, dp, implementation, math, number theory

[juju527's solution](#)

**381.**

338E

[Optimize!](#) · [Tutorial](#)

Quality: 1,186 global accepts · Rating: 2600 · first AC: 2021-02-06 · GNU C++11 (first AC) · Tags: data structures

[juju527's solution](#)

**382.**

261D

[Maxim and Increasing Subsequence](#) · [Tutorial](#)

Quality: 714 global accepts · Rating: 2600 · first AC: 2021-02-01 · GNU C++11 (first AC) · Tags: dp

[juju527's solution](#)

**383.**

240F

[TorCoder](#) · [Tutorial](#)

Quality: 2,259 global accepts · Rating: 2600 · first AC: 2021-01-31 · GNU C++11 (first AC) · Tags: data structures

[juju527's solution](#)

**384.**

248E

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

Quality: 642 global accepts · Rating: 2600 · first AC: 2021-01-29 · GNU C++11 (first AC) · Tags: dp, math, probabilities

[juju527's solution](#)

**385.**

258D

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

Quality: 1,421 global accepts · Rating: 2600 · first AC: 2021-01-29 · GNU C++11 (first AC) · Tags: dp, math, probabilities

[juju527's solution](#)

**386.**

321E

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

Quality: 6,272 global accepts · Rating: 2600 · first AC: 2020-10-26 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dp

[juju527's solution](#)

**387.**

1208F

[Bits And Pieces](#) · [Tutorial](#)

Quality: 3,300 global accepts · Rating: 2600 · first AC: 2020-10-26 · GNU C++11 (first AC) · Tags: bitmasks, dfs and similar, dp, greedy

[juju527's solution](#)

**388.**

1550F

[Jumping Around](#) · [Tutorial](#)

Quality: 899 global accepts · Rating: 2700 · first AC: 2026-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, divide and conquer, dp, dsu, graphs, shortest paths

[juju527's solution](#)

**389.**

1016G

[Appropriate Team](#) · [Tutorial](#)

Quality: 315 global accepts · Rating: 2700 · first AC: 2023-06-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, math, number theory

[juju527's solution](#)

**390.**

1453F

[Even Harder](#) · [Tutorial](#)

Quality: 970 global accepts · Rating: 2700 · first AC: 2023-06-26 · C++20 (GCC 11-64) (first AC) · Tags: dp

[juju527's solution](#)

**391.**

1817D

[Toy Machine](#) · [Tutorial](#)

Quality: 1,035 global accepts · Rating: 2700 · first AC: 2023-04-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, implementation

[juju527's solution](#)

**392.**

1801F

[Another n-dimensional chocolate bar](#) · [Tutorial](#)

Quality: 745 global accepts · Rating: 2700 · first AC: 2023-03-10 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, meet-in-the-middle, number theory

[juju527's solution](#)

**393.**

1148F

[Foo Fighters](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2700 · first AC: 2022-11-21 · last AC: 2022-11-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[juju527's solution](#)

**394.**

1750F

[Majority](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 2700 · first AC: 2022-11-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, strings

[juju527's solution](#)

**395.**

1730E

[Maximums and Minimums](#) · [Tutorial](#)

Quality: 767 global accepts · Rating: 2700 · first AC: 2022-10-16 · last AC: 2022-10-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, divide and conquer, number theory

[juju527's solution](#)

**396.**

1730F

[Almost Sorted](#) · [Tutorial](#)

Quality: 743 global accepts · Rating: 2700 · first AC: 2022-10-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dp

[juju527's solution](#)

**397.**

1109E

[Sasha and a Very Easy Test](#) · [Tutorial](#)

Quality: 599 global accepts · Rating: 2700 · first AC: 2022-09-26 · last AC: 2022-09-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, number theory

[juju527's solution](#)

**398.**

1733E

[Conveyor](#) · [Tutorial](#)

Quality: 1,486 global accepts · Rating: 2700 · first AC: 2022-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, math

[juju527's solution](#)

**399.**

1336E1

[Chiori and Doll Picking \(easy version\)](#) · [Tutorial](#)

Quality: 831 global accepts · Rating: 2700 · first AC: 2022-09-19 · last AC: 2022-09-19 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, combinatorics, math

[juju527's solution](#)

**400.**

241B

[Friends](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2700 · first AC: 2021-01-28 · last AC: 2022-09-16 · GNU C++11 (first AC) · Tags: binary search, bitmasks, data structures, math

[juju527's solution](#)

#### 401.

1422F

[Boring Queries](#) · [Tutorial](#)

Quality: 1,272 global accepts · Rating: 2700 · first AC: 2022-09-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math, number theory

[juju527's solution](#)

#### 402.

1408G

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

Quality: 1,301 global accepts · Rating: 2700 · first AC: 2022-09-06 · last AC: 2022-09-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, dsu, fft, graphs, trees

[juju527's solution](#)

#### 403.

1364E

[X-OR](#) · [Tutorial](#)

Quality: 1,551 global accepts · Rating: 2700 · first AC: 2022-07-05 · last AC: 2022-07-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, interactive, probabilities

