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112.
2112A
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113.
2120A
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2121B
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2121A
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116.
2113A
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117.
2118A
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118.
2117B
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2117A
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2111A
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1372A
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1371A
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2114A
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2109A
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2107A
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2108A
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2104A
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128.
2103A
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129.
2106A
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130.
2096A
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2093A
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1761A
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1697A
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1661A
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2063A
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2057A
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2060A
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2056A
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1671A
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2049A
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1566B
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1566A
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1672A
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1782A
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2029A
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1750A
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1541A
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2032A
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1765B
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1773F
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1554A
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1549A
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1557A
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1680B
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1680A
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1738A
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1733A
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1730A
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351.
1792A
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1795A
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1754B
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1754A
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1762A
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1731A
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1775A1
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1811A
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1833C
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1777A
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1866A
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1786A2
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1786A1
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1746A
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1678B1
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1678A
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1734B
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1734A
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1941A
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1944A
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1686B
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1948A
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1698B
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1698A
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1701B
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1701A
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1705A
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1706A
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1912L
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1711A
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1713A
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1712B
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425.
1712A
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1935A
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1843C
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1843B
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429.
1843A
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1717A
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1934A
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1857A
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1719A
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1715A
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1933B
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1747A
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1802A
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1720B
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1851B
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1923A
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1796A
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1814A
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448.
1806A
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1926B
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1872A
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1932A
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1797A
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1929A
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1788A
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1805A
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1816A
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1793A
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1821A
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1818A
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1879A
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1931B
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1862A
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1703B
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1703A
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1722C
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1722B
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1722A
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1855A
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1735A
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1882A
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1736A
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1798A
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1742B
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483.
1742A
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1832A
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1768A
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1748A
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71A
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488.
4A
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1853A
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1918A
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1780A
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1778A
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1789A
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1794A
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1760C
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1760B
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1760A
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1925A
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1823A
A-characteristic · Tutorial
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1825A
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1839A
The Good Array · Tutorial
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1828A
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1838A
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1834A
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1791C
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1791B
Following Directions · Tutorial
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1791A
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1836A
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1859A
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1922A
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513.
1841A
Game with Board · Tutorial
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1849A
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1845A
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1861A
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517.
1867A
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1921B
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519.
1921A
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1878B
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1878A
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522.
1881A
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523.
1858A
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1886A
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525.
1899A
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1914B
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1914A
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1907A
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1807B
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1807A
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1829C
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1829B
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1829A
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1850B
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1850A
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1895B
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542.
1895A
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543.
1894A
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1898A
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1809A
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1903A
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1919A
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1901A
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1621A
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1873D
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551.
1873C
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1873B
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1873A
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1779A
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1913A
Rating Increase · Tutorial
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556.
1917A
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1915C
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1915B
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1915A
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1902A
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Quality: 23,256 global accepts · Rating: 800 · first AC: 2024-01-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
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562.
1900A
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Quality: 64,153 global accepts · Rating: 800 · first AC: 2024-01-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings
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563.
1891A
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564.
1831A
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565.
1905A
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1883A
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567.
1624B
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568.
1617B
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569.
1613A
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1609A
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571.
1606A
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572.
2209B
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573.
1612B
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2200C
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2195B
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576.
2185C
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577.
2166B
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1238A
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2178B
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580.
2062B
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581.
2171B
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582.
2169A
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583.
2149C
MEX rose · Tutorial
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584.
863A
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585.
1486A
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586.
1440B
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587.
808A
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588.
2148C
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622B
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2137B
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1282A
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519A
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593.
1313A
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594.
616A
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2132B
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465A
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597.
2110B
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2125B
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598A
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2106B
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602.
2093B
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1607B
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2072B
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1675B
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1666D
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1559A
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1697B
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1714A
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1726A
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1737A
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1888A
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637.
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1749B
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1665B
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1668B
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1990A
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1988B
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1988A
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1973A
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1699B
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1985D
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1733B
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1795B
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653.
1971C
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654.
1775A2
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1856B
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1833B
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1777B
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1954A
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661.
1945B
Fireworks · Tutorial
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662.
1837B
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1951A
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1896B
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1679A
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1689B
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1927B
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673.
1860A
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1613B
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1634C
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1359B
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1362A
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2124B
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748.
2120B
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749.
2114C
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2106C
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783.
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2126C
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2112B
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1375A
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2107B
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2104C
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2103B
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2096B
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2084B
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1335C
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1606B
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konghaojie's solution

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2065C1
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2063B
Subsequence Update · Tutorial
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1566D1
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1610B
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1637B
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2044D
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1672C
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2032B
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1594B
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1840B
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2014C
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1604B
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1997C
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946.
1995B1
Bouquet (Easy Version) · Tutorial
Quality: 20,987 global accepts · Rating: 1100 · first AC: 2024-09-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, sortings, two pointers
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1984B
Large Addition · Tutorial
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1863B
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1994B
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1623B
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1625B
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1791E
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1760E
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955.
1669F
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1669D
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957.
1676E
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1739B
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959.
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1631B
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1997B
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963.
2004C
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964.
1638B
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1993B
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1863C
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1999D
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1692D
The Clock · Tutorial
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konghaojie's solution

969.
1991B
AND Reconstruction · Tutorial
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konghaojie's solution

970.
1783B
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971.
1682B
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Quality: 26,414 global accepts · Rating: 1100 · first AC: 2024-07-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, sortings
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972.
1976B
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Quality: 25,082 global accepts · Rating: 1100 · first AC: 2024-06-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
konghaojie's solution

973.
1986C
Update Queries · Tutorial
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1977B
Binary Colouring · Tutorial
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1762B
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1971D
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977.
1800C2
Powering the Hero (hard version) · Tutorial
Quality: 27,121 global accepts · Rating: 1100 · first AC: 2024-05-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy
konghaojie's solution

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1811C
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1966B
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1864B
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1957B
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1872C
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1946B
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1942B
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985.
1950D
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1673B
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987.
1944B
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1334B
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1948B
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1700B
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1706B
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1923B
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1797B
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1002.
1793B
Fedya and Array · Tutorial
Quality: 17,097 global accepts · Rating: 1100 · first AC: 2024-02-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
konghaojie's solution

1003.
1821B
Sort the Subarray · Tutorial
Quality: 28,343 global accepts · Rating: 1100 · first AC: 2024-02-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy
konghaojie's solution

1004.
1862C
Flower City Fence · Tutorial

Quality: 23,085 global accepts · Rating: 1100 · first AC: 2024-02-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, sortings
konghaojie's solution

1005.
1703D
Double Strings · Tutorial
Quality: 29,210 global accepts · Rating: 1100 · first AC: 2024-02-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, strings
konghaojie's solution

1006.
1722D
Line · Tutorial
Quality: 26,564 global accepts · Rating: 1100 · first AC: 2024-02-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
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1007.
1826B
Lunatic Never Content · Tutorial
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konghaojie's solution

1008.
1869B
2D Traveling · Tutorial
Quality: 25,734 global accepts · Rating: 1100 · first AC: 2024-02-10 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math, shortest paths, sortings
konghaojie's solution

1009.
1742D
Coprime · Tutorial
Quality: 34,117 global accepts · Rating: 1100 · first AC: 2024-02-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, number theory
konghaojie's solution

1010.
1832B
Maximum Sum · Tutorial
Quality: 35,507 global accepts · Rating: 1100 · first AC: 2024-02-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, sortings, two pointers
konghaojie's solution

1011.
1780B
GCD Partition · Tutorial
Quality: 25,984 global accepts · Rating: 1100 · first AC: 2024-01-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory
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1012.
1820B
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Quality: 23,018 global accepts · Rating: 1100 · first AC: 2024-01-27 · C++17 (GCC 7-32) (first AC) · Tags: math, strings, two pointers
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1013.
1839B
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Quality: 16,550 global accepts · Rating: 1100 · first AC: 2024-01-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
konghaojie's solution

1014.
1828C
Counting Orders · Tutorial
Rating: 1100 · first AC: 2024-01-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, sortings
konghaojie's solution

1015.
1838B
Minimize Permutation Subarrays · Tutorial
Quality: 17,808 global accepts · Rating: 1100 · first AC: 2024-01-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
konghaojie's solution

1016.
1836B
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Quality: 13,593 global accepts · Rating: 1100 · first AC: 2024-01-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
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1017.
1867B
XOR Palindromes · Tutorial
Quality: 18,636 global accepts · Rating: 1100 · first AC: 2024-01-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, strings
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1018.
1921D
Very Different Array · Tutorial
Quality: 24,280 global accepts · Rating: 1100 · first AC: 2024-01-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings, two pointers
konghaojie's solution

1019.
1920B
Summation Game · Tutorial
Quality: 23,124 global accepts · Rating: 1100 · first AC: 2024-01-13 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math, sortings
konghaojie's solution

1020.
1899C
Yarik and Array · Tutorial
Quality: 34,883 global accepts · Rating: 1100 · first AC: 2024-01-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, two pointers
konghaojie's solution

1021.
1899B
250 Thousand Tons of TNT · Tutorial
Quality: 33,371 global accepts · Rating: 1100 · first AC: 2024-01-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, number theory
konghaojie's solution

1022.
1914C
Quests · Tutorial
Quality: 39,545 global accepts · Rating: 1100 · first AC: 2024-01-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
konghaojie's solution

1023.
1807G2
Subsequence Addition (Hard Version) · Tutorial
Quality: 27,853 global accepts · Rating: 1100 · first AC: 2024-01-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy, implementation, sortings
konghaojie's solution

1024.
1807G1
Subsequence Addition (Easy Version) · Tutorial
Quality: 22,253 global accepts · Rating: 1100 · first AC: 2024-01-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, sortings
konghaojie's solution

1025.
1829E
The Lakes · Tutorial
Quality: 26,631 global accepts · Rating: 1100 · first AC: 2024-01-10 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, implementation
konghaojie's solution

1026.
1850E
Cardboard for Pictures · Tutorial
Quality: 35,011 global accepts · Rating: 1100 · first AC: 2024-01-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, implementation, math
konghaojie's solution

1027.
1884B
Haunted House · Tutorial
Quality: 14,704 global accepts · Rating: 1100 · first AC: 2024-01-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, two pointers
konghaojie's solution

1028.
1901B
Chip and Ribbon · Tutorial
Quality: 16,952 global accepts · Rating: 1100 · first AC: 2024-01-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
konghaojie's solution

1029.
1904B
Collecting Game · Tutorial
Quality: 27,929 global accepts · Rating: 1100 · first AC: 2024-01-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers
konghaojie's solution

1030.
1873E
Building an Aquarium · Tutorial
Quality: 43,476 global accepts · Rating: 1100 · first AC: 2024-01-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings
konghaojie's solution

1031.
1917B
Erase First or Second Letter · Tutorial
Quality: 36,367 global accepts · Rating: 1100 · first AC: 2024-01-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, data structures, dp, strings
konghaojie's solution

1032.
1902B
Getting Points · Tutorial
Quality: 16,450 global accepts · Rating: 1100 · first AC: 2024-01-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy
konghaojie's solution

1033.
1891B
Deja Vu · Tutorial
Quality: 29,030 global accepts · Rating: 1100 · first AC: 2024-01-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, sortings
konghaojie's solution

1034.
1905B
Begginer's Zelda · Tutorial
Quality: 18,593 global accepts · Rating: 1100 · first AC: 2023-12-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, trees
konghaojie's solution

1035.
1504B
Flip the Bits · Tutorial
Quality: 25,727 global accepts · Rating: 1200 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math
konghaojie's solution

1036.
1744D
Divisibility by 2^n · Tutorial
Quality: 24,526 global accepts · Rating: 1200 · first AC: 2026-03-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, sortings
konghaojie's solution

1037.
1729D
Friends and the Restaurant · Tutorial
Quality: 30,758 global accepts · Rating: 1200 · first AC: 2026-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings, two pointers
konghaojie's solution

1038.
1619C
Wrong Addition · Tutorial
Quality: 22,664 global accepts · Rating: 1200 · first AC: 2026-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation
konghaojie's solution

1039.
1613C
Poisoned Dagger · Tutorial
Quality: 29,722 global accepts · Rating: 1200 · first AC: 2026-03-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search
konghaojie's solution

1040.
1650C
Weight of the System of Nested Segments · Tutorial
Quality: 18,514 global accepts · Rating: 1200 · first AC: 2026-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, hashing, implementation, sortings
konghaojie's solution

1041.
2196A
Game with a Fraction · Tutorial
Quality: 15,840 global accepts · Rating: 1200 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, math
konghaojie's solution

1042.
2189B
The Curse of the Frog · Tutorial
Quality: 15,322 global accepts · Rating: 1200 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math
konghaojie's solution

1043.
2190A
Sorting Game · Tutorial
Quality: 17,140 global accepts · Rating: 1200 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games, greedy
konghaojie's solution

1044.
2161C
Loyalty · Tutorial
Quality: 12,562 global accepts · Rating: 1200 · first AC: 2026-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers
konghaojie's solution

1045.
454B
Little Pony and Sort by Shift · Tutorial
Quality: 19,164 global accepts · Rating: 1200 · first AC: 2026-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation
konghaojie's solution

1046.
2182C
Production of Snowmen · Tutorial
Quality: 15,524 global accepts · Rating: 1200 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp
konghaojie's solution

1047.
2178C
First or Second · Tutorial
Quality: 15,705 global accepts · Rating: 1200 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation
konghaojie's solution

1048.
2181H
Honey Cake · Tutorial
Quality: 6,609 global accepts · Rating: 1200 · first AC: 2025-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory
konghaojie's solution

1049.
2174A
Needle in a Haystack · Tutorial
Quality: 14,310 global accepts · Rating: 1200 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings, two pointers
konghaojie's solution

1050.
2170B
Addition on a Segment · Tutorial
Quality: 14,296 global accepts · Rating: 1200 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math
konghaojie's solution

1051.
2172E
Number Maze · Tutorial
Quality: 5,902 global accepts · Rating: 1200 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation
konghaojie's solution

1052.
2149D
A and B · Tutorial
Quality: 19,359 global accepts · Rating: 1200 · first AC: 2025-09-25 · C++17 (GCC 7-32) (first AC) · Tags: strings
konghaojie's solution

1053.
1730C
Minimum Notation · Tutorial
Quality: 17,939 global accepts · Rating: 1200 · first AC: 2025-09-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, sortings
konghaojie's solution

1054.
817A
Treasure Hunt · Tutorial
Quality: 6,823 global accepts · Rating: 1200 · first AC: 2025-09-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory
konghaojie's solution

1055.
2148E
Split · Tutorial

Quality: 14,075 global accepts · Rating: 1200 · first AC: 2025-09-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, two pointers
konghaojie's solution

1056.
660A
Co-prime Array · Tutorial
Quality: 10,298 global accepts · Rating: 1200 · first AC: 2025-09-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory
konghaojie's solution

1057.
632A
Grandma Laura and Apples · Tutorial
Quality: 4,920 global accepts · Rating: 1200 · first AC: 2025-09-10 · C++17 (GCC 7-32) (first AC) · Tags: —
konghaojie's solution