[juju527's solution](#)

#### 404.

576D

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

Quality: 1,597 global accepts · Rating: 2700 · first AC: 2022-05-31 · C++17 (GCC 9-64) (first AC) · Tags: dp, matrices

[juju527's solution](#)

#### 405.

839E

[Mother of Dragons](#) · [Tutorial](#)

Quality: 1,015 global accepts · Rating: 2700 · first AC: 2022-05-17 · last AC: 2022-05-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, math, meet-in-the-middle

[juju527's solution](#)

#### 406.

1572C

[Paint](#) · [Tutorial](#)

Quality: 1,723 global accepts · Rating: 2700 · first AC: 2021-12-20 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[juju527's solution](#)

#### 407.

1601D

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

Quality: 1,942 global accepts · Rating: 2700 · first AC: 2021-12-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, sortings

[juju527's solution](#)

#### 408.

1603F

[October 18, 2017](#) · [Tutorial](#)

Quality: 348 global accepts · Rating: 2700 · first AC: 2021-11-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation, math

[juju527's solution](#)

#### 409.

1264E

[Beautiful League](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2700 · first AC: 2021-09-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, flows, graph matchings

[juju527's solution](#)

#### 410.

605E

[Intergalaxy Trips](#) · [Tutorial](#)

Quality: 1,547 global accepts · Rating: 2700 · first AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: probabilities, shortest paths

[juju527's solution](#)

**411.**

1515G

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

Quality: 1,356 global accepts · Rating: 2700 · first AC: 2021-05-04 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, math, number theory

[juju527's solution](#)

**412.**

1519E

[Off by One](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2700 · first AC: 2021-05-01 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, geometry, graphs, sortings, trees

[juju527's solution](#)

**413.**

500F

[New Year Shopping](#) · [Tutorial](#)

Quality: 829 global accepts · Rating: 2700 · first AC: 2021-02-14 · GNU C++11 (first AC) · Tags: divide and conquer, dp

[juju527's solution](#)

**414.**

235C

[Cyclical Quest](#) · [Tutorial](#)

Quality: 2,472 global accepts · Rating: 2700 · first AC: 2021-01-26 · GNU C++11 (first AC) · Tags: data structures, string suffix structures, strings

[juju527's solution](#)

**415.**

293B

[Distinct Paths](#) · [Tutorial](#)

Quality: 941 global accepts · Rating: 2700 · first AC: 2021-01-25 · GNU C++11 (first AC) · Tags: brute force, combinatorics

[juju527's solution](#)

**416.**

961G

[Partitions](#) · [Tutorial](#)

Quality: 1,611 global accepts · Rating: 2700 · first AC: 2021-01-08 · GNU C++11 (first AC) · Tags: combinatorics, math, number theory

[juju527's solution](#)

**417.**

1314C

[Au Pont Rouge](#) · [Tutorial](#)

Rating: 2800 · first AC: 2026-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, sortings, strings

[juju527's solution](#)

**418.**

283E

[Cow Tennis Tournament](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2800 · first AC: 2023-06-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, math

[juju527's solution](#)

**419.**

1612F

[Armor and Weapons](#) · [Tutorial](#)

Quality: 694 global accepts · Rating: 2800 · first AC: 2023-06-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, shortest paths

[juju527's solution](#)

**420.**

1303F

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

Quality: 615 global accepts · Rating: 2800 · first AC: 2023-06-28 · C++20 (GCC 11-64) (first AC) · Tags: dsu, implementation

[juju527's solution](#)

**421.**

1842G

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

Quality: 1,577 global accepts · Rating: 2800 · first AC: 2023-06-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[juju527's solution](#)

**422.**

815D

[Karen and Cards](#) · [Tutorial](#)

Quality: 751 global accepts · Rating: 2800 · first AC: 2023-06-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, data structures, geometry

[juju527's solution](#)

**423.**

1830D

[Mex Tree](#) · [Tutorial](#)

Quality: 933 global accepts · Rating: 2800 · first AC: 2023-05-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, trees

[juju527's solution](#)

**424.**

1827D

[Two Centroids](#) · [Tutorial](#)

Quality: 978 global accepts · Rating: 2800 · first AC: 2023-05-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[juju527's solution](#)

**425.**

1067E

[Random Forest Rank](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2800 · first AC: 2023-02-14 · C++17 (GCC 9-64) (first AC) · Tags: dp, graph matchings, math, trees

[juju527's solution](#)

**426.**

1152F1

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

Quality: 756 global accepts · Rating: 2800 · first AC: 2022-11-15 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, matrices

[juju527's solution](#)

**427.**

1693D

[Decinc Dividing](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: 2800 · first AC: 2022-10-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy

[juju527's solution](#)

**428.**

1615F

[LEGondary Grandmaster](#) · [Tutorial](#)

Quality: 1,149 global accepts · Rating: 2800 · first AC: 2021-12-26 · last AC: 2022-09-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[juju527's solution](#)

**429.**

652F

[Ants on a Circle](#) · [Tutorial](#)

Quality: 655 global accepts · Rating: 2800 · first AC: 2022-07-02 · last AC: 2022-07-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[juju527's solution](#)

**430.**

1400F

[x-prime Substrings](#) · [Tutorial](#)

Quality: 1,166 global accepts · Rating: 2800 · first AC: 2022-07-01 · last AC: 2022-07-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, dp, string suffix structures, strings

[juju527's solution](#)

**431.**

521D

[Shop](#) · [Tutorial](#)

Quality: 1,830 global accepts · Rating: 2800 · first AC: 2022-05-24 · last AC: 2022-05-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[juju527's solution](#)

**432.**

516D

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

Quality: 1,528 global accepts · Rating: 2800 · first AC: 2022-05-23 · last AC: 2022-05-23 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, dsu, trees, two pointers

[juju527's solution](#)

**433.**

1654F

[Minimal String Xoration](#) · [Tutorial](#)

Quality: 1,483 global accepts · Rating: 2800 · first AC: 2022-03-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, greedy, hashing, sortings, strings

[juju527's solution](#)

**434.**

1648D

[Serious Business](#) · [Tutorial](#)

Quality: 1,051 global accepts · Rating: 2800 · first AC: 2022-03-09 · last AC: 2022-03-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, implementation, shortest paths

[juju527's solution](#)

**435.**

1208G

[Polygons](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2800 · first AC: 2021-08-12 · last AC: 2022-02-12 · GNU C++11 (first AC) · Tags: greedy, math, number theory

[juju527's solution](#)

**436.**

547E

[Mike and Friends](#) · [Tutorial](#)

Quality: 2,605 global accepts · Rating: 2800 · first AC: 2022-01-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, string suffix structures, strings, trees

[juju527's solution](#)

**437.**

1609F

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

Quality: 960 global accepts · Rating: 2800 · first AC: 2021-12-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, meet-in-the-middle, two pointers

[juju527's solution](#)

**438.**

1394D

[Boboniu and Jianghu](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2800 · first AC: 2021-11-17 · last AC: 2021-11-17 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings, trees

[juju527's solution](#)

**439.**

757F

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

Quality: 1,439 global accepts · Rating: 2800 · first AC: 2021-11-09 · last AC: 2021-11-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, graphs, shortest paths

[juju527's solution](#)

**440.**

277D

[Google Code Jam](#) · [Tutorial](#)

Quality: 372 global accepts · Rating: 2800 · first AC: 2021-09-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, probabilities

[juju527's solution](#)

**441.**

1039D

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

Quality: 2,309 global accepts · Rating: 2800 · first AC: 2021-06-01 · GNU C++11 (first AC) · Tags: data structures, dp, trees

[juju527's solution](#)

**442.**

261E

[Maxim and Calculator](#) · [Tutorial](#)

Quality: 438 global accepts · Rating: 2800 · first AC: 2021-02-03 · last AC: 2021-02-04 · GNU C++11 (first AC) · Tags: brute force, dp, two pointers

[juju527's solution](#)

**443.**

325E

[The Red Button](#) · [Tutorial](#)

Quality: 949 global accepts · Rating: 2800 · first AC: 2021-01-31 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, greedy

[juju527's solution](#)

**444.**

163E

[e-Government](#) · [Tutorial](#)

Quality: 2,185 global accepts · Rating: 2800 · first AC: 2020-06-18 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp, strings, trees

[juju527's solution](#)

**445.**

1835D

[Doctor's Brown Hypothesis](#) · [Tutorial](#)

Quality: 658 global accepts · Rating: 2900 · first AC: 2023-06-21 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, math, number theory

[juju527's solution](#)

**446.**

449E

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

Quality: 305 global accepts · Rating: 2900 · first AC: 2023-06-15 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory

[juju527's solution](#)

**447.**

1479D

[Odd Mineral Resource](#) · [Tutorial](#)

Quality: 1,333 global accepts · Rating: 2900 · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, probabilities, trees

[juju527's solution](#)

**448.**

512E

[Fox And Polygon](#) · [Tutorial](#)

Quality: 571 global accepts · Rating: 2900 · first AC: 2023-02-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, divide and conquer

[juju527's solution](#)

**449.**

1764G1

[Doremy's Perfect DS Class \(Easy Version\)](#) · [Tutorial](#)

Quality: 699 global accepts · Rating: 2900 · first AC: 2022-11-30 · last AC: 2022-12-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive

[juju527's solution](#)

**450.**

1747E

[List Generation](#) · [Tutorial](#)

Quality: 661 global accepts · Rating: 2900 · first AC: 2022-11-14 · last AC: 2022-11-14 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[juju527's solution](#)

**451.**

1667D

[Edge Elimination](#) · [Tutorial](#)

Quality: 809 global accepts · Rating: 2900 · first AC: 2022-09-14 · last AC: 2022-09-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, trees

[juju527's solution](#)

**452.**

1654G

[Snowy Mountain](#) · [Tutorial](#)

Quality: 457 global accepts · Rating: 2900 · first AC: 2022-09-13 · last AC: 2022-09-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, shortest paths, trees

[juju527's solution](#)