1058.
630R
Game · Tutorial
Quality: 9,590 global accepts · Rating: 1200 · first AC: 2025-09-09 · C++17 (GCC 7-32) (first AC) · Tags: games, math
konghaojie's solution

1059.
630B
Moore's Law · Tutorial
Quality: 8,365 global accepts · Rating: 1200 · first AC: 2025-09-09 · C++17 (GCC 7-32) (first AC) · Tags: math
konghaojie's solution

1060.
612B
HDD is Outdated Technology · Tutorial
Quality: 7,604 global accepts · Rating: 1200 · first AC: 2025-09-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
konghaojie's solution

1061.
2137D
Replace with Occurrences · Tutorial
Quality: 19,550 global accepts · Rating: 1200 · first AC: 2025-09-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
konghaojie's solution

1062.
1846D
Rudolph and Christmas Tree · Tutorial
Quality: 22,450 global accepts · Rating: 1200 · first AC: 2025-09-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, math
konghaojie's solution

1063.
194B
Square · Tutorial
Quality: 3,988 global accepts · Rating: 1200 · first AC: 2025-09-01 · C++17 (GCC 7-32) (first AC) · Tags: math
konghaojie's solution

1064.
1227B
Box · Tutorial
Quality: 10,432 global accepts · Rating: 1200 · first AC: 2025-09-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
konghaojie's solution

1065.
353A
Domino · Tutorial
Quality: 19,991 global accepts · Rating: 1200 · first AC: 2025-08-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
konghaojie's solution

1066.
129B
Students and Shoelaces · Tutorial
Quality: 13,865 global accepts · Rating: 1200 · first AC: 2025-08-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation
konghaojie's solution

1067.
298B
Sail · Tutorial
Quality: 15,801 global accepts · Rating: 1200 · first AC: 2025-08-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation
konghaojie's solution

1068.
803B
Distances to Zero · Tutorial
Quality: 7,579 global accepts · Rating: 1200 · first AC: 2025-08-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
konghaojie's solution

1069.
1011B
Planning The Expedition · Tutorial
Quality: 11,031 global accepts · Rating: 1200 · first AC: 2025-08-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation
konghaojie's solution

1070.
913B
Christmas Spruce · Tutorial
Quality: 19,465 global accepts · Rating: 1200 · first AC: 2025-08-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation, trees
konghaojie's solution

1071.
2135A
Against the Difference · Tutorial
Quality: 18,353 global accepts · Rating: 1200 · first AC: 2025-08-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp
konghaojie's solution

1072.
2134C
Even Larger · Tutorial
Quality: 18,690 global accepts · Rating: 1200 · first AC: 2025-08-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation
konghaojie's solution

1073.
2134B
Add 0 or K · Tutorial
Quality: 20,880 global accepts · Rating: 1200 · first AC: 2025-08-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory
konghaojie's solution

1074.
456B
Fedya and Maths · Tutorial
Quality: 18,573 global accepts · Rating: 1200 · first AC: 2025-08-20 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
konghaojie's solution

1075.
445A
DZY Loves Chessboard · Tutorial
Quality: 33,673 global accepts · Rating: 1200 · first AC: 2025-08-20 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, implementation
konghaojie's solution

1076.
463A
Caisa and Sugar · Tutorial

Quality: 9,562 global accepts · Rating: 1200 · first AC: 2025-08-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
konghaojie's solution

1077.
2062C
Cirno and Operations · Tutorial
Quality: 18,392 global accepts · Rating: 1200 · first AC: 2025-08-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
konghaojie's solution

1078.
2128C
Leftmost Below · Tutorial
Quality: 20,597 global accepts · Rating: 1200 · first AC: 2025-07-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
konghaojie's solution

1079.
2067B
Two Large Bags · Tutorial
Quality: 18,999 global accepts · Rating: 1200 · first AC: 2025-07-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, sortings
konghaojie's solution

1080.
2126D
This Is the Last Time · Tutorial
Quality: 24,019 global accepts · Rating: 1200 · first AC: 2025-07-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings
konghaojie's solution

1081.
2119B
Line Segments · Tutorial
Quality: 18,310 global accepts · Rating: 1200 · first AC: 2025-07-05 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math
konghaojie's solution

1082.
2123D
Binary String Battle · Tutorial
Quality: 21,892 global accepts · Rating: 1200 · first AC: 2025-07-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, greedy
konghaojie's solution

1083.
1657C
Bracket Sequence Deletion · Tutorial
Quality: 17,685 global accepts · Rating: 1200 · first AC: 2025-06-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
konghaojie's solution

1084.
2121C
Those Who Are With Us · Tutorial
Quality: 21,751 global accepts · Rating: 1200 · first AC: 2025-06-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
konghaojie's solution

1085.
2113B
Good Start · Tutorial
Quality: 14,625 global accepts · Rating: 1200 · first AC: 2025-06-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
konghaojie's solution

1086.
2118B
Make It Permutation · Tutorial
Quality: 20,037 global accepts · Rating: 1200 · first AC: 2025-06-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
konghaojie's solution

1087.
2117D
Retaliation · Tutorial

Quality: 22,125 global accepts · Rating: 1200 · first AC: 2025-06-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, number theory
konghaojie's solution

1088.
2117C
Cool Partition · Tutorial
Quality: 21,069 global accepts · Rating: 1200 · first AC: 2025-06-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy
konghaojie's solution

1089.
1375B
Neighbor Grid · Tutorial
Quality: 17,850 global accepts · Rating: 1200 · first AC: 2025-05-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
konghaojie's solution

1090.
1371B
Magical Calendar · Tutorial
Quality: 19,609 global accepts · Rating: 1200 · first AC: 2025-05-27 · C++17 (GCC 7-32) (first AC) · Tags: math
konghaojie's solution

1091.
2109B
Slice to Survive · Tutorial
Quality: 17,338 global accepts · Rating: 1200 · first AC: 2025-05-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math
konghaojie's solution

1092.
1647B
Madoka and the Elegant Gift · Tutorial
Quality: 17,124 global accepts · Rating: 1200 · first AC: 2025-04-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation
konghaojie's solution

1093.
1530C
Pursuit · Tutorial
Quality: 15,578 global accepts · Rating: 1200 · first AC: 2025-04-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, sortings
konghaojie's solution

1094.
1608B
Build the Permutation · Tutorial
Quality: 12,487 global accepts · Rating: 1200 · first AC: 2025-03-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
konghaojie's solution

1095.
2092C
Asuna and the Mosquitoes · Tutorial
Quality: 22,585 global accepts · Rating: 1200 · first AC: 2025-03-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
konghaojie's solution

1096.
2091D
Place of the Olympiad · Tutorial
Quality: 23,500 global accepts · Rating: 1200 · first AC: 2025-03-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math
konghaojie's solution

1097.
2085B
Serval and Final MEX · Tutorial
Quality: 17,102 global accepts · Rating: 1200 · first AC: 2025-03-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
konghaojie's solution

1098.
1514B
AND 0, Sum Big · Tutorial
Quality: 34,947 global accepts · Rating: 1200 · first AC: 2025-03-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, math
konghaojie's solution

1099.
2072C
Creating Keys for StORages Has Become My Main Skill · Tutorial
Quality: 19,577 global accepts · Rating: 1200 · first AC: 2025-02-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy
konghaojie's solution

1100.
2069B
Set of Strangers · Tutorial
Quality: 18,816 global accepts · Rating: 1200 · first AC: 2025-02-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, matrices
konghaojie's solution

1101.
2065D
Skibidus and Sigma · Tutorial
Quality: 20,631 global accepts · Rating: 1200 · first AC: 2025-02-16 · last AC: 2025-02-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
konghaojie's solution

1102.
1769C1
AÔ CDD CD$:C •
Quality: 1,118 global accepts · Rating: 1200 · first AC: 2025-01-25 · C++17 (GCC 7-32) (first AC) · Tags: *special, brute force, dp, greedy
konghaojie's solution

1103.
2056C
Palindromic Subsequences · Tutorial
Quality: 19,439 global accepts · Rating: 1200 · first AC: 2025-01-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math
konghaojie's solution

1104.
1790D
Matryoshkas · Tutorial
Quality: 31,572 global accepts · Rating: 1200 · first AC: 2025-01-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings
konghaojie's solution

1105.
2053B
Outstanding Impressionist · Tutorial
Quality: 16,981 global accepts · Rating: 1200 · first AC: 2025-01-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy
konghaojie's solution

1106.
1859C
Another Permutation Problem · Tutorial
Quality: 18,658 global accepts · Rating: 1200 · first AC: 2024-12-29 · last AC: 2024-12-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math
konghaojie's solution

1107.
1671C
Dolce Vita · Tutorial
Quality: 25,397 global accepts · Rating: 1200 · first AC: 2024-12-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math
konghaojie's solution

1108.
2051D
Counting Pairs · Tutorial
Quality: 23,926 global accepts · Rating: 1200 · first AC: 2024-12-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings, two pointers
konghaojie's solution

1109.
1527B1
Palindrome Game (easy version) · Tutorial
Quality: 34,410 global accepts · Rating: 1200 · first AC: 2024-12-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games
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1612C
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2194C
Secret message · Tutorial
Quality: 10,902 global accepts · Rating: 1300 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, math, number theory
konghaojie's solution

1217.
2201A1
Lost Civilization (Easy Version) · Tutorial
Quality: 11,064 global accepts · Rating: 1300 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures
konghaojie's solution

1218.
2195D
Absolute Cinema · Tutorial
Quality: 13,672 global accepts · Rating: 1300 · first AC: 2026-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math
konghaojie's solution

1219.
2187A
Restricted Sorting · Tutorial
Quality: 15,876 global accepts · Rating: 1300 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings
konghaojie's solution

1220.
2193E
Product Queries · Tutorial
Quality: 15,212 global accepts · Rating: 1300 · first AC: 2026-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, number theory, shortest paths
konghaojie's solution

1221.
2189C1
XOR Convenience (Easy Version) · Tutorial
Quality: 13,904 global accepts · Rating: 1300 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive

algorithms, math
konghaojie's solution

1222.
2175B
XOR Array · Tutorial
Quality: 12,228 global accepts · Rating: 1300 · first AC: 2026-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math
konghaojie's solution

1223.
271B
Prime Matrix · Tutorial
Quality: 15,462 global accepts · Rating: 1300 · first AC: 2026-01-05 · last AC: 2026-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, math, number theory
konghaojie's solution

1224.
2179D
Blackslex and Penguin Civilization · Tutorial
Quality: 13,517 global accepts · Rating: 1300 · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math
konghaojie's solution

1225.
2181A
Alphabet City · Tutorial
Quality: 3,734 global accepts · Rating: 1300 · first AC: 2025-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math, strings
konghaojie's solution

1226.
2176C
Odd Process · Tutorial
Quality: 15,727 global accepts · Rating: 1300 · first AC: 2025-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings
konghaojie's solution

1227.
2170C
Quotient and Remainder · Tutorial
Quality: 11,250 global accepts · Rating: 1300 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, two pointers
konghaojie's solution

1228.
2165A
Cyclic Merging · Tutorial
Quality: 14,130 global accepts · Rating: 1300 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy
konghaojie's solution

1229.
2172M
Maximum Distance To Port · Tutorial
Quality: 5,821 global accepts · Rating: 1300 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, shortest paths
konghaojie's solution

1230.
2169C
Range Operation · Tutorial
Quality: 12,681 global accepts · Rating: 1300 · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math, two pointers
konghaojie's solution

1231.
1890C
Qingshan Loves Strings 2 · Tutorial

Rating: 1300 · first AC: 2024-01-09 · last AC: 2025-11-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, two pointers
konghaojie's solution

1232.
2145C
Monocarp's String · Tutorial
Quality: 15,405 global accepts · Rating: 1300 · first AC: 2025-10-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, strings
konghaojie's solution

1233.
2152B
Catching the Krug · Tutorial
Quality: 12,858 global accepts · Rating: 1300 · first AC: 2025-10-03 · C++17 (GCC 7-32) (first AC) · Tags: games
konghaojie's solution

1234.
1737B
Ela's Fitness and the Luxury Number · Tutorial
Quality: 10,185 global accepts · Rating: 1300 · first AC: 2025-09-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math
konghaojie's solution

1235.
2150A
Incremental Path · Tutorial
Quality: 11,707 global accepts · Rating: 1300 · first AC: 2025-09-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, implementation
konghaojie's solution

1236.
2146C
Wrong Binary Search · Tutorial
Quality: 13,312 global accepts · Rating: 1300 · first AC: 2025-09-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms
konghaojie's solution

1237.
2143C
Max Tree · Tutorial
Quality: 14,102 global accepts · Rating: 1300 · first AC: 2025-09-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy
konghaojie's solution

1238.
2144C
Non-Descending Arrays · Tutorial
Quality: 14,996 global accepts · Rating: 1300 · first AC: 2025-09-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
konghaojie's solution

1239.
808B
Average Sleep Time · Tutorial
Quality: 14,882 global accepts · Rating: 1300 · first AC: 2025-09-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math
konghaojie's solution

1240.
792B
Counting-out Rhyme · Tutorial
Quality: 6,554 global accepts · Rating: 1300 · first AC: 2025-09-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation
konghaojie's solution

1241.
665C
Simple Strings · Tutorial
Quality: 17,246 global accepts · Rating: 1300 · first AC: 2025-09-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings
konghaojie's solution

1242.
628C
Bear and String Distance · Tutorial
Quality: 6,523 global accepts · Rating: 1300 · first AC: 2025-09-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings
konghaojie's solution

1243.
628B
New Skateboard · Tutorial
Quality: 12,060 global accepts · Rating: 1300 · first AC: 2025-09-10 · C++17 (GCC 7-32) (first AC) · Tags: dp
konghaojie's solution

1244.
630N
Forecast · Tutorial
Quality: 5,225 global accepts · Rating: 1300 · first AC: 2025-09-09 · C++17 (GCC 7-32) (first AC) · Tags: math
konghaojie's solution

1245.
630F
Selection of Personnel · Tutorial
Quality: 8,049 global accepts · Rating: 1300 · first AC: 2025-09-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math
konghaojie's solution

1246.
612A
The Text Splitting · Tutorial
Quality: 7,839 global accepts · Rating: 1300 · first AC: 2025-09-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings
konghaojie's solution

1247.
1030C
Vasya and Golden Ticket · Tutorial
Quality: 9,925 global accepts · Rating: 1300 · first AC: 2025-09-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation
konghaojie's solution

1248.
722A
Broken Clock · Tutorial
Quality: 6,961 global accepts · Rating: 1300 · first AC: 2025-09-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
konghaojie's solution

1249.
1037A
Packets · Tutorial
Quality: 11,831 global accepts · Rating: 1300 · first AC: 2025-08-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
konghaojie's solution

1250.
1076C
Meme Problem · Tutorial
Quality: 13,426 global accepts · Rating: 1300 · first AC: 2025-08-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math
konghaojie's solution

1251.
1381A1
Prefix Flip (Easy Version) · Tutorial
Quality: 21,725 global accepts · Rating: 1300 · first AC: 2025-08-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, strings
konghaojie's solution