**453.**

1646F

[Playing Around the Table](#) · [Tutorial](#)

Quality: 673 global accepts · Rating: 2900 · first AC: 2022-09-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[juju527's solution](#)

**454.**

741D

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

Quality: 3,611 global accepts · Rating: 2900 · first AC: 2022-09-09 · last AC: 2022-09-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, trees

[juju527's solution](#)

**455.**

611G

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

Quality: 464 global accepts · Rating: 2900 · first AC: 2022-06-05 · last AC: 2022-06-05 · C++17 (GCC 9-64) (first AC) · Tags: geometry, two pointers

[juju527's solution](#)

**456.**

585E

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

Quality: 1,221 global accepts · Rating: 2900 · first AC: 2022-06-03 · last AC: 2022-06-03 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory

[juju527's solution](#)

**457.**

536D

[Tavas in Kansas](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2900 · first AC: 2022-05-26 · last AC: 2022-05-26 · C++17 (GCC 9-64) (first AC) · Tags: dp, games

[juju527's solution](#)

**458.**

708D

[Incorrect Flow](#) · [Tutorial](#)

Quality: 887 global accepts · Rating: 2900 · first AC: 2021-11-05 · last AC: 2021-11-05 · C++14 (GCC 6-32) (first AC) · Tags: flows

[juju527's solution](#)

**459.**

19E

[Fairy](#) · [Tutorial](#)

Quality: 2,513 global accepts · Rating: 2900 · first AC: 2021-11-01 · last AC: 2021-11-01 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, divide and conquer, dsu

[juju527's solution](#)

**460.**

1580D

[Subsequence](#) · [Tutorial](#)

Quality: 1,105 global accepts · Rating: 2900 · first AC: 2021-09-30 · last AC: 2021-10-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, divide and conquer, dp, greedy, trees

[juju527's solution](#)

**461.**

809D

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

Quality: 1,029 global accepts · Rating: 2900 · first AC: 2021-09-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[juju527's solution](#)

**462.**

960G

[Bandit Blues](#) · [Tutorial](#)

Quality: 1,201 global accepts · Rating: 2900 · first AC: 2021-04-04 · GNU C++11 (first AC) · Tags: combinatorics, dp, fft, math

[juju527's solution](#)

**463.**

505E

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

Quality: 1,559 global accepts · Rating: 2900 · first AC: 2021-02-03 · GNU C++11 (first AC) · Tags: binary search, greedy

[juju527's solution](#)

**464.**

338D

[GCD Table](#) · [Tutorial](#)

Quality: 1,404 global accepts · Rating: 2900 · first AC: 2021-01-30 · GNU C++11 (first AC) · Tags: chinese remainder theorem, math, number theory

[juju527's solution](#)

**465.**

241D

[Numbers](#) · [Tutorial](#)

Quality: 395 global accepts · Rating: 2900 · first AC: 2021-01-27 · GNU C++11 (first AC) · Tags: —

[juju527's solution](#)

**466.**

587F

[Duff is Mad](#) · [Tutorial](#)

Quality: 1,352 global accepts · Rating: 3000 · first AC: 2023-06-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, strings

[juju527's solution](#)

**467.**

1438F

[Olha and Igor](#) · [Tutorial](#)

Quality: 801 global accepts · Rating: 3000 · first AC: 2023-06-26 · C++20 (GCC 11-64) (first AC) · Tags: interactive, probabilities, trees

[juju527's solution](#)

**468.**

1842H

[Tenzing and Random Real Numbers](#) · [Tutorial](#)

Quality: 853 global accepts · Rating: 3000 · first AC: 2023-06-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, graphs, math, probabilities

[juju527's solution](#)

**469.**

1838F

[Stuck Conveyor](#) · [Tutorial](#)

Quality: 380 global accepts · Rating: 3000 · first AC: 2023-06-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[juju527's solution](#)

**470.**

1824D

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

Quality: 655 global accepts · Rating: 3000 · first AC: 2023-05-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[juju527's solution](#)

**471.**

997E

[Good Subsegments](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 3000 · first AC: 2023-01-10 · last AC: 2023-01-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures  
[juju527's solution](#)

**472.**

1446D2

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

Quality: 1,728 global accepts · Rating: 3000 · first AC: 2023-01-10 · last AC: 2023-01-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, two pointers  
[juju527's solution](#)

**473.**

793F

[Julia the snail](#) · [Tutorial](#)

Quality: 799 global accepts · Rating: 3000 · first AC: 2023-01-10 · last AC: 2023-01-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp  
[juju527's solution](#)

**474.**

1178G

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

Quality: 600 global accepts · Rating: 3000 · first AC: 2022-12-05 · last AC: 2022-12-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar  
[juju527's solution](#)

**475.**

1764G2

[Doremy's Perfect DS Class \(Medium Version\)](#) · [Tutorial](#)

Quality: 639 global accepts · Rating: 3000 · first AC: 2022-11-30 · last AC: 2022-12-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive  
[juju527's solution](#)

**476.**

1152F2

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

Quality: 924 global accepts · Rating: 3000 · first AC: 2022-11-15 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, matrices  
[juju527's solution](#)

**477.**

1609G

[A Stroll Around the Matrix](#) · [Tutorial](#)

Quality: 484 global accepts · Rating: 3000 · first AC: 2022-09-28 · last AC: 2022-09-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math  
[juju527's solution](#)

**478.**

1616H

[Keep XOR Low](#) · [Tutorial](#)

Quality: 1,235 global accepts · Rating: 3000 · first AC: 2022-09-06 · last AC: 2022-09-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, data structures, divide and conquer, dp, math  
[juju527's solution](#)

**479.**

889E

[Mod Mod Mod](#) · [Tutorial](#)

Quality: 670 global accepts · Rating: 3000 · first AC: 2022-03-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, math  
[juju527's solution](#)

**480.**

341E

[Candies Game](#) · [Tutorial](#)

Quality: 576 global accepts · Rating: 3000 · first AC: 2022-01-12 · last AC: 2022-01-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy  
[juju527's solution](#)

**481.**

1615H

[Reindeer Games](#) · [Tutorial](#)

Quality: 386 global accepts · Rating: 3000 · first AC: 2021-12-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, flows, graphs, shortest paths

[juju527's solution](#)

**482.**

232E

[Quick Tortoise](#) · [Tutorial](#)

Quality: 885 global accepts · Rating: 3000 · first AC: 2021-12-13 · last AC: 2021-12-13 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, divide and conquer, dp

[juju527's solution](#)

**483.**

1603D

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

Quality: 884 global accepts · Rating: 3000 · first AC: 2021-11-01 · last AC: 2021-11-01 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp, number theory

[juju527's solution](#)

**484.**

559E

[Gerald and Path](#) · [Tutorial](#)

Quality: 1,162 global accepts · Rating: 3000 · first AC: 2021-08-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings

[juju527's solution](#)

**485.**

566C

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

Quality: 883 global accepts · Rating: 3000 · first AC: 2021-08-12 · GNU C++11 (first AC) · Tags: dfs and similar, divide and conquer, trees

[juju527's solution](#)

**486.**

603E

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

Quality: 1,543 global accepts · Rating: 3000 · first AC: 2021-07-31 · last AC: 2021-07-31 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dsu, math, trees

[juju527's solution](#)

**487.**

788D

[Finding lines](#) · [Tutorial](#)

Quality: 409 global accepts · Rating: 3000 · first AC: 2021-07-04 · GNU C++11 (first AC) · Tags: constructive algorithms, divide and conquer, interactive

[juju527's solution](#)

**488.**

1163F

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

Quality: 1,295 global accepts · Rating: 3000 · first AC: 2021-05-07 · GNU C++11 (first AC) · Tags: data structures, graphs, shortest paths

[juju527's solution](#)

**489.**

582E

[Boolean Function](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 3000 · first AC: 2021-02-04 · GNU C++11 (first AC) · Tags: bitmasks, dp, expression parsing

[juju527's solution](#)

**490.**

1383C

[String Transformation 2](#) · [Tutorial](#)

Quality: 663 global accepts · Rating: 3100 · first AC: 2023-07-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, graphs, trees

[juju527's solution](#)

**491.**

1476G

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

Quality: 740 global accepts · Rating: 3100 · first AC: 2023-06-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing, sortings, two

pointers

[juju527's solution](#)

**492.**

1784E

[Infinite Game](#) · [Tutorial](#)

Quality: 463 global accepts · Rating: 3100 · first AC: 2023-02-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, games, probabilities

[juju527's solution](#)

**493.**

1785E

[Infinite Game](#) · [Tutorial](#)

Rating: 3100 · first AC: 2023-02-08 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, games

[juju527's solution](#)

**494.**

765F

[Souvenirs](#) · [Tutorial](#)

Quality: 2,558 global accepts · Rating: 3100 · first AC: 2023-01-10 · last AC: 2023-01-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[juju527's solution](#)

**495.**

1770F

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

Quality: 945 global accepts · Rating: 3100 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[juju527's solution](#)

**496.**

571D

[Campus](#) · [Tutorial](#)

Quality: 808 global accepts · Rating: 3100 · first AC: 2022-12-28 · last AC: 2022-12-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dsu, trees

[juju527's solution](#)

**497.**

708E

[Student's Camp](#) · [Tutorial](#)

Quality: 1,344 global accepts · Rating: 3100 · first AC: 2022-12-28 · last AC: 2022-12-28 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[juju527's solution](#)

**498.**

1458D

[Flip and Reverse](#) · [Tutorial](#)

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2022-10-02 · last AC: 2022-10-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, greedy

[juju527's solution](#)

**499.**

1503E

[2-Coloring](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 3100 · first AC: 2022-09-12 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[juju527's solution](#)

**500.**

1225G

[To Make 1](#) · [Tutorial](#)

Quality: 659 global accepts · Rating: 3100 · first AC: 2022-07-05 · last AC: 2022-07-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, number theory

[juju527's solution](#)

**501.**

407E

[k-d-sequence](#) · [Tutorial](#)