1252.
2127B
Hamiiid, Haaamid... Hamid? · Tutorial
Quality: 13,497 global accepts · Rating: 1300 · first AC: 2025-08-08 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy
konghaojie's solution

1253.
2129A
Double Perspective · Tutorial
Quality: 16,654 global accepts · Rating: 1300 · first AC: 2025-07-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, dsu, graphs, greedy, sortings
konghaojie's solution

1254.
2116B
Gellyfish and Baby's Breath · Tutorial
Quality: 17,556 global accepts · Rating: 1300 · first AC: 2025-07-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings
konghaojie's solution

1255.
1774C
Ice and Fire · Tutorial
Quality: 13,276 global accepts · Rating: 1300 · first AC: 2025-07-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy
konghaojie's solution

1256.
1769C2
Aô>ÜD:Đ CD$:C ”•
Quality: 1,077 global accepts · Rating: 1300 · first AC: 2025-07-24 · C++17 (GCC 7-32) (first AC) · Tags: *special, dp
konghaojie's solution

1257.
600B
Queries about less or equal elements · Tutorial
Quality: 39,186 global accepts · Rating: 1300 · first AC: 2025-07-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, sortings, two pointers
konghaojie's solution

1258.
598B
Queries on a String · Tutorial
Quality: 12,207 global accepts · Rating: 1300 · first AC: 2025-07-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
konghaojie's solution

1259.
2124C
Subset Multiplication · Tutorial
Quality: 14,614 global accepts · Rating: 1300 · first AC: 2025-07-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory
konghaojie's solution

1260.
2119C
A Good Problem · Tutorial
Quality: 16,310 global accepts · Rating: 1300 · first AC: 2025-07-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math
konghaojie's solution

1261.
2112C
Coloring Game · Tutorial
Quality: 17,741 global accepts · Rating: 1300 · first AC: 2025-06-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, two pointers
konghaojie's solution

1262.
2121D
1709 · Tutorial
Quality: 18,214 global accepts · Rating: 1300 · first AC: 2025-06-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings
konghaojie's solution

1263.
2118C
Make It Beautiful · Tutorial
Quality: 18,481 global accepts · Rating: 1300 · first AC: 2025-06-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, greedy, math
konghaojie's solution

1264.
1372B
Omkar and Last Class of Math · Tutorial
Quality: 36,401 global accepts · Rating: 1300 · first AC: 2025-05-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory
konghaojie's solution

1265.
1371C
A Cookie for You · Tutorial
Quality: 21,370 global accepts · Rating: 1300 · first AC: 2025-05-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
konghaojie's solution

1266.
2026B
Black Cells · Tutorial
Quality: 16,504 global accepts · Rating: 1300 · first AC: 2024-12-01 · last AC: 2025-05-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy
konghaojie's solution

1267.
2101A
Mex in the Grid · Tutorial
Quality: 13,444 global accepts · Rating: 1300 · first AC: 2025-05-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
konghaojie's solution

1268.
2108B
SUMdamental Decomposition · Tutorial
Quality: 14,546 global accepts · Rating: 1300 · first AC: 2025-05-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation, math
konghaojie's solution

1269.
1675D
Vertical Paths · Tutorial
Quality: 14,774 global accepts · Rating: 1300 · first AC: 2025-04-05 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation, trees
konghaojie's solution

1270.
1498B
Box Fitting · Tutorial
Quality: 23,356 global accepts · Rating: 1300 · first AC: 2025-04-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, greedy
konghaojie's solution

1271.
2086C
Disappearing Permutation · Tutorial
Quality: 16,129 global accepts · Rating: 1300 · first AC: 2025-04-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, implementation
konghaojie's solution

1272.
1607D
Blue-Red Permutation · Tutorial
Quality: 18,125 global accepts · Rating: 1300 · first AC: 2025-03-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings
konghaojie's solution

1273.
2091E
Interesting Ratio · Tutorial
Quality: 19,631 global accepts · Rating: 1300 · first AC: 2025-03-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory, two pointers
konghaojie's solution

1274.
2075B
Array Recoloring · Tutorial
Quality: 18,834 global accepts · Rating: 1300 · first AC: 2025-03-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
konghaojie's solution

1275.
2072D
For Wizards, the Exam Is Easy, but I Couldn't Handle It · Tutorial
Quality: 17,643 global accepts · Rating: 1300 · first AC: 2025-02-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation
konghaojie's solution

1276.
1661B
Getting Zero · Tutorial
Quality: 20,690 global accepts · Rating: 1300 · first AC: 2025-02-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, shortest paths
konghaojie's solution

1277.
2064C
Remove the Ends · Tutorial
Quality: 17,788 global accepts · Rating: 1300 · first AC: 2025-02-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, greedy
konghaojie's solution

1278.
2065C2
Skibidus and Fanum Tax (hard version) · Tutorial
Quality: 18,795 global accepts · Rating: 1300 · first AC: 2025-02-16 · last AC: 2025-02-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy
konghaojie's solution

1279.
2059B
Cost of the Array · Tutorial
Quality: 18,789 global accepts · Rating: 1300 · first AC: 2025-02-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math
konghaojie's solution

1280.
1776H
Beppa and SwerChat · Tutorial
Quality: 7,546 global accepts · Rating: 1300 · first AC: 2025-01-25 · C++17 (GCC 7-32) (first AC) · Tags: two pointers
konghaojie's solution

1281.
2056B
Find the Permutation · Tutorial
Quality: 17,923 global accepts · Rating: 1300 · first AC: 2025-01-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, sortings
konghaojie's solution

1282.
1521B
Nastia and a Good Array · Tutorial
Quality: 22,931 global accepts · Rating: 1300 · first AC: 2025-01-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory
konghaojie's solution

1283.
1788C
Matching Numbers · Tutorial
Quality: 19,469 global accepts · Rating: 1300 · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
konghaojie's solution

1284.
2036D
I Love 1543 · Tutorial
Quality: 15,992 global accepts · Rating: 1300 · first AC: 2024-12-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, matrices
konghaojie's solution

1285.
2041A
The Bento Box Adventure · Tutorial
Quality: 11,298 global accepts · Rating: 1300 · first AC: 2024-12-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings
konghaojie's solution

1286.
2049B
pspspsps · Tutorial
Quality: 18,926 global accepts · Rating: 1300 · first AC: 2024-12-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graph matchings, implementation
konghaojie's solution

1287.
1615B
And It's Non-Zero · Tutorial
Quality: 17,917 global accepts · Rating: 1300 · first AC: 2024-12-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math
konghaojie's solution

1288.
2044E
Insane Problem · Tutorial
Quality: 18,071 global accepts · Rating: 1300 · first AC: 2024-12-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, math, number theory
konghaojie's solution

1289.
2050D
Digital string maximization · Tutorial
Quality: 18,981 global accepts · Rating: 1300 · first AC: 2024-12-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, strings
konghaojie's solution

1290.
2037D
Sharky Surfing · Tutorial
Quality: 14,755 global accepts · Rating: 1300 · first AC: 2024-11-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, two pointers
konghaojie's solution

1291.
2031C
Penchick and BBQ Buns · Tutorial
Quality: 15,716 global accepts · Rating: 1300 · first AC: 2024-11-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory
konghaojie's solution

1292.
2024C
Concatenation of Arrays · Tutorial
Rating: 1300 · first AC: 2024-10-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings
konghaojie's solution

1293.
2033D
Kousuke's Assignment · Tutorial

Quality: 18,198 global accepts · Rating: 1300 · first AC: 2024-10-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, dsu, greedy, math
konghaojie's solution

1294.
2022B
Kar Salesman · Tutorial
Quality: 14,528 global accepts · Rating: 1300 · first AC: 2024-10-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math
konghaojie's solution

1295.
2021C1
Adjust The Presentation (Easy Version) · Tutorial
Quality: 14,123 global accepts · Rating: 1300 · first AC: 2024-10-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
konghaojie's solution

1296.
2025C
New Game · Tutorial
Quality: 19,039 global accepts · Rating: 1300 · first AC: 2024-10-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, implementation, sortings, two pointers
konghaojie's solution

1297.
1561B
Charmed by the Game · Tutorial
Rating: 1300 · first AC: 2024-10-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
konghaojie's solution

1298.
1810C
Make It Permutation · Tutorial
Quality: 16,551 global accepts · Rating: 1300 · first AC: 2024-10-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings
konghaojie's solution

1299.
1815A
Ian and Array Sorting · Tutorial
Quality: 15,975 global accepts · Rating: 1300 · first AC: 2024-10-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
konghaojie's solution

1300.
1821C
Tear It Apart · Tutorial
Quality: 16,206 global accepts · Rating: 1300 · first AC: 2024-10-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, strings
konghaojie's solution

1301.
1844C
Particles · Tutorial
Quality: 17,862 global accepts · Rating: 1300 · first AC: 2024-10-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, math
konghaojie's solution

1302.
1864C
Divisor Chain · Tutorial
Quality: 15,283 global accepts · Rating: 1300 · first AC: 2024-10-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory
konghaojie's solution

1303.
1602C
Array Elimination · Tutorial
Rating: 1300 · first AC: 2024-09-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math, number theory
konghaojie's solution

1304.
1766C
Hamiltonian Wall · Tutorial
Quality: 14,991 global accepts · Rating: 1300 · first AC: 2024-09-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation
konghaojie's solution

1305.
1604C
Di-visible Confusion · Tutorial
Rating: 1300 · first AC: 2024-09-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory
konghaojie's solution

1306.
1991C
Absolute Zero · Tutorial
Quality: 17,709 global accepts · Rating: 1300 · first AC: 2024-09-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
konghaojie's solution

1307.
1988C
Increasing Sequence with Fixed OR · Tutorial
Quality: 20,296 global accepts · Rating: 1300 · first AC: 2024-09-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy
konghaojie's solution

1308.
1984C1
Magnitude (Easy Version) · Tutorial
Quality: 20,155 global accepts · Rating: 1300 · first AC: 2024-09-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math
konghaojie's solution

1309.
1968D
Permutation Game · Tutorial
Quality: 17,428 global accepts · Rating: 1300 · first AC: 2024-09-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, games, graphs, greedy, math
konghaojie's solution

1310.
1943A
MEX Game 1 · Tutorial
Quality: 21,483 global accepts · Rating: 1300 · first AC: 2024-09-18 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy
konghaojie's solution

1311.
1591C
Minimize Distance · Tutorial
Rating: 1300 · first AC: 2024-09-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
konghaojie's solution

1312.
1352D
Alice, Bob and Candies · Tutorial
Quality: 29,859 global accepts · Rating: 1300 · first AC: 2024-09-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation
konghaojie's solution

1313.
1669H
Maximal AND · Tutorial
Quality: 29,124 global accepts · Rating: 1300 · first AC: 2024-09-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math
konghaojie's solution

1314.
1676G
White-Black Balanced Subtrees · Tutorial
Quality: 24,009 global accepts · Rating: 1300 · first AC: 2024-09-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

konghaojie's solution

1315.
1676F
Longest Strike · Tutorial
Quality: 20,192 global accepts · Rating: 1300 · first AC: 2024-09-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers
konghaojie's solution

1316.
1694C
Directional Increase · Tutorial
Rating: 1300 · first AC: 2024-07-21 · last AC: 2024-09-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy
konghaojie's solution

1317.
1999E
Triple Operations · Tutorial
Quality: 23,624 global accepts · Rating: 1300 · first AC: 2024-08-06 · last AC: 2024-09-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, math
konghaojie's solution

1318.
1627B
Not Sitting · Tutorial
Quality: 17,565 global accepts · Rating: 1300 · first AC: 2024-08-29 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, sortings
konghaojie's solution

1319.
1638C
Inversion Graph · Tutorial
Quality: 15,943 global accepts · Rating: 1300 · first AC: 2024-08-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, math
konghaojie's solution

1320.
1870C
Colorful Table · Tutorial
Quality: 13,114 global accepts · Rating: 1300 · first AC: 2024-08-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, implementation, math, two pointers
konghaojie's solution

1321.
1649B
Game of Ball Passing · Tutorial
Quality: 13,959 global accepts · Rating: 1300 · first AC: 2024-08-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
konghaojie's solution

1322.
1692F
3SUM · Tutorial
Quality: 27,154 global accepts · Rating: 1300 · first AC: 2024-08-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
konghaojie's solution

1323.
1668C
Make it Increasing · Tutorial
Rating: 1300 · first AC: 2024-07-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math
konghaojie's solution

1324.
1973B
Cat, Fox and the Lonely Array · Tutorial
Quality: 16,831 global accepts · Rating: 1300 · first AC: 2024-06-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, greedy, math, two pointers
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1325.
1980C
Sofia and the Lost Operations · Tutorial
Quality: 21,705 global accepts · Rating: 1300 · first AC: 2024-06-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
konghaojie's solution

1326.
1978C
Manhattan Permutations · Tutorial
Quality: 17,789 global accepts · Rating: 1300 · first AC: 2024-06-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math
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1327.
1733C
Parity Shuffle Sorting · Tutorial
Quality: 17,103 global accepts · Rating: 1300 · first AC: 2024-06-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings
konghaojie's solution

1328.
1981B
Turtle and an Infinite Sequence · Tutorial
Quality: 16,443 global accepts · Rating: 1300 · first AC: 2024-05-31 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math
konghaojie's solution

1329.
1754C1
Make Nonzero Sum (easy version) · Tutorial
Rating: 1300 · first AC: 2024-05-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
konghaojie's solution

1330.
1775B
Gardener and the Array · Tutorial
Quality: 20,741 global accepts · Rating: 1300 · first AC: 2024-05-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms
konghaojie's solution

1331.
1927D
Find the Different Ones! · Tutorial
Quality: 33,186 global accepts · Rating: 1300 · first AC: 2024-05-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, two pointers
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1332.
1846E1
Rudolf and Snowflakes (simple version) · Tutorial
Quality: 25,212 global accepts · Rating: 1300 · first AC: 2024-05-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math
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1333.
1955C
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konghaojie's solution

1334.
1786B
Cake Assembly Line · Tutorial
Quality: 9,837 global accepts · Rating: 1300 · first AC: 2024-04-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, sortings
konghaojie's solution

1335.
1945D
Seraphim the Owl · Tutorial
Quality: 17,165 global accepts · Rating: 1300 · first AC: 2024-04-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

konghaojie's solution

1336.
1746C
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konghaojie's solution

1337.
1942C1
Bessie's Birthday Cake (Easy Version) · Tutorial
Quality: 12,425 global accepts · Rating: 1300 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math
konghaojie's solution

1338.
1944C
MEX Game 1 · Tutorial
Rating: 1300 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, greedy
konghaojie's solution

1339.
1948C
Arrow Path · Tutorial
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1340.
1698C
3SUM Closure · Tutorial
Quality: 19,752 global accepts · Rating: 1300 · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures
konghaojie's solution

1341.
1857D
Strong Vertices · Tutorial
Quality: 29,330 global accepts · Rating: 1300 · first AC: 2024-03-10 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings, trees
konghaojie's solution

1342.
1711B
Party · Tutorial
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1343.
1717C
Madoka and Formal Statement · Tutorial
Quality: 15,899 global accepts · Rating: 1300 · first AC: 2024-03-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy
konghaojie's solution