Quality: 974 global accepts · Rating: 3100 · first AC: 2022-01-10 · last AC: 2022-01-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[juju527's solution](#)

**502.**

1499G

[Graph Coloring](#) · [Tutorial](#)

Quality: 237 global accepts · Rating: 3100 · first AC: 2021-11-16 · last AC: 2021-11-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, interactive

[juju527's solution](#)

**503.**

896E

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

Quality: 2,505 global accepts · Rating: 3100 · first AC: 2021-06-29 · GNU C++11 (first AC) · Tags: data structures, dsu

[juju527's solution](#)

**504.**

679E

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

Quality: 820 global accepts · Rating: 3100 · first AC: 2021-04-01 · GNU C++11 (first AC) · Tags: data structures

[juju527's solution](#)

**505.**

963E

[Circles of Waiting](#) · [Tutorial](#)

Quality: 651 global accepts · Rating: 3100 · first AC: 2021-03-06 · GNU C++11 (first AC) · Tags: math

[juju527's solution](#)

**506.**

1349F1

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

Quality: 517 global accepts · Rating: 3100 · first AC: 2020-10-01 · GNU C++11 (first AC) · Tags: dp, fft, math

[juju527's solution](#)

**507.**

666E

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

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2020-07-30 · last AC: 2020-07-30 · GNU C++11 (first AC) · Tags: data structures, string suffix structures

[juju527's solution](#)

**508.**

438E

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

Quality: 2,130 global accepts · Rating: 3100 · first AC: 2020-07-13 · last AC: 2020-07-14 · GNU C++11 (first AC) · Tags: combinatorics, divide and conquer, fft, number theory

[juju527's solution](#)

**509.**

1109F

[Sasha and Algorithm of Silence's Sounds](#) · [Tutorial](#)

Quality: 366 global accepts · Rating: 3200 · first AC: 2023-01-11 · last AC: 2023-01-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees

[juju527's solution](#)

**510.**

1119H

[Triple](#) · [Tutorial](#)

Quality: 797 global accepts · Rating: 3200 · first AC: 2021-02-27 · last AC: 2022-09-16 · GNU C++11 (first AC) · Tags: fft, math

[juju527's solution](#)

**511.**

1656G

[Cycle Palindrome](#) · [Tutorial](#)

Quality: 462 global accepts · Rating: 3200 · first AC: 2022-09-14 · last AC: 2022-09-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, math

[juju527's solution](#)

**512.**

1656H

[Equal LCM Subsets](#) · [Tutorial](#)

Quality: 796 global accepts · Rating: 3200 · first AC: 2022-09-14 · last AC: 2022-09-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math, number theory

[juju527's solution](#)

**513.**

1470E

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

Quality: 375 global accepts · Rating: 3200 · first AC: 2022-09-01 · last AC: 2022-09-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, data structures, dp, graphs, implementation, two pointers

[juju527's solution](#)

**514.**

1179E

[Alesya and Discrete Math](#) · [Tutorial](#)

Quality: 198 global accepts · Rating: 3200 · first AC: 2022-07-06 · last AC: 2022-07-06 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, interactive

[juju527's solution](#)

**515.**

611H

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

Quality: 700 global accepts · Rating: 3200 · first AC: 2022-06-06 · last AC: 2022-06-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, flows, graphs

[juju527's solution](#)

**516.**

590E

[Birthday](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 3200 · first AC: 2022-06-05 · last AC: 2022-06-05 · C++17 (GCC 9-64) (first AC) · Tags: graph matchings, strings

[juju527's solution](#)

**517.**

585F

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

Quality: 798 global accepts · Rating: 3200 · first AC: 2022-06-04 · last AC: 2022-06-04 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation, strings

[juju527's solution](#)

**518.**

1648E

[Air Reform](#) · [Tutorial](#)

Quality: 510 global accepts · Rating: 3200 · first AC: 2022-03-09 · last AC: 2022-03-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dsu, graphs, implementation, trees

[juju527's solution](#)

**519.**

1621G

[Weighted Increasing Subsequences](#) · [Tutorial](#)

Quality: 778 global accepts · Rating: 3200 · first AC: 2022-01-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, math

[juju527's solution](#)

**520.**

1519F

[Chests and Keys](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 3200 · first AC: 2021-11-05 · last AC: 2021-11-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, flows

[juju527's solution](#)

**521.**

573E

[Bear and Bowling](#) · [Tutorial](#)

Quality: 2,045 global accepts · Rating: 3200 · first AC: 2021-09-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[juju527's solution](#)

**522.**

1268D

[Invertation in Tournament](#) · [Tutorial](#)

Quality: 639 global accepts · Rating: 3200 · first AC: 2021-05-06 · GNU C++11 (first AC) · Tags: brute force, divide and conquer, graphs, math  
[juju527's solution](#)

**523.**

553E

[Kyoya and Train](#) · [Tutorial](#)

Quality: 621 global accepts · Rating: 3200 · first AC: 2021-02-23 · GNU C++11 (first AC) · Tags: dp, fft, graphs, math, probabilities  
[juju527's solution](#)