1344.
1937B
Binary Path · Tutorial
Quality: 17,332 global accepts · Rating: 1300 · first AC: 2024-02-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation
konghaojie's solution

1345.
1851D
Prefix Permutation Sums · Tutorial
Quality: 17,308 global accepts · Rating: 1300 · first AC: 2024-02-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
konghaojie's solution

1346.
1926D
Vlad and Division · Tutorial

Quality: 18,378 global accepts · Rating: 1300 · first AC: 2024-02-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy
konghaojie's solution

1347.
1879C
Make it Alternating · Tutorial
Quality: 27,119 global accepts · Rating: 1300 · first AC: 2024-02-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy
konghaojie's solution

1348.
1931D
Divisible Pairs · Tutorial
Quality: 30,643 global accepts · Rating: 1300 · first AC: 2024-02-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory
konghaojie's solution

1349.
1862D
Ice Cream Balls · Tutorial
Quality: 19,844 global accepts · Rating: 1300 · first AC: 2024-02-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, constructive algorithms, math
konghaojie's solution

1350.
1703F
Yet Another Problem About Pairs Satisfying an Inequality · Tutorial
Quality: 30,057 global accepts · Rating: 1300 · first AC: 2024-02-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, sortings
konghaojie's solution

1351.
1826C
Dreaming of Freedom · Tutorial
Quality: 15,676 global accepts · Rating: 1300 · first AC: 2024-02-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory
konghaojie's solution

1352.
1869C
Fill in the Matrix · Tutorial
Rating: 1300 · first AC: 2024-02-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
konghaojie's solution

1353.
1882B
Sets and Union · Tutorial
Quality: 17,417 global accepts · Rating: 1300 · first AC: 2024-02-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy
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1354.
1736C1
Good Subarrays (Easy Version) · Tutorial
Quality: 16,532 global accepts · Rating: 1300 · first AC: 2024-02-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, schedules, two pointers
konghaojie's solution

1355.
1768C
Elemental Decompress · Tutorial
Quality: 15,715 global accepts · Rating: 1300 · first AC: 2024-02-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings
konghaojie's solution

1356.
1778B
The Forbidden Permutation · Tutorial
Quality: 14,532 global accepts · Rating: 1300 · first AC: 2024-01-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

konghaojie's solution

1357.
1794C
Scoring Subsequences · Tutorial
Quality: 22,088 global accepts · Rating: 1300 · first AC: 2024-01-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, two pointers
konghaojie's solution

1358.
1820C
Constructive Problem · Tutorial
Rating: 1300 · first AC: 2024-01-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
konghaojie's solution

1359.
1823C
Strongly Composite · Tutorial
Quality: 13,848 global accepts · Rating: 1300 · first AC: 2024-01-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory
konghaojie's solution

1360.
1839C
Insert Zero and Invert Prefix · Tutorial
Quality: 13,444 global accepts · Rating: 1300 · first AC: 2024-01-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
konghaojie's solution

1361.
1922C
Closest Cities · Tutorial
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konghaojie's solution

1362.
1867C
Salyg1n and the MEX Game · Tutorial
Quality: 12,671 global accepts · Rating: 1300 · first AC: 2024-01-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, games, greedy, interactive
konghaojie's solution

1363.
1881D
Divide and Equalize · Tutorial
Quality: 28,447 global accepts · Rating: 1300 · first AC: 2024-01-14 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
konghaojie's solution

1364.
1899E
Queue Sort · Tutorial
Quality: 18,281 global accepts · Rating: 1300 · first AC: 2024-01-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings
konghaojie's solution

1365.
1899D
Yarik and Musical Notes · Tutorial
Quality: 15,634 global accepts · Rating: 1300 · first AC: 2024-01-11 · C++17 (GCC 7-32) (first AC) · Tags: hashing, math, number theory
konghaojie's solution

1366.
1902C
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Quality: 16,979 global accepts · Rating: 1300 · first AC: 2024-01-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory
konghaojie's solution

1367.
1807E
Interview · Tutorial
Quality: 16,777 global accepts · Rating: 1300 · first AC: 2024-01-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, interactive
konghaojie's solution

1368.
1829F
Forever Winter · Tutorial
Quality: 21,854 global accepts · Rating: 1300 · first AC: 2024-01-10 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, math
konghaojie's solution

1369.
1850F
We Were Both Children · Tutorial
Quality: 24,591 global accepts · Rating: 1300 · first AC: 2024-01-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, number theory
konghaojie's solution

1370.
1873F
Money Trees · Tutorial
Quality: 19,705 global accepts · Rating: 1300 · first AC: 2024-01-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, two pointers
konghaojie's solution

1371.
1913C
Game with Multiset · Tutorial
Quality: 17,492 global accepts · Rating: 1300 · first AC: 2024-01-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, greedy
konghaojie's solution

1372.
1915E
Romantic Glasses · Tutorial
Quality: 34,536 global accepts · Rating: 1300 · first AC: 2024-01-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math
konghaojie's solution

1373.
1900C
Anji's Binary Tree · Tutorial
Quality: 15,044 global accepts · Rating: 1300 · first AC: 2024-01-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees
konghaojie's solution

1374.
1679C
Rooks Defenders · Tutorial
Quality: 11,732 global accepts · Rating: 1400 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation
konghaojie's solution

1375.
1644C
Increase Subarray Sums · Tutorial
Quality: 15,002 global accepts · Rating: 1400 · first AC: 2026-03-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, implementation
konghaojie's solution

1376.
1628A
Meximum Array · Tutorial
Quality: 16,984 global accepts · Rating: 1400 · first AC: 2026-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, two pointers
konghaojie's solution

1377.
1609C
Complex Market Analysis · Tutorial
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konghaojie's solution

1378.
1600J
Robot Factory · Tutorial
Quality: 4,417 global accepts · Rating: 1400 · first AC: 2026-03-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dfs and similar
konghaojie's solution

1379.
2209C
Find the Zero · Tutorial
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konghaojie's solution

1380.
1634B
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Quality: 22,309 global accepts · Rating: 1400 · first AC: 2026-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, math
konghaojie's solution

1381.
2190B1
Sub-RBS (Easy Version) · Tutorial
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konghaojie's solution

1382.
851B
Arpa and an exam about geometry · Tutorial
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konghaojie's solution

1383.
1354C1
Simple Polygon Embedding · Tutorial
Quality: 16,357 global accepts · Rating: 1400 · first AC: 2026-01-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, geometry, math, ternary search
konghaojie's solution

1384.
802J1
Send the Fool Further! (easy) · Tutorial
Quality: 6,534 global accepts · Rating: 1400 · first AC: 2026-01-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, trees
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1385.
981C
Useful Decomposition · Tutorial
Quality: 6,857 global accepts · Rating: 1400 · first AC: 2026-01-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, trees
konghaojie's solution

1386.
650A
Watchmen · Tutorial
Quality: 16,641 global accepts · Rating: 1400 · first AC: 2026-01-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, geometry, math
konghaojie's solution

1387.
2158C
Annoying Game · Tutorial
Quality: 11,071 global accepts · Rating: 1400 · first AC: 2026-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games, greedy
konghaojie's solution

1388.
2181B
Battle of Arrays · Tutorial
Quality: 5,686 global accepts · Rating: 1400 · first AC: 2025-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, games, greedy
konghaojie's solution

1389.
2173C
Kanade's Perfect Multiples · Tutorial
Quality: 12,399 global accepts · Rating: 1400 · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, number theory
konghaojie's solution

1390.
2171D
Rae Taylor and Trees (easy version) · Tutorial
Quality: 11,585 global accepts · Rating: 1400 · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, dsu, greedy, implementation, trees
konghaojie's solution

1391.
2171C2
Renako Amaori and XOR Game (hard version) · Tutorial
Quality: 11,847 global accepts · Rating: 1400 · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, games, greedy
konghaojie's solution

1392.
2164C
Dungeon · Tutorial
Quality: 10,720 global accepts · Rating: 1400 · first AC: 2025-11-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings
konghaojie's solution

1393.
2156C
Maximum GCD on Whiteboard · Tutorial
Quality: 12,290 global accepts · Rating: 1400 · first AC: 2025-10-24 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory
konghaojie's solution

1394.
2154C1
No Cost Too Great (Easy Version) · Tutorial
Quality: 13,549 global accepts · Rating: 1400 · first AC: 2025-10-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory
konghaojie's solution

1395.
2162D
Beautiful Permutation · Tutorial
Quality: 12,368 global accepts · Rating: 1400 · first AC: 2025-10-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive
konghaojie's solution

1396.
1863D
Two-Colored Dominoes · Tutorial
Quality: 10,766 global accepts · Rating: 1400 · first AC: 2025-10-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
konghaojie's solution

1397.
1143C
Queen · Tutorial
Quality: 17,653 global accepts · Rating: 1400 · first AC: 2025-10-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, trees
konghaojie's solution

1398.
1654C
Alice and the Cake · Tutorial
Quality: 14,527 global accepts · Rating: 1400 · first AC: 2025-10-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, sortings
konghaojie's solution

1399.
2066A
Object Identification · Tutorial
Quality: 7,174 global accepts · Rating: 1400 · first AC: 2025-10-07 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, implementation, interactive
konghaojie's solution

1400.
2151C
Incremental Stay · Tutorial
Quality: 10,272 global accepts · Rating: 1400 · first AC: 2025-10-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
konghaojie's solution

1401.
1830A
Copil Copac Draws Trees · Tutorial
Quality: 20,327 global accepts · Rating: 1400 · first AC: 2025-10-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees
konghaojie's solution

1402.
2152C
Triple Removal · Tutorial
Quality: 12,232 global accepts · Rating: 1400 · first AC: 2025-10-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math
konghaojie's solution

1403.
808C
Tea Party · Tutorial
Quality: 6,980 global accepts · Rating: 1400 · first AC: 2025-09-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings
konghaojie's solution

1404.
803A
Maximal Binary Matrix · Tutorial
Quality: 5,359 global accepts · Rating: 1400 · first AC: 2025-09-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
konghaojie's solution

1405.
797B
Odd sum · Tutorial
Quality: 11,520 global accepts · Rating: 1400 · first AC: 2025-09-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation
konghaojie's solution

1406.
762B
USB vs. PS/2 · Tutorial
Quality: 10,583 global accepts · Rating: 1400 · first AC: 2025-09-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings, two pointers
konghaojie's solution

1407.
762A
k-th divisor · Tutorial
Quality: 25,808 global accepts · Rating: 1400 · first AC: 2025-09-12 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
konghaojie's solution

1408.
710B
Optimal Point on a Line · Tutorial
Quality: 10,593 global accepts · Rating: 1400 · first AC: 2025-09-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, sortings
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1409.
665B
Shopping · Tutorial
Quality: 3,891 global accepts · Rating: 1400 · first AC: 2025-09-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force
konghaojie's solution

1410.
652A
Gabriel and Caterpillar · Tutorial
Quality: 5,265 global accepts · Rating: 1400 · first AC: 2025-09-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
konghaojie's solution

1411.
632B
Alice, Bob, Two Teams · Tutorial
Quality: 4,391 global accepts · Rating: 1400 · first AC: 2025-09-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms
konghaojie's solution

1412.
630L
Cracking the Code · Tutorial
Quality: 4,055 global accepts · Rating: 1400 · first AC: 2025-09-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
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1413.
630H
Benches · Tutorial
Quality: 5,666 global accepts · Rating: 1400 · first AC: 2025-09-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math
konghaojie's solution

1414.
612C
Replace To Make Regular Bracket Sequence · Tutorial
Quality: 9,861 global accepts · Rating: 1400 · first AC: 2025-09-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, expression parsing, math
konghaojie's solution

1415.
1844D
Row Major · Tutorial
Quality: 13,838 global accepts · Rating: 1400 · first AC: 2025-09-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, strings
konghaojie's solution

1416.
1540A
Great Graphs · Tutorial
Quality: 14,987 global accepts · Rating: 1400 · first AC: 2025-09-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, sortings
konghaojie's solution

1417.
60B
Serial Time! · Tutorial

Quality: 5,312 global accepts · Rating: 1400 · first AC: 2025-09-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu
konghaojie's solution

1418.
359B
Permutation · Tutorial
Quality: 8,708 global accepts · Rating: 1400 · first AC: 2025-08-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, math
konghaojie's solution

1419.
719B
Anatoly and Cockroaches · Tutorial
Quality: 8,819 global accepts · Rating: 1400 · first AC: 2025-08-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy
konghaojie's solution

1420.
2133C
The Nether · Tutorial
Quality: 12,797 global accepts · Rating: 1400 · first AC: 2025-08-24 · C++17 (GCC 7-32) (first AC) · Tags: graphs, interactive
konghaojie's solution

1421.
2132C2
The Cunning Seller (hard version) · Tutorial
Quality: 13,339 global accepts · Rating: 1400 · first AC: 2025-08-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math
konghaojie's solution

1422.
1749C
Number Game · Tutorial
Quality: 15,735 global accepts · Rating: 1400 · first AC: 2025-08-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, games, greedy, implementation
konghaojie's solution

1423.
479B
Towers · Tutorial
Quality: 8,430 global accepts · Rating: 1400 · first AC: 2025-08-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings
konghaojie's solution

1424.
448B
Suffix Structures · Tutorial
Quality: 17,316 global accepts · Rating: 1400 · first AC: 2025-08-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
konghaojie's solution

1425.
507B
Amr and Pins · Tutorial
Quality: 26,687 global accepts · Rating: 1400 · first AC: 2025-08-16 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math
konghaojie's solution

1426.
2131E
Adjacent XOR · Tutorial
Quality: 17,127 global accepts · Rating: 1400 · first AC: 2025-08-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy
konghaojie's solution

1427.
2131D
Arboris Contractio · Tutorial
Quality: 14,327 global accepts · Rating: 1400 · first AC: 2025-08-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, greedy, trees
konghaojie's solution

1428.
2127C
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1750C
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1458.
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1460.
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2033C
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1773E
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1549C
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1464.
1721C
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1728C
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1972C
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1470.
1966C
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1472.
1573B
Swaps · Tutorial
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1473.
1965A
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1474.
1967A
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1475.
1967B1
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1476.
1970C1
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2020C
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1840D
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1980D
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2013C
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2014D
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1605C
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1484.
2009E
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1488.
1627C
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2000E
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1692G
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1691C
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1989C
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1986D
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1735C
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1498.
1733D1
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1499.
1762C
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1501.
1974C
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1502.
1800E1
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1503.
1833D
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1504.
1883G1
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1837D
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1932C
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1758C
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1855C1
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1748B
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1918C
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1825C
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Rating: 1400 · first AC: 2024-01-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
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1838C
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1845C
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Quality: 16,792 global accepts · Rating: 1400 · first AC: 2024-01-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, strings
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1534.
1914E2
Game with Marbles (Hard Version) · Tutorial
Quality: 14,752 global accepts · Rating: 1400 · first AC: 2024-01-11 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, sortings
konghaojie's solution

1535.
1914E1
Game with Marbles (Easy Version) · Tutorial
Quality: 14,245 global accepts · Rating: 1400 · first AC: 2024-01-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, greedy, sortings
konghaojie's solution

1536.
1907D
Jumping Through Segments · Tutorial
Quality: 23,583 global accepts · Rating: 1400 · first AC: 2024-01-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms
konghaojie's solution

1537.
1895C
Torn Lucky Ticket · Tutorial
Quality: 13,033 global accepts · Rating: 1400 · first AC: 2024-01-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, hashing, implementation, math
konghaojie's solution

1538.
1894C
Anonymous Informant · Tutorial
Rating: 1400 · first AC: 2024-01-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, implementation
konghaojie's solution

1539.
1903C
Theofanis' Nightmare · Tutorial

Quality: 14,481 global accepts · Rating: 1400 · first AC: 2024-01-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
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1540.
1901C
Add, Divide and Floor · Tutorial
Quality: 14,240 global accepts · Rating: 1400 · first AC: 2024-01-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
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1541.
1905C
Largest Subsequence · Tutorial
Quality: 14,212 global accepts · Rating: 1400 · first AC: 2023-12-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings
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1542.
1084C
The Fair Nut and String · Tutorial
Quality: 11,664 global accepts · Rating: 1500 · first AC: 2026-05-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, implementation
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1543.
1538F
Interesting Function · Tutorial
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1544.
1515D
Phoenix and Socks · Tutorial
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1545.
1506E
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konghaojie's solution

1546.
1744E1
Divisible Numbers (easy version) · Tutorial
Quality: 12,653 global accepts · Rating: 1500 · first AC: 2026-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory
konghaojie's solution

1547.
1675E
Replace With the Previous, Minimize · Tutorial
Quality: 12,087 global accepts · Rating: 1500 · first AC: 2026-03-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dsu, greedy, strings
konghaojie's solution

1548.
1690E
Price Maximization · Tutorial
Quality: 16,993 global accepts · Rating: 1500 · first AC: 2026-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, two pointers
konghaojie's solution

1549.
2200E
Divisive Battle · Tutorial
Quality: 8,077 global accepts · Rating: 1500 · first AC: 2026-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, math, number

theory
konghaojie's solution

1550.
2203C
Test Generator · Tutorial
Quality: 7,046 global accepts · Rating: 1500 · first AC: 2026-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, greedy, math
konghaojie's solution

1551.
2195E
Idiot First Search · Tutorial
Quality: 8,559 global accepts · Rating: 1500 · first AC: 2026-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, trees
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1552.
2185E
The Robotic Rush · Tutorial
Quality: 10,227 global accepts · Rating: 1500 · first AC: 2026-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, implementation, two pointers
konghaojie's solution

1553.
1553D
Backspace · Tutorial
Quality: 15,086 global accepts · Rating: 1500 · first AC: 2026-01-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, strings, two pointers
konghaojie's solution

1554.
1473C
No More Inversions · Tutorial
Quality: 13,414 global accepts · Rating: 1500 · first AC: 2026-01-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math
konghaojie's solution

1555.
1466D
13th Labour of Heracles · Tutorial
Quality: 14,633 global accepts · Rating: 1500 · first AC: 2026-01-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, sortings, trees
konghaojie's solution

1556.
1487C
Minimum Ties · Tutorial
Quality: 15,400 global accepts · Rating: 1500 · first AC: 2026-01-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation, math
konghaojie's solution

1557.
1482B
Restore Modulo · Tutorial
Quality: 9,592 global accepts · Rating: 1500 · first AC: 2026-01-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math
konghaojie's solution

1558.
1740D
Knowledge Cards · Tutorial
Quality: 9,057 global accepts · Rating: 1500 · first AC: 2026-01-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures
konghaojie's solution

1559.
1492C
Maximum width · Tutorial

Quality: 17,502 global accepts · Rating: 1500 · first AC: 2026-01-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers
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1560.
1486B
Eastern Exhibition · Tutorial
Quality: 20,485 global accepts · Rating: 1500 · first AC: 2026-01-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, geometry, shortest paths, sortings
konghaojie's solution

1561.
1552B
Running for Gold · Tutorial
Quality: 16,932 global accepts · Rating: 1500 · first AC: 2026-01-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, graphs, greedy, sortings
konghaojie's solution

1562.
2067C
Devyatkino · Tutorial
Quality: 12,735 global accepts · Rating: 1500 · first AC: 2026-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, greedy, math
konghaojie's solution

1563.
2183D1
Tree Coloring (Easy Version) · Tutorial
Quality: 8,857 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees
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1564.
2183C
War Strategy · Tutorial
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1565.
1499C
Minimum Grid Path · Tutorial
Quality: 13,420 global accepts · Rating: 1500 · first AC: 2026-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, greedy, math
konghaojie's solution

1566.
455A
Boredom · Tutorial
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1567.
2169D1
Removal of a Sequence (Easy Version) · Tutorial
Quality: 8,551 global accepts · Rating: 1500 · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, implementation, math, number theory
konghaojie's solution

1568.
2163C
Monopati · Tutorial
Quality: 9,031 global accepts · Rating: 1500 · first AC: 2025-11-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math, two pointers
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1569.
2153C
Symmetrical Polygons · Tutorial
Quality: 11,778 global accepts · Rating: 1500 · first AC: 2025-10-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy, implementation, sortings
konghaojie's solution

1570.
1616C
Representative Edges · Tutorial
Quality: 13,203 global accepts · Rating: 1500 · first AC: 2025-10-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, implementation, math
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1571.
1753A2
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Quality: 11,608 global accepts · Rating: 1500 · first AC: 2025-10-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy
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1572.
1817A
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Quality: 12,758 global accepts · Rating: 1500 · first AC: 2025-10-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy
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1573.
2077A
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konghaojie's solution

1574.
1659C
Line Empire · Tutorial
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1575.
2140C
Ultimate Value · Tutorial
Quality: 12,378 global accepts · Rating: 1500 · first AC: 2025-10-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, games, greedy
konghaojie's solution

1576.
2155C
The Ancient Wizards' Capes · Tutorial
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konghaojie's solution

1577.
1651C
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Quality: 11,584 global accepts · Rating: 1500 · first AC: 2025-10-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation
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1578.
2149E
Hidden Knowledge of the Ancients · Tutorial
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1579.
2146D1
Max Sum OR (Easy Version) · Tutorial
Quality: 10,464 global accepts · Rating: 1500 · first AC: 2025-09-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, trees
konghaojie's solution

1580.
2147C
Rabbits · Tutorial
Quality: 9,752 global accepts · Rating: 1500 · first AC: 2025-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, implementation
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1581.
863B
Kayaking · Tutorial
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1582.
846A
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1583.
845C
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konghaojie's solution

1584.
837C
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1585.
825D
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konghaojie's solution

1586.
2070C
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Quality: 13,827 global accepts · Rating: 1500 · first AC: 2025-09-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy
konghaojie's solution

1587.
817B
Makes And The Product · Tutorial
Quality: 6,429 global accepts · Rating: 1500 · first AC: 2025-09-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, implementation, math, sortings
konghaojie's solution

1588.
710C
Magic Odd Square · Tutorial
Quality: 5,552 global accepts · Rating: 1500 · first AC: 2025-09-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
konghaojie's solution

1589.
702C
Cellular Network · Tutorial

Quality: 22,899 global accepts · Rating: 1500 · first AC: 2025-09-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, two pointers
konghaojie's solution

1590.
`702B`
Powers of Two · Tutorial
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konghaojie's solution

1591.
`630K`
Indivisibility · Tutorial
Quality: 6,339 global accepts · Rating: 1500 · first AC: 2025-09-09 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
konghaojie's solution

1592.
`620C`
Pearls in a Row · Tutorial
Quality: 7,874 global accepts · Rating: 1500 · first AC: 2025-09-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy
konghaojie's solution

1593.
`609C`
Load Balancing · Tutorial
Quality: 7,398 global accepts · Rating: 1500 · first AC: 2025-09-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
konghaojie's solution

1594.
`2137E`
Mexification · Tutorial
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konghaojie's solution

1595.
`278B`
New Problem · Tutorial
Quality: 3,639 global accepts · Rating: 1500 · first AC: 2025-09-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings
konghaojie's solution

1596.
`48D`
Permutations · Tutorial
Quality: 2,996 global accepts · Rating: 1500 · first AC: 2025-09-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy
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1597.
`443B`
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konghaojie's solution

1598.
`1767D`
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Quality: 11,205 global accepts · Rating: 1500 · first AC: 2025-08-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, math
konghaojie's solution

1599.
`1759E`
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konghaojie's solution

1600.
2121E
Sponsor of Your Problems · Tutorial
Quality: 14,686 global accepts · Rating: 1500 · first AC: 2025-06-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, strings
konghaojie's solution

1601.
2115A
Gellyfish and Flaming Peony · Tutorial
Quality: 14,964 global accepts · Rating: 1500 · first AC: 2025-05-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, math, number theory
konghaojie's solution

1602.
1372C
Omkar and Baseball · Tutorial
Quality: 19,092 global accepts · Rating: 1500 · first AC: 2025-05-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
konghaojie's solution

1603.
2109C1
Hacking Numbers (Easy Version) · Tutorial
Quality: 11,419 global accepts · Rating: 1500 · first AC: 2025-05-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math, number theory
konghaojie's solution

1604.
2107C
Maximum Subarray Sum · Tutorial
Quality: 12,096 global accepts · Rating: 1500 · first AC: 2025-05-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, dp, implementation, math
konghaojie's solution

1605.
2108C
Neo's Escape · Tutorial
Quality: 14,687 global accepts · Rating: 1500 · first AC: 2025-05-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, graphs, greedy, implementation
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1606.
2106D
Flower Boy · Tutorial
Quality: 12,274 global accepts · Rating: 1500 · first AC: 2025-04-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, two pointers
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1607.
2093E
Min Max MEX · Tutorial
Quality: 13,446 global accepts · Rating: 1500 · first AC: 2025-04-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy
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1608.
1737C
Ela and Crickets · Tutorial
Quality: 6,414 global accepts · Rating: 1500 · first AC: 2025-04-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, implementation, math
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1609.
1368B
Codeforces Subsequences · Tutorial
Quality: 21,442 global accepts · Rating: 1500 · first AC: 2025-04-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings
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1610.
1611D
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Quality: 11,598 global accepts · Rating: 1500 · first AC: 2025-03-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, trees
konghaojie's solution

1611.
2075C
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Quality: 14,368 global accepts · Rating: 1500 · first AC: 2025-03-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, math
konghaojie's solution

1612.
2072E
Do You Love Your Hero and His Two-Hit Multi-Target Attacks? · Tutorial
Quality: 12,272 global accepts · Rating: 1500 · first AC: 2025-02-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, dp, geometry, greedy, math
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1613.
1516B
AGAGA XOOORRR · Tutorial
Quality: 25,538 global accepts · Rating: 1500 · first AC: 2025-02-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy
konghaojie's solution

1614.
2069C
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Quality: 14,829 global accepts · Rating: 1500 · first AC: 2025-02-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy, two pointers
konghaojie's solution

1615.
2057C
Trip to the Olympiad · Tutorial
Quality: 13,803 global accepts · Rating: 1500 · first AC: 2025-01-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math
konghaojie's solution

1616.
2060E
Graph Composition · Tutorial
Quality: 12,255 global accepts · Rating: 1500 · first AC: 2025-01-19 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy
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1617.
2053C
Bewitching Stargazer · Tutorial
Quality: 12,336 global accepts · Rating: 1500 · first AC: 2025-01-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, dp, math
konghaojie's solution

1618.
2049C
MEX Cycle · Tutorial
Quality: 13,643 global accepts · Rating: 1500 · first AC: 2024-12-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation
konghaojie's solution

1619.
2050E
Three Strings · Tutorial
Quality: 14,510 global accepts · Rating: 1500 · first AC: 2024-12-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, strings
konghaojie's solution

1620.
1000B
Light It Up · Tutorial
Quality: 6,162 global accepts · Rating: 1500 · first AC: 2024-12-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy
konghaojie's solution

1621.
2026C
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Quality: 12,633 global accepts · Rating: 1500 · first AC: 2024-12-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, implementation
konghaojie's solution

1622.
1526C1
Potions (Easy Version) · Tutorial
Quality: 27,191 global accepts · Rating: 1500 · first AC: 2024-11-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy
konghaojie's solution

1623.
1536C
Diluc and Kaeya · Tutorial
Quality: 16,123 global accepts · Rating: 1500 · first AC: 2024-11-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, hashing, number theory
konghaojie's solution

1624.
1575J
Jeopardy of Dropped Balls · Tutorial
Quality: 4,265 global accepts · Rating: 1500 · first AC: 2024-10-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dsu, implementation
konghaojie's solution

1625.
2027C
Add Zeros · Tutorial
Quality: 13,679 global accepts · Rating: 1500 · first AC: 2024-10-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy
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1626.
1542B
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Quality: 26,543 global accepts · Rating: 1500 · first AC: 2024-10-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory
konghaojie's solution

1627.
1546C
AquaMoon and Strange Sort · Tutorial
Rating: 1500 · first AC: 2024-10-24 · C++17 (GCC 7-32) (first AC) · Tags: sortings
konghaojie's solution

1628.
1725G
Garage · Tutorial
Quality: 6,698 global accepts · Rating: 1500 · first AC: 2024-10-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, math
konghaojie's solution

1629.
1765K
Torus Path · Tutorial
Quality: 6,762 global accepts · Rating: 1500 · first AC: 2024-10-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
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1630.
1765N
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konghaojie's solution

1631.
1774B
Coloring · Tutorial
Quality: 13,992 global accepts · Rating: 1500 · first AC: 2024-10-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
konghaojie's solution

1632.
1278B
A and B · Tutorial
Quality: 14,178 global accepts · Rating: 1500 · first AC: 2024-10-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
konghaojie's solution

1633.
1776L
Controllers · Tutorial
Quality: 11,559 global accepts · Rating: 1500 · first AC: 2024-10-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math
konghaojie's solution

1634.
1562C
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Quality: 14,311 global accepts · Rating: 1500 · first AC: 2024-10-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
konghaojie's solution

1635.
1804C
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Quality: 13,837 global accepts · Rating: 1500 · first AC: 2024-10-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory
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1636.
1997D
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Quality: 15,914 global accepts · Rating: 1500 · first AC: 2024-10-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees
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1637.
2007C
Dora and C++ · Tutorial
Quality: 15,914 global accepts · Rating: 1500 · first AC: 2024-10-02 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
konghaojie's solution

1638.
1996D
Fun · Tutorial
Quality: 19,606 global accepts · Rating: 1500 · first AC: 2024-09-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory
konghaojie's solution

1639.
1949B
Charming Meals · Tutorial
Quality: 4,900 global accepts · Rating: 1500 · first AC: 2024-09-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, sortings
konghaojie's solution

1640.
1924A
Did We Get Everything Covered? · Tutorial
Quality: 16,754 global accepts · Rating: 1500 · first AC: 2024-09-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, shortest paths, strings
konghaojie's solution