**524.**

566E

[Restoring Map](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 3200 · first AC: 2021-02-03 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, trees  
[juju527's solution](#)

**525.**

487E

[Tourists](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 3200 · first AC: 2021-01-31 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, graphs, trees  
[juju527's solution](#)

**526.**

1349D

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

Quality: 1,052 global accepts · Rating: 3200 · first AC: 2020-09-30 · GNU C++11 (first AC) · Tags: math, probabilities  
[juju527's solution](#)

**527.**

1037H

[Security](#) · [Tutorial](#)

Quality: 1,209 global accepts · Rating: 3200 · first AC: 2020-07-29 · last AC: 2020-07-29 · GNU C++11 (first AC) · Tags: data structures, string suffix structures  
[juju527's solution](#)

**528.**

1764G3

[Doremy's Perfect DS Class \(Hard Version\)](#) · [Tutorial](#)

Quality: 560 global accepts · Rating: 3300 · first AC: 2022-11-30 · last AC: 2022-12-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive  
[juju527's solution](#)

**529.**

1396D

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

Quality: 343 global accepts · Rating: 3300 · first AC: 2022-10-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings, two pointers  
[juju527's solution](#)

**530.**

618G

[Combining Slimes](#) · [Tutorial](#)

Quality: 272 global accepts · Rating: 3300 · first AC: 2022-09-28 · last AC: 2022-09-28 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, matrices, probabilities  
[juju527's solution](#)

**531.**

878E

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

Quality: 737 global accepts · Rating: 3300 · first AC: 2022-07-05 · last AC: 2022-07-05 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp  
[juju527's solution](#)

**532.**

1375H

[Set Merging](#) · [Tutorial](#)

Quality: 496 global accepts · Rating: 3300 · first AC: 2022-06-28 · last AC: 2022-06-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, divide and conquer

[juju527's solution](#)

**533.**

582D

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

Quality: 739 global accepts · Rating: 3300 · first AC: 2022-06-01 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, number theory

[juju527's solution](#)

**534.**

526G

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

Quality: 861 global accepts · Rating: 3300 · first AC: 2022-05-24 · last AC: 2022-05-24 · C++17 (GCC 9-64) (first AC) · Tags: greedy, trees

[juju527's solution](#)

**535.**

986F

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

Quality: 744 global accepts · Rating: 3300 · first AC: 2021-11-07 · last AC: 2021-11-07 · C++20 (GCC 11-64) (first AC) · Tags: graphs, math, number theory, shortest paths

[juju527's solution](#)

**536.**

1063F

[String Journey](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 3300 · first AC: 2021-08-31 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, string suffix structures

[juju527's solution](#)

**537.**

623E

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

Quality: 614 global accepts · Rating: 3300 · first AC: 2021-03-30 · GNU C++11 (first AC) · Tags: combinatorics, dp, fft, math

[juju527's solution](#)

**538.**

576E

[Painting Edges](#) · [Tutorial](#)

Quality: 1,508 global accepts · Rating: 3300 · first AC: 2021-02-02 · GNU C++11 (first AC) · Tags: binary search, data structures

[juju527's solution](#)

**539.**

1817E

[Half-sum](#) · [Tutorial](#)

Quality: 321 global accepts · Rating: 3400 · first AC: 2023-04-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, divide and conquer, greedy

[juju527's solution](#)

**540.**

1515I

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

Quality: 427 global accepts · Rating: 3400 · first AC: 2023-03-07 · last AC: 2023-03-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, sortings

[juju527's solution](#)

**541.**

1764H

[Doremy's Paint 2](#) · [Tutorial](#)

Quality: 252 global accepts · Rating: 3400 · first AC: 2022-12-02 · last AC: 2022-12-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[juju527's solution](#)

**542.**

1158E

[Strange device](#) · [Tutorial](#)

Quality: 193 global accepts · Rating: 3400 · first AC: 2022-10-04 · last AC: 2022-10-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive, math, trees

[juju527's solution](#)

**543.**

1483F

[Exam](#) · [Tutorial](#)

Rating: 3400 · first AC: 2022-07-01 · last AC: 2022-07-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, string suffix structures, trees

[juju527's solution](#)

**544.**

1103E

[Radix sum](#) · [Tutorial](#)

Quality: 282 global accepts · Rating: 3400 · first AC: 2022-06-25 · last AC: 2022-06-25 · C++17 (GCC 9-64) (first AC) · Tags: fft, math, number theory

[juju527's solution](#)

**545.**

1119F

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

Quality: 875 global accepts · Rating: 3400 · first AC: 2022-04-29 · last AC: 2022-04-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, trees

[juju527's solution](#)

**546.**

1548E

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

Quality: 601 global accepts · Rating: 3400 · first AC: 2021-08-12 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, graphs, greedy, math

[juju527's solution](#)

**547.**

1491H

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

Quality: 1,211 global accepts · Rating: 3400 · first AC: 2021-08-10 · last AC: 2021-08-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees

[juju527's solution](#)

**548.**

1835E

[Old Mobile](#) · [Tutorial](#)