1641.
1614C
Divan and bitwise operations · Tutorial
Quality: 11,314 global accepts · Rating: 1500 · first AC: 2024-09-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, math
konghaojie's solution

1642.
1950E
Nearly Shortest Repeating Substring · Tutorial
Quality: 17,433 global accepts · Rating: 1500 · first AC: 2024-09-13 · last AC: 2024-09-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, number theory, strings
konghaojie's solution

1643.
1791F
Range Update Point Query · Tutorial
Quality: 15,532 global accepts · Rating: 1500 · first AC: 2024-09-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures
konghaojie's solution

1644.
1760F
Quests · Tutorial
Quality: 14,791 global accepts · Rating: 1500 · first AC: 2024-09-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings
konghaojie's solution

1645.
1742G
Orray · Tutorial
Quality: 13,266 global accepts · Rating: 1500 · first AC: 2024-09-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, math, sortings
konghaojie's solution

1646.
1352F
Binary String Reconstruction · Tutorial
Quality: 19,405 global accepts · Rating: 1500 · first AC: 2024-09-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, math
konghaojie's solution

1647.
1352E
Special Elements · Tutorial
Quality: 24,020 global accepts · Rating: 1500 · first AC: 2024-09-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, two pointers
konghaojie's solution

1648.
1676H2
Maximum Crossings (Hard Version) · Tutorial
Quality: 13,265 global accepts · Rating: 1500 · first AC: 2024-09-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, sortings
konghaojie's solution

1649.
1739C
Card Game · Tutorial
Quality: 10,083 global accepts · Rating: 1500 · first AC: 2024-09-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive

algorithms, dp, games
konghaojie's solution

1650.
1732D1
Balance (Easy version) · Tutorial
Quality: 9,903 global accepts · Rating: 1500 · first AC: 2024-09-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, number theory
konghaojie's solution

1651.
2008E
Alternating String · Tutorial
Quality: 13,229 global accepts · Rating: 1500 · first AC: 2024-09-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, strings
konghaojie's solution

1652.
1857E
Power of Points · Tutorial
Quality: 14,844 global accepts · Rating: 1500 · first AC: 2024-04-21 · last AC: 2024-09-01 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings
konghaojie's solution

1653.
2003D1
Turtle and a MEX Problem (Easy Version) · Tutorial
Quality: 13,445 global accepts · Rating: 1500 · first AC: 2024-08-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
konghaojie's solution

1654.
1631C
And Matching · Tutorial
Rating: 1500 · first AC: 2024-08-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms
konghaojie's solution

1655.
2001C
Guess The Tree · Tutorial
Quality: 12,798 global accepts · Rating: 1500 · first AC: 2024-08-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dfs and similar, divide and conquer, dsu, greedy, interactive, trees
konghaojie's solution

1656.
1872E
Data Structures Fan · Tutorial
Quality: 21,384 global accepts · Rating: 1500 · first AC: 2024-08-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, dp
konghaojie's solution

1657.
1646C
Factorials and Powers of Two · Tutorial
Quality: 19,520 global accepts · Rating: 1500 · first AC: 2024-08-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, math
konghaojie's solution

1658.
1999G1
Ruler (easy version) · Tutorial
Quality: 14,528 global accepts · Rating: 1500 · first AC: 2024-08-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive
konghaojie's solution

1659.
1999F
Expected Median · Tutorial
Quality: 13,964 global accepts · Rating: 1500 · first AC: 2024-08-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

konghaojie's solution

1660.
1990C
Mad MAD Sum · Tutorial
Quality: 14,574 global accepts · Rating: 1500 · first AC: 2024-07-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math
konghaojie's solution

1661.
1985F
Final Boss · Tutorial
Quality: 20,015 global accepts · Rating: 1500 · first AC: 2024-06-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures
konghaojie's solution

1662.
1738C
Even Number Addicts · Tutorial
Quality: 12,779 global accepts · Rating: 1500 · first AC: 2024-06-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, greedy, math
konghaojie's solution

1663.
1792C
Min Max Sort · Tutorial
Quality: 16,763 global accepts · Rating: 1500 · first AC: 2024-05-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math, two pointers
konghaojie's solution

1664.
1795C
Tea Tasting · Tutorial
Quality: 18,022 global accepts · Rating: 1500 · first AC: 2024-05-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation
konghaojie's solution

1665.
1754C2
Make Nonzero Sum (hard version) · Tutorial
Rating: 1500 · first AC: 2024-05-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
konghaojie's solution

1666.
1971E
Find the Car · Tutorial
Quality: 18,342 global accepts · Rating: 1500 · first AC: 2024-05-10 · last AC: 2024-05-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, sortings
konghaojie's solution

1667.
1800E2
Unforgivable Curse (hard version) · Tutorial
Quality: 15,273 global accepts · Rating: 1500 · first AC: 2024-05-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, greedy, strings
konghaojie's solution

1668.
1811E
Living Sequence · Tutorial
Quality: 14,409 global accepts · Rating: 1500 · first AC: 2024-05-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, math, number theory
konghaojie's solution

1669.
1842C
Tenzing and Balls · Tutorial
Quality: 16,499 global accepts · Rating: 1500 · first AC: 2024-05-05 · C++17 (GCC 7-32) (first AC) · Tags: dp
konghaojie's solution

1670.
1876B
Effects of Anti Pimples · Tutorial
Quality: 10,028 global accepts · Rating: 1500 · first AC: 2024-04-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, number theory, sortings
konghaojie's solution

1671.
1915F
Greetings · Tutorial
Quality: 22,204 global accepts · Rating: 1500 · first AC: 2024-03-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, sortings
konghaojie's solution

1672.
1673C
Palindrome Basis · Tutorial
Quality: 18,019 global accepts · Rating: 1500 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory
konghaojie's solution

1673.
1711C
Color the Picture · Tutorial
Rating: 1500 · first AC: 2024-03-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
konghaojie's solution

1674.
1933E
Turtle vs. Rabbit Race: Optimal Trainings · Tutorial
Quality: 13,626 global accepts · Rating: 1500 · first AC: 2024-02-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math, ternary search
konghaojie's solution

1675.
1851E
Nastya and Potions · Tutorial
Quality: 13,285 global accepts · Rating: 1500 · first AC: 2024-02-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, sortings
konghaojie's solution

1676.
1926E
Vlad and an Odd Ordering · Tutorial
Quality: 14,847 global accepts · Rating: 1500 · first AC: 2024-02-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, dp, implementation, math, number theory
konghaojie's solution

1677.
1814C
Search in Parallel · Tutorial
Quality: 12,471 global accepts · Rating: 1500 · first AC: 2024-02-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings
konghaojie's solution

1678.
1818C
Almost Increasing Subsequence · Tutorial
Rating: 1500 · first AC: 2024-02-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy
konghaojie's solution

1679.
1722G
Even-Odd XOR · Tutorial
Quality: 14,182 global accepts · Rating: 1500 · first AC: 2024-02-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy
konghaojie's solution

1680.
1882C
Card Game · Tutorial
Quality: 14,463 global accepts · Rating: 1500 · first AC: 2024-02-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy
konghaojie's solution

1681.
1742F
Smaller · Tutorial
Quality: 14,017 global accepts · Rating: 1500 · first AC: 2024-02-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings
konghaojie's solution

1682.
1789C
Serval and Toxel's Arrays · Tutorial
Quality: 9,936 global accepts · Rating: 1500 · first AC: 2024-01-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation, math
konghaojie's solution

1683.
1925C
Did We Get Everything Covered? · Tutorial
Rating: 1500 · first AC: 2024-01-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, implementation, strings
konghaojie's solution

1684.
1881E
Block Sequence · Tutorial
Quality: 23,697 global accepts · Rating: 1500 · first AC: 2024-01-14 · C++17 (GCC 7-32) (first AC) · Tags: dp
konghaojie's solution

1685.
1858B
The Walkway · Tutorial
Quality: 13,028 global accepts · Rating: 1500 · first AC: 2024-01-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math, number theory
konghaojie's solution

1686.
1850G
The Morning Star · Tutorial
Quality: 15,477 global accepts · Rating: 1500 · first AC: 2024-01-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, geometry, implementation, math, sortings
konghaojie's solution

1687.
1898B
Milena and Admirer · Tutorial
Quality: 14,613 global accepts · Rating: 1500 · first AC: 2024-01-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
konghaojie's solution

1688.
1809C
Sum on Subarrays · Tutorial
Quality: 15,176 global accepts · Rating: 1500 · first AC: 2024-01-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
konghaojie's solution

1689.
1621B
Integers Shop · Tutorial
Quality: 14,552 global accepts · Rating: 1500 · first AC: 2024-01-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation
konghaojie's solution

1690.
1873G
ABBC or BACB · Tutorial
Quality: 16,846 global accepts · Rating: 1500 · first AC: 2024-01-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
konghaojie's solution

1691.
1891C
Smilo and Monsters · Tutorial
Quality: 20,363 global accepts · Rating: 1500 · first AC: 2024-01-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings, two pointers
konghaojie's solution

1692.
1883D
In Love · Tutorial
Quality: 14,529 global accepts · Rating: 1500 · first AC: 2023-11-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy
konghaojie's solution

1693.
1660D
Maximum Product Strikes Back · Tutorial
Quality: 11,498 global accepts · Rating: 1600 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math, two pointers
konghaojie's solution

1694.
1633D
Make Them Equal · Tutorial
Quality: 18,704 global accepts · Rating: 1600 · first AC: 2026-03-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy
konghaojie's solution

1695.
1632C
Strange Test · Tutorial
Quality: 14,074 global accepts · Rating: 1600 · first AC: 2026-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, dp, math
konghaojie's solution

1696.
1612D
X-Magic Pair · Tutorial
Quality: 10,264 global accepts · Rating: 1600 · first AC: 2026-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory
konghaojie's solution

1697.
1609D
Social Network · Tutorial
Quality: 8,400 global accepts · Rating: 1600 · first AC: 2026-03-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dsu, graphs, greedy, implementation, trees
konghaojie's solution

1698.
1622C
Set or Decrease · Tutorial
Quality: 15,542 global accepts · Rating: 1600 · first AC: 2026-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, sortings
konghaojie's solution

1699.
2207C
Where's My Water? · Tutorial
Quality: 5,455 global accepts · Rating: 1600 · first AC: 2026-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dp, math
konghaojie's solution

1700.
2207B
One Night At Freddy's · Tutorial
Quality: 5,819 global accepts · Rating: 1600 · first AC: 2026-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, sortings
konghaojie's solution

1701.
2194D
Table Cut · Tutorial
Quality: 7,859 global accepts · Rating: 1600 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation
konghaojie's solution

1702.
2196B
Another Problem about Beautiful Pairs · Tutorial
Quality: 8,588 global accepts · Rating: 1600 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, two pointers
konghaojie's solution

1703.
935C
Fifa and Fafa · Tutorial
Quality: 5,007 global accepts · Rating: 1600 · first AC: 2026-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry
konghaojie's solution

1704.
2193F
Pizza Delivery · Tutorial
Quality: 8,466 global accepts · Rating: 1600 · first AC: 2026-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy
konghaojie's solution

1705.
1188A1
Add on a Tree · Tutorial
Quality: 8,935 global accepts · Rating: 1600 · first AC: 2026-01-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: trees
konghaojie's solution

1706.
2184D
Unfair Game · Tutorial
Quality: 9,504 global accepts · Rating: 1600 · first AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math
konghaojie's solution

1707.
2082B
Floor or Ceil · Tutorial
Quality: 8,258 global accepts · Rating: 1600 · first AC: 2026-01-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy
konghaojie's solution

1708.
2157D
Billion Players Game · Tutorial
Quality: 6,019 global accepts · Rating: 1600 · first AC: 2026-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, sortings, ternary search, two pointers
konghaojie's solution

1709.
2182D
Christmas Tree Decoration · Tutorial
Quality: 8,954 global accepts · Rating: 1600 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math
konghaojie's solution

1710.
2171F
Rae Taylor and Trees (hard version) · Tutorial

Quality: 7,131 global accepts · Rating: 1600 · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, dsu, greedy, implementation, trees
konghaojie's solution

1711.
2172F
Cluster Computing System · Tutorial
Quality: 3,896 global accepts · Rating: 1600 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, greedy, math
konghaojie's solution

1712.
2167G
Mukhammadali and the Smooth Array · Tutorial
Quality: 11,023 global accepts · Rating: 1600 · first AC: 2025-10-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp
konghaojie's solution

1713.
2167F
Tree, TREE!!! · Tutorial
Quality: 7,136 global accepts · Rating: 1600 · first AC: 2025-10-28 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, math, trees
konghaojie's solution

1714.
2167E
khba Loves to Sleep! · Tutorial
Quality: 9,071 global accepts · Rating: 1600 · first AC: 2025-10-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, geometry, greedy, implementation
konghaojie's solution

1715.
2162E
Beautiful Palindromes · Tutorial
Quality: 9,340 global accepts · Rating: 1600 · first AC: 2025-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, schedules
konghaojie's solution

1716.
1730B
Meeting on the Line · Tutorial
Quality: 17,267 global accepts · Rating: 1600 · first AC: 2025-09-28 · last AC: 2025-09-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, greedy, implementation, math, ternary search
konghaojie's solution

1717.
2061C
Kevin and Puzzle · Tutorial
Quality: 9,965 global accepts · Rating: 1600 · first AC: 2025-09-23 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, combinatorics, dp
konghaojie's solution

1718.
845B
Luba And The Ticket · Tutorial
Quality: 5,540 global accepts · Rating: 1600 · first AC: 2025-09-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation
konghaojie's solution

1719.
837B
Flag of Berland · Tutorial
Quality: 4,365 global accepts · Rating: 1600 · first AC: 2025-09-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
konghaojie's solution

1720.
825C
Multi-judge Solving · Tutorial
Quality: 4,887 global accepts · Rating: 1600 · first AC: 2025-09-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
konghaojie's solution

1721.
825B
Five-In-a-Row · Tutorial
Quality: 4,784 global accepts · Rating: 1600 · first AC: 2025-09-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
konghaojie's solution

1722.
1985G
D-Function · Tutorial
Quality: 12,216 global accepts · Rating: 1600 · first AC: 2024-06-11 · last AC: 2025-09-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory
konghaojie's solution

1723.
818B
Permutation Game · Tutorial
Quality: 3,225 global accepts · Rating: 1600 · first AC: 2025-09-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation
konghaojie's solution

1724.
817C
Really Big Numbers · Tutorial
Quality: 8,485 global accepts · Rating: 1600 · first AC: 2025-09-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, math
konghaojie's solution

1725.
691B
s-palindrome · Tutorial
Quality: 8,210 global accepts · Rating: 1600 · first AC: 2025-09-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
konghaojie's solution

1726.
678C
Joty and Chocolate · Tutorial
Quality: 11,047 global accepts · Rating: 1600 · first AC: 2025-09-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory
konghaojie's solution

1727.
678B
The Same Calendar · Tutorial
Quality: 4,740 global accepts · Rating: 1600 · first AC: 2025-09-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation
konghaojie's solution

1728.
665A
Buses Between Cities · Tutorial
Quality: 3,185 global accepts · Rating: 1600 · first AC: 2025-09-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation
konghaojie's solution

1729.
660C
Hard Process · Tutorial
Quality: 10,757 global accepts · Rating: 1600 · first AC: 2025-09-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, two pointers
konghaojie's solution

1730.
630G
Challenge Pennants · Tutorial
Quality: 3,301 global accepts · Rating: 1600 · first AC: 2025-09-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math
konghaojie's solution

1731.
616D
Longest k-Good Segment · Tutorial
Quality: 12,380 global accepts · Rating: 1600 · first AC: 2025-09-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, two pointers

konghaojie's solution

1732.
616C
The Labyrinth · Tutorial
Quality: 6,721 global accepts · Rating: 1600 · first AC: 2025-09-09 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar
konghaojie's solution

1733.
1774D
Same Count One · Tutorial
Quality: 9,226 global accepts · Rating: 1600 · first AC: 2025-09-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, two pointers
konghaojie's solution

1734.
1364C
Ehab and Prefix MEXs · Tutorial
Quality: 14,360 global accepts · Rating: 1600 · first AC: 2025-09-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy
konghaojie's solution

1735.
40B
Repaintings · Tutorial
Quality: 1,397 global accepts · Rating: 1600 · first AC: 2025-09-01 · C++17 (GCC 7-32) (first AC) · Tags: math
konghaojie's solution

1736.
1358C
Celex Update · Tutorial
Quality: 18,346 global accepts · Rating: 1600 · first AC: 2025-09-01 · C++17 (GCC 7-32) (first AC) · Tags: math
konghaojie's solution

1737.
618C
Constellation · Tutorial
Quality: 4,668 global accepts · Rating: 1600 · first AC: 2025-09-01 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation
konghaojie's solution

1738.
407B
Long Path · Tutorial
Quality: 7,162 global accepts · Rating: 1600 · first AC: 2025-08-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation
konghaojie's solution

1739.
706C
Hard problem · Tutorial
Quality: 19,368 global accepts · Rating: 1600 · first AC: 2025-08-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings
konghaojie's solution

1740.
2132D
From 1 to Infinity · Tutorial
Quality: 8,829 global accepts · Rating: 1600 · first AC: 2025-08-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, implementation, math
konghaojie's solution

1741.
2070D
Tree Jumps · Tutorial
Quality: 11,106 global accepts · Rating: 1600 · first AC: 2025-08-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees
konghaojie's solution

1742.
1741E
Sending a Sequence Over the Network · Tutorial
Quality: 17,803 global accepts · Rating: 1600 · first AC: 2025-08-13 · C++17 (GCC 7-32) (first AC) · Tags: dp
konghaojie's solution

1743.
1714D
Color with Occurrences · Tutorial
Quality: 10,325 global accepts · Rating: 1600 · first AC: 2025-08-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, strings
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1744.
2129B
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1745.
2128D
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1746.
2125D
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1747.
600A
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1748.
2117E
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1749.
1371D
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1750.
2103C
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1751.
2084D
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1752.
1290A
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1753.
1607E
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1754.
2085C
Serval and The Formula · Tutorial
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1755.
1920C
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1756.
2065E
Skibidus and Rizz · Tutorial
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1757.
2059C
Customer Service · Tutorial
Quality: 12,541 global accepts · Rating: 1600 · first AC: 2025-02-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graph matchings, greedy, math, sortings
konghaojie's solution

1758.
2063C
Remove Exactly Two · Tutorial
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1759.
2043C
Sums on Segments · Tutorial
Quality: 11,200 global accepts · Rating: 1600 · first AC: 2024-12-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, greedy, math
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1760.
1671D
Insert a Progression · Tutorial
Quality: 8,459 global accepts · Rating: 1600 · first AC: 2024-12-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy
konghaojie's solution

1761.
2051E
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Quality: 11,959 global accepts · Rating: 1600 · first AC: 2024-12-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data

structures, greedy, sortings
konghaojie's solution

1762.
2052A
Adrenaline Rush · Tutorial
Quality: 4,242 global accepts · Rating: 1600 · first AC: 2024-12-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
konghaojie's solution

1763.
1527C
Sequence Pair Weight · Tutorial
Quality: 14,980 global accepts · Rating: 1600 · first AC: 2024-12-20 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, math
konghaojie's solution

1764.
2048D
Kevin and Competition Memories · Tutorial
Quality: 8,312 global accepts · Rating: 1600 · first AC: 2024-12-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings, two pointers
konghaojie's solution

1765.
1566D2
Seating Arrangements (hard version) · Tutorial
Quality: 8,335 global accepts · Rating: 1600 · first AC: 2024-12-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers
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1766.
1610C
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konghaojie's solution

1767.
1615C
Menorah · Tutorial
Quality: 9,195 global accepts · Rating: 1600 · first AC: 2024-12-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy, math
konghaojie's solution

1768.
2036E
Reverse the Rivers · Tutorial
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1769.
2046B
Move Back at a Cost · Tutorial
Quality: 10,870 global accepts · Rating: 1600 · first AC: 2024-12-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, sortings
konghaojie's solution

1770.
2040C
Ordered Permutations · Tutorial
Quality: 10,783 global accepts · Rating: 1600 · first AC: 2024-12-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, greedy, math, two pointers
konghaojie's solution

1771.
2034D
Darius' Wisdom · Tutorial

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konghaojie's solution

1772.
1782C
Equal Frequencies · Tutorial
Rating: 1600 · first AC: 2024-11-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings, strings
konghaojie's solution

1773.
2037E
Kachina's Favorite Binary String · Tutorial
Quality: 7,374 global accepts · Rating: 1600 · first AC: 2024-11-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, interactive, two pointers
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1774.
1526C2
Potions (Hard Version) · Tutorial
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1775.
1537E1
Erase and Extend (Easy Version) · Tutorial
Quality: 16,316 global accepts · Rating: 1600 · first AC: 2024-11-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, greedy, hashing, implementation, string suffix structures, strings, two pointers
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1776.
1539D
PriceFixed · Tutorial
Quality: 12,724 global accepts · Rating: 1600 · first AC: 2024-11-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, sortings, two pointers
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1777.
2028C
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Quality: 9,984 global accepts · Rating: 1600 · first AC: 2024-11-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, two pointers
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1778.
1542C
Strange Function · Tutorial
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konghaojie's solution

1779.
1680C
Binary String · Tutorial
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konghaojie's solution

1780.
1976C
Job Interview · Tutorial
Quality: 12,424 global accepts · Rating: 1600 · first AC: 2024-10-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, two pointers
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1781.
1994C
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1782.
1781C
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konghaojie's solution

1783.
1968E
Cells Arrangement · Tutorial
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1784.
2004D
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1785.
1567C
Carrying Conundrum · Tutorial
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konghaojie's solution

1786.
2018A
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1787.
1766D
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Quality: 10,549 global accepts · Rating: 1600 · first AC: 2024-09-26 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
konghaojie's solution

1788.
1687A
The Enchanted Forest · Tutorial
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1789.
1980E
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1790.
1996E
Decode · Tutorial
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konghaojie's solution

1791.
1604D
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1792.
1623C
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Quality: 14,314 global accepts · Rating: 1600 · first AC: 2024-09-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy
konghaojie's solution

1793.
1352G
Special Permutation · Tutorial
Quality: 24,809 global accepts · Rating: 1600 · first AC: 2024-09-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
konghaojie's solution

1794.
1689C
Infected Tree · Tutorial
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konghaojie's solution

1795.
1857F
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konghaojie's solution

1796.
1801A
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konghaojie's solution

1797.
1787C
Remove the Bracket · Tutorial
Quality: 8,273 global accepts · Rating: 1600 · first AC: 2024-08-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math
konghaojie's solution

1798.
1658D1
388535 (Easy Version) · Tutorial
Quality: 10,004 global accepts · Rating: 1600 · first AC: 2024-08-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math
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1799.
1665C
Tree Infection · Tutorial
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konghaojie's solution

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1978D
Elections · Tutorial
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konghaojie's solution

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1795D
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konghaojie's solution

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1754D
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1803.
1971F
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1775C
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1856C
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1833E
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1840E
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1946C
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implementation, trees
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1678C
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1815.
1698D
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1816.
1708C
Doremy's IQ · Tutorial
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1817.
1843E
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1938H
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1796C
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1806C
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1932E
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1825.
1703G
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1722E
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1828.
1875D
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1829.
1798D
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konghaojie's solution

1830.
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Zero-Sum Prefixes · Tutorial
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1831.
1778C
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Quality: 11,127 global accepts · Rating: 1600 · first AC: 2024-01-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, strings
konghaojie's solution

1832.
1849C
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Quality: 12,534 global accepts · Rating: 1600 · first AC: 2024-01-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, hashing, strings

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1833.
1861C
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Quality: 12,316 global accepts · Rating: 1600 · first AC: 2024-01-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, implementation, strings, trees
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1921E
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1835.
1878D
Reverse Madness · Tutorial
Quality: 10,111 global accepts · Rating: 1600 · first AC: 2024-01-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy
konghaojie's solution

1836.
1886C
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Quality: 16,610 global accepts · Rating: 1600 · first AC: 2024-01-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
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1837.
1899F
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1907E
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1839.
1829G
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Quality: 15,133 global accepts · Rating: 1600 · first AC: 2024-01-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, math
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1840.
1779C
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Quality: 14,394 global accepts · Rating: 1600 · first AC: 2024-01-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy
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1841.
339D
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1842.
2215A
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Quality: 2,516 global accepts · Rating: 1700 · first AC: 2026-04-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, math
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1843.
1628B
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1621C
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1619E
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konghaojie's solution

1846.
1618E
Singers' Tour · Tutorial
Quality: 7,790 global accepts · Rating: 1700 · first AC: 2026-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math
konghaojie's solution

1847.
1611E1
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Quality: 8,377 global accepts · Rating: 1700 · first AC: 2026-03-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, greedy, shortest paths, trees, two pointers
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1848.
1626C
Monsters And Spells · Tutorial
Quality: 11,811 global accepts · Rating: 1700 · first AC: 2026-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, math, two pointers
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1849.
2206J
Worldwide Playlist · Tutorial
Quality: 1,012 global accepts · Rating: 1700 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math
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1850.
2205D
Simons and Beating Peaks · Tutorial
Quality: 4,925 global accepts · Rating: 1700 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dp, greedy, implementation, trees
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1851.
2203D
Divisibility Game · Tutorial
Quality: 5,441 global accepts · Rating: 1700 · first AC: 2026-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, games, greedy, number theory
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1852.
2201B
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Quality: 4,961 global accepts · Rating: 1700 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms
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1853.
2201A2
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1854.
498A
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1855.
2185F
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1856.
2090C
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1228C
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2178D
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2181M
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1860.
2163B
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1890D
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1862.
2159A
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2152D
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1735D
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1865.
2150B
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1866.
2030D
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1867.
2041D
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1868.
2147D
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818D
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1870.
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813C
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797C
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630Q
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630I
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2135B
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1381A2
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1975D
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Quality: 7,500 global accepts · Rating: 1700 · first AC: 2024-07-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, greedy, shortest paths, trees
konghaojie's solution

1950.
1982D
Beauty of the mountains · Tutorial
Quality: 9,771 global accepts · Rating: 1700 · first AC: 2024-07-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, math, number theory
konghaojie's solution

1951.
1973C
Cat, Fox and Double Maximum · Tutorial
Quality: 9,851 global accepts · Rating: 1700 · first AC: 2024-06-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math, sortings
konghaojie's solution

1952.
1684D
Traps · Tutorial
Quality: 10,754 global accepts · Rating: 1700 · first AC: 2024-06-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings
konghaojie's solution

1953.
1984C2
Magnitude (Hard Version) · Tutorial
Quality: 8,693 global accepts · Rating: 1700 · first AC: 2024-06-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy, math
konghaojie's solution

1954.
1792D
Fixed Prefix Permutations · Tutorial
Quality: 8,041 global accepts · Rating: 1700 · first AC: 2024-05-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, hashing, math, sortings
konghaojie's solution

1955.
1731D
Valiant's New Map · Tutorial
Quality: 8,504 global accepts · Rating: 1700 · first AC: 2024-05-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers
konghaojie's solution

1956.
1731C
Even Subarrays · Tutorial
Quality: 12,136 global accepts · Rating: 1700 · first AC: 2024-05-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, hashing, math, number theory
konghaojie's solution

1957.
1971G
XOUR · Tutorial
Quality: 11,491 global accepts · Rating: 1700 · first AC: 2024-05-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, sortings
konghaojie's solution

1958.
1822F
Gardening Friends · Tutorial
Quality: 7,654 global accepts · Rating: 1700 · first AC: 2024-05-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees
konghaojie's solution

1959.
1700C
Helping the Nature · Tutorial
Quality: 12,166 global accepts · Rating: 1700 · first AC: 2024-05-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy
konghaojie's solution

1960.
1822G1
Magic Triples (Easy Version) · Tutorial
Quality: 9,479 global accepts · Rating: 1700 · first AC: 2024-05-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, math, number theory
konghaojie's solution

1961.
1833F
Ira and Flamenco · Tutorial
Quality: 10,146 global accepts · Rating: 1700 · first AC: 2024-05-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, data structures, implementation, math, sortings, two pointers
konghaojie's solution

1962.
1868B1
Candy Party (Easy Version) · Tutorial
Quality: 8,327 global accepts · Rating: 1700 · first AC: 2024-05-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, implementation, math

konghaojie's solution

1963.
1881F
Minimum Maximum Distance · Tutorial
Quality: 9,571 global accepts · Rating: 1700 · first AC: 2024-04-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths, trees
konghaojie's solution

1964.
1896D
Ones and Twos · Tutorial
Quality: 7,007 global accepts · Rating: 1700 · first AC: 2024-04-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, math, two pointers
konghaojie's solution

1965.
1942C2
Bessie's Birthday Cake (Hard Version) · Tutorial
Quality: 6,875 global accepts · Rating: 1700 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math
konghaojie's solution

1966.
1901D
Yet Another Monster Fight · Tutorial
Quality: 8,595 global accepts · Rating: 1700 · first AC: 2024-03-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, math
konghaojie's solution

1967.
1906M
Triangle Construction · Tutorial
Quality: 3,458 global accepts · Rating: 1700 · first AC: 2024-03-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
konghaojie's solution

1968.
1930C
Lexicographically Largest · Tutorial
Quality: 8,151 global accepts · Rating: 1700 · first AC: 2024-03-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings
konghaojie's solution

1969.
1931F
Chat Screenshots · Tutorial
Quality: 12,012 global accepts · Rating: 1700 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, graphs
konghaojie's solution

1970.
1670D
Very Suspicious · Tutorial
Quality: 5,657 global accepts · Rating: 1700 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, geometry, greedy, implementation, math
konghaojie's solution

1971.
1688C
Manipulating History · Tutorial
Quality: 8,742 global accepts · Rating: 1700 · first AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings
konghaojie's solution

1972.
1948D
Tandem Repeats? · Tutorial
Quality: 12,309 global accepts · Rating: 1700 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings, two pointers
konghaojie's solution