Quality: 274 global accepts · Rating: 3500 · first AC: 2023-06-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, probabilities

[juju527's solution](#)

**549.**

1098F

[AbÖgVæ7F](#) · [Tutorial](#)

Quality: 277 global accepts · Rating: 3500 · first AC: 2023-06-06 · C++20 (GCC 11-64) (first AC) · Tags: string suffix structures, strings

[juju527's solution](#)

**550.**

1336E2

[Chiori and Doll Picking \(hard version\)](#) · [Tutorial](#)

Quality: 482 global accepts · Rating: 3500 · first AC: 2022-09-19 · last AC: 2022-09-19 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, combinatorics, math

[juju527's solution](#)

**551.**

1034D

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

Quality: 587 global accepts · Rating: 3500 · first AC: 2022-07-20 · last AC: 2022-07-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, two pointers

[juju527's solution](#)

**552.**

1588F

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

Quality: 354 global accepts · Rating: 3500 · first AC: 2022-06-28 · last AC: 2022-06-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, graphs, two pointers

[juju527's solution](#)

**553.**

1394E

[Boboniu and Banknote Collection](#) · [Tutorial](#)

Quality: 164 global accepts · Rating: 3500 · first AC: 2021-11-17 · C++17 (GCC 9-64) (first AC) · Tags: strings

[juju527's solution](#)

**554.**

1270I

[Xor on Figures](#) · [Tutorial](#)

Quality: 317 global accepts · Rating: 3500 · first AC: 2021-09-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, fft, math

[juju527's solution](#)

**555.**

1458F

[Range Diameter Sum](#) · [Tutorial](#)

Quality: 441 global accepts · Rating: 3500 · first AC: 2021-08-18 · last AC: 2021-08-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[juju527's solution](#)

**556.**

1147F

[Zigzag Game](#) · [Tutorial](#)

Quality: 338 global accepts · Rating: 3500 · first AC: 2021-08-03 · last AC: 2021-08-03 · C++17 (GCC 9-64) (first AC) · Tags: games, interactive

[juju527's solution](#)

**557.**

1158F

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

Quality: 504 global accepts · Rating: 3500 · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

[juju527's solution](#)

**558.**

104373H

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

Rating: — · first AC: 2023-05-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[juju527's solution](#)

**559.**

104373D

[Shortest Path Fast Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[juju527's solution](#)

**560.**

104373J

[Colorful Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[juju527's solution](#)

**561.**

104373G

[Cyclic Buffer](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[juju527's solution](#)

**562.**

104373I

[LCS Spanning Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-24 · C++17 (GCC 9-64) (first AC) · Tags: —  
[juju527's solution](#)

**563.**

104373C

[Laser Trap](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-24 · C++17 (GCC 9-64) (first AC) · Tags: —  
[juju527's solution](#)

**564.**

104373E

[Pass the Ball!](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-24 · C++17 (GCC 9-64) (first AC) · Tags: —  
[juju527's solution](#)

**565.**

104373F

[Sandpile on Clique](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-24 · C++17 (GCC 9-64) (first AC) · Tags: —  
[juju527's solution](#)

**566.**

104373K

[Link-Cut Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-24 · C++20 (GCC 11-64) (first AC) · Tags: —  
[juju527's solution](#)

**567.**

104373A

[So I'll Max Out My Constructive Algorithm Skills](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-24 · C++17 (GCC 9-64) (first AC) · Tags: —  
[juju527's solution](#)

**568.**

103687K

[Dynamic Reachability](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: —  
[juju527's solution](#)

**569.**

103687J

[Frog](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: —  
[juju527's solution](#)

**570.**

103687F

[Easy Fix](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: —  
[juju527's solution](#)

**571.**

103687I

[Barbecue](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: —  
[juju527's solution](#)

**572.**

103687M

[BpbBppbpBB](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: —  
[juju527's solution](#)

**573.**

103687L

[Candy Machine](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[juju527's solution](#)

**574.**

103687C

[JB Wants to Earn Big Money](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: —  
[juju527's solution](#)

**575.**

103687B

[JB Loves Comma](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: —  
[juju527's solution](#)

**576.**

103687A

[JB Loves Math](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: —  
[juju527's solution](#)

**577.**

103687G

[Easy Glide](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: —  
[juju527's solution](#)

**578.**

104023M

[String Master](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-07 · C++20 (GCC 11-64) (first AC) · Tags: —  
[juju527's solution](#)

**579.**

104023B

[Recruitment](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-07 · C++17 (GCC 9-64) (first AC) · Tags: —  
[juju527's solution](#)

**580.**

104023F

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

Rating: — · first AC: 2023-02-07 · C++20 (GCC 11-64) (first AC) · Tags: —  
[juju527's solution](#)

**581.**

104023K

[I Wanna Maker](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-07 · C++20 (GCC 11-64) (first AC) · Tags: —  
[juju527's solution](#)

**582.**

104023D

[Sternhalma](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-07 · C++17 (GCC 9-64) (first AC) · Tags: —  
[juju527's solution](#)

**583.**

104023I

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**593.**

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**594.**

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**596.**

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