1973.
1916D
Mathematical Problem · Tutorial
Quality: 9,774 global accepts · Rating: 1700 · first AC: 2024-03-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, geometry, math
konghaojie's solution

1974.
1934C
Find a Mine · Tutorial
Quality: 8,075 global accepts · Rating: 1700 · first AC: 2024-03-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, geometry, greedy, interactive, math
konghaojie's solution

1975.
1937C
Bitwise Operation Wizard · Tutorial
Rating: 1700 · first AC: 2024-02-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive
konghaojie's solution

1976.
1715C
Monoblock · Tutorial
Quality: 10,376 global accepts · Rating: 1700 · first AC: 2024-02-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, implementation, math
konghaojie's solution

1977.
1814B
Long Legs · Tutorial
Quality: 11,566 global accepts · Rating: 1700 · first AC: 2024-02-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
konghaojie's solution

1978.
1879D
Sum of XOR Functions · Tutorial
Quality: 10,501 global accepts · Rating: 1700 · first AC: 2024-02-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, divide and conquer, dp, math
konghaojie's solution

1979.
1829H
Don't Blame Me · Tutorial
Quality: 10,802 global accepts · Rating: 1700 · first AC: 2024-02-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math
konghaojie's solution

1980.
1722F
L-shapes · Tutorial
Quality: 8,016 global accepts · Rating: 1700 · first AC: 2024-02-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, implementation
konghaojie's solution

1981.
1798C
Candy Store · Tutorial
Quality: 9,421 global accepts · Rating: 1700 · first AC: 2024-02-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory
konghaojie's solution

1982.
1883E
Look Back · Tutorial
Quality: 9,924 global accepts · Rating: 1700 · first AC: 2023-11-27 · last AC: 2024-01-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy
konghaojie's solution

1983.
1849D
Array Painting · Tutorial
Quality: 10,319 global accepts · Rating: 1700 · first AC: 2024-01-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, two pointers
konghaojie's solution

1984.
1807F
Bouncy Ball · Tutorial
Quality: 7,321 global accepts · Rating: 1700 · first AC: 2024-01-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, implementation
konghaojie's solution

1985.
1850H
The Third Letter · Tutorial
Quality: 9,993 global accepts · Rating: 1700 · first AC: 2024-01-10 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation
konghaojie's solution

1986.
1884C
Medium Design · Tutorial
Quality: 7,350 global accepts · Rating: 1700 · first AC: 2024-01-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, sortings
konghaojie's solution

1987.
1894D
Neutral Tonality · Tutorial
Rating: 1700 · first AC: 2024-01-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, sortings, two pointers
konghaojie's solution

1988.
1898C
Colorful Grid · Tutorial
Quality: 6,513 global accepts · Rating: 1700 · first AC: 2024-01-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
konghaojie's solution

1989.
1903D1
Maximum And Queries (easy version) · Tutorial
Quality: 7,155 global accepts · Rating: 1700 · first AC: 2024-01-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, greedy
konghaojie's solution

1990.
1873H
Mad City · Tutorial
Quality: 9,525 global accepts · Rating: 1700 · first AC: 2024-01-05 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, games, graphs, shortest paths, trees
konghaojie's solution

1991.
459D
Pashmak and Parmida's problem · Tutorial
Quality: 12,813 global accepts · Rating: 1800 · first AC: 2026-05-04 · last AC: 2026-05-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, sortings
konghaojie's solution

1992.
2211C2
Equal Multisets (Hard Version) · Tutorial
Quality: 3,683 global accepts · Rating: 1800 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dsu, greedy

konghaojie's solution

1993.
1709C
Recover an RBS · Tutorial
Quality: 10,276 global accepts · Rating: 1800 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, strings
konghaojie's solution

1994.
1691D
Max GEQ Sum · Tutorial
Quality: 7,489 global accepts · Rating: 1800 · first AC: 2026-03-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, implementation, two pointers
konghaojie's solution

1995.
1620C
BA-String · Tutorial
Quality: 7,275 global accepts · Rating: 1800 · first AC: 2026-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, implementation, math
konghaojie's solution

1996.
1619D
New Year's Problem · Tutorial
Quality: 8,461 global accepts · Rating: 1800 · first AC: 2026-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, sortings
konghaojie's solution

1997.
1617D1
Too Many Impostors (easy version) · Tutorial
Quality: 5,172 global accepts · Rating: 1800 · first AC: 2026-03-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, interactive
konghaojie's solution

1998.
2209D
Ghostfires · Tutorial
Quality: 5,332 global accepts · Rating: 1800 · first AC: 2026-03-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy
konghaojie's solution

1999.
1675F
Vlad and Unfinished Business · Tutorial
Quality: 6,269 global accepts · Rating: 1800 · first AC: 2026-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, greedy, trees
konghaojie's solution

2000.
2208D1
Tree Orientation (Easy Version) · Tutorial
Quality: 4,206 global accepts · Rating: 1800 · first AC: 2026-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, matrices, trees
konghaojie's solution

2001.
2196C1
Interactive Graph (Simple Version) · Tutorial
Quality: 3,596 global accepts · Rating: 1800 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, dfs and similar, dp, graphs, interactive
konghaojie's solution

2002.
2187B
Shortest Statement Ever · Tutorial
Quality: 5,289 global accepts · Rating: 1800 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy
konghaojie's solution

2003.
1824B1
LuoTianyi and the Floating Islands (Easy Version) · Tutorial
Quality: 6,008 global accepts · Rating: 1800 · first AC: 2026-01-27 · last AC: 2026-01-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, probabilities, trees
konghaojie's solution

2004.
1534D
Lost Tree · Tutorial
Quality: 6,811 global accepts · Rating: 1800 · first AC: 2026-01-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, trees
konghaojie's solution

2005.
1552C
Maximize the Intersections · Tutorial
Quality: 6,287 global accepts · Rating: 1800 · first AC: 2026-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, geometry, greedy, sortings
konghaojie's solution

2006.
1030D
Vasya and Triangle · Tutorial
Quality: 6,256 global accepts · Rating: 1800 · first AC: 2026-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, number theory
konghaojie's solution

2007.
190B
Surrounded · Tutorial
Quality: 3,092 global accepts · Rating: 1800 · first AC: 2026-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry
konghaojie's solution

2008.
772B
Volatile Kite · Tutorial
Quality: 3,489 global accepts · Rating: 1800 · first AC: 2026-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry
konghaojie's solution

2009.
1299B
Aerodynamic · Tutorial
Quality: 5,611 global accepts · Rating: 1800 · first AC: 2026-01-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry
konghaojie's solution

2010.
2189C2
XOR-convenience (Hard Version) · Tutorial
Quality: 6,212 global accepts · Rating: 1800 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, math
konghaojie's solution

2011.
2185G
Mixing MEXes · Tutorial
Quality: 3,311 global accepts · Rating: 1800 · first AC: 2026-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, math
konghaojie's solution

2012.
2184E
Exquisite Array · Tutorial
Quality: 5,773 global accepts · Rating: 1800 · first AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dsu, sortings
konghaojie's solution

2013.
432C
Prime Swaps · Tutorial
Quality: 2,679 global accepts · Rating: 1800 · first AC: 2026-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings
konghaojie's solution

2014.
2182E
New Year's Gifts · Tutorial
Quality: 5,569 global accepts · Rating: 1800 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers
konghaojie's solution

2015.
2179E
Blackslex and Girls · Tutorial
Quality: 5,784 global accepts · Rating: 1800 · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, math
konghaojie's solution

2016.
2176D
Fibonacci Paths · Tutorial
Quality: 5,766 global accepts · Rating: 1800 · first AC: 2025-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, graphs, sortings
konghaojie's solution

2017.
2172B
Buses · Tutorial
Quality: 2,137 global accepts · Rating: 1800 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings
konghaojie's solution

2018.
2153D
Not Alone · Tutorial
Quality: 6,295 global accepts · Rating: 1800 · first AC: 2025-10-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
konghaojie's solution

2019.
2145D
Inversion Value of a Permutation · Tutorial
Quality: 6,663 global accepts · Rating: 1800 · first AC: 2025-10-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp
konghaojie's solution

2020.
2155D
Batteries · Tutorial
Quality: 5,866 global accepts · Rating: 1800 · first AC: 2025-10-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graph matchings, graphs, interactive, math
konghaojie's solution

2021.
2033F
Kosuke's Sloth · Tutorial
Quality: 7,127 global accepts · Rating: 1800 · first AC: 2025-09-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory
konghaojie's solution

2022.
863D
Yet Another Array Queries Problem · Tutorial
Quality: 3,814 global accepts · Rating: 1800 · first AC: 2025-09-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation
konghaojie's solution

2023.
863C
1-2-3 · Tutorial
Quality: 2,716 global accepts · Rating: 1800 · first AC: 2025-09-20 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation
konghaojie's solution

2024.
846F
Random Query · Tutorial
Quality: 2,657 global accepts · Rating: 1800 · first AC: 2025-09-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, probabilities, two pointers
konghaojie's solution

2025.
846C
Four Segments · Tutorial
Quality: 2,968 global accepts · Rating: 1800 · first AC: 2025-09-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp
konghaojie's solution

2026.
846B
Math Show · Tutorial
Quality: 2,839 global accepts · Rating: 1800 · first AC: 2025-09-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy
konghaojie's solution

2027.
845D
Driving Test · Tutorial
Quality: 2,576 global accepts · Rating: 1800 · first AC: 2025-09-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy
konghaojie's solution

2028.
2143D1
Inversion Graph Coloring (Easy Version) · Tutorial
Quality: 6,396 global accepts · Rating: 1800 · first AC: 2025-09-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, greedy, two pointers
konghaojie's solution

2029.
2144D
Price Tags · Tutorial
Quality: 7,001 global accepts · Rating: 1800 · first AC: 2025-09-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math
konghaojie's solution

2030.
813B
The Golden Age · Tutorial
Quality: 4,438 global accepts · Rating: 1800 · first AC: 2025-09-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
konghaojie's solution

2031.
691C
Exponential notation · Tutorial
Quality: 2,971 global accepts · Rating: 1800 · first AC: 2025-09-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
konghaojie's solution

2032.
665D
Simple Subset · Tutorial
Quality: 4,175 global accepts · Rating: 1800 · first AC: 2025-09-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy,

number theory
konghaojie's solution

2033.
652D
Nested Segments · Tutorial
Quality: 4,798 global accepts · Rating: 1800 · first AC: 2025-09-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings
konghaojie's solution

2034.
652C
Foe Pairs · Tutorial
Quality: 3,760 global accepts · Rating: 1800 · first AC: 2025-09-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, sortings, two pointers
konghaojie's solution

2035.
630M
Turn · Tutorial
Quality: 1,399 global accepts · Rating: 1800 · first AC: 2025-09-09 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math
konghaojie's solution

2036.
2138C1
Maple and Tree Beauty (Easy Version) · Tutorial
Quality: 5,427 global accepts · Rating: 1800 · first AC: 2025-09-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees
konghaojie's solution

2037.
612D
The Union of k-Segments · Tutorial
Quality: 4,362 global accepts · Rating: 1800 · first AC: 2025-09-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
konghaojie's solution

2038.
1856E1
PermuTree (easy version) · Tutorial
Quality: 6,443 global accepts · Rating: 1800 · first AC: 2025-09-05 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees
konghaojie's solution

2039.
1846F
Rudolph and Mimic · Tutorial
Quality: 3,722 global accepts · Rating: 1800 · first AC: 2025-09-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, interactive
konghaojie's solution

2040.
442B
Andrey and Problem · Tutorial
Quality: 6,113 global accepts · Rating: 1800 · first AC: 2025-08-20 · last AC: 2025-08-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, probabilities
konghaojie's solution

2041.
2127D
Root was Built by Love, Broken by Destiny · Tutorial
Quality: 6,200 global accepts · Rating: 1800 · first AC: 2025-08-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees
konghaojie's solution

2042.
600C
Make Palindrome · Tutorial
Quality: 7,082 global accepts · Rating: 1800 · first AC: 2025-07-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings
konghaojie's solution

2043.
2120D
Matrix game · Tutorial
Quality: 5,777 global accepts · Rating: 1800 · first AC: 2025-06-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math
konghaojie's solution

2044.
2121F
Yamakasi · Tutorial
Quality: 8,127 global accepts · Rating: 1800 · first AC: 2025-06-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy, two pointers
konghaojie's solution

2045.
2117F
Wildflower · Tutorial
Quality: 5,930 global accepts · Rating: 1800 · first AC: 2025-06-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, trees
konghaojie's solution

2046.
2101B
Quartet Swapping · Tutorial
Quality: 6,837 global accepts · Rating: 1800 · first AC: 2025-05-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, greedy, sortings
konghaojie's solution

2047.
2106E
Wolf · Tutorial
Quality: 5,935 global accepts · Rating: 1800 · first AC: 2025-04-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math
konghaojie's solution

2048.
1759F
All Possible Digits · Tutorial
Quality: 4,506 global accepts · Rating: 1800 · first AC: 2025-04-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, number theory
konghaojie's solution

2049.
1327E
Count The Blocks · Tutorial
Quality: 9,599 global accepts · Rating: 1800 · first AC: 2025-04-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
konghaojie's solution

2050.
1611F
ATM and Students · Tutorial
Quality: 7,375 global accepts · Rating: 1800 · first AC: 2025-03-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, two pointers
konghaojie's solution

2051.
2092D
Mishkin Energizer · Tutorial
Quality: 6,880 global accepts · Rating: 1800 · first AC: 2025-03-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings
konghaojie's solution

2052.
2091F
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1928D
Lonely Mountain Dungeons · Tutorial
Quality: 5,166 global accepts · Rating: 1900 · first AC: 2024-03-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, math, ternary search
konghaojie's solution

2258.
1932F
Feed Cats · Tutorial
Quality: 5,639 global accepts · Rating: 1900 · first AC: 2024-03-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, sortings
konghaojie's solution

2259.
1945F
Kirill and Mushrooms · Tutorial
Quality: 5,104 global accepts · Rating: 1900 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings
konghaojie's solution

2260.
1946D
Birthday Gift · Tutorial
Quality: 5,608 global accepts · Rating: 1900 · first AC: 2024-03-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation
konghaojie's solution

2261.
1673D
Lost Arithmetic Progression · Tutorial
Quality: 3,625 global accepts · Rating: 1900 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory
konghaojie's solution

2262.
1701D
Permutation Restoration · Tutorial
Quality: 6,269 global accepts · Rating: 1900 · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers
konghaojie's solution

2263.
1912A
Accumulator Apex · Tutorial
Quality: 2,993 global accepts · Rating: 1900 · first AC: 2024-03-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, sortings
konghaojie's solution

2264.
1719D2
Burenka and Traditions (hard version) · Tutorial
Rating: 1900 · first AC: 2024-02-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy, math
konghaojie's solution

2265.
1929D
Sasha and a Walk in the City · Tutorial
Quality: 5,759 global accepts · Rating: 1900 · first AC: 2024-02-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, trees
konghaojie's solution

2266.
1855C2
Dual (Hard Version) · Tutorial
Rating: 1900 · first AC: 2024-02-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
konghaojie's solution

2267.
1882D
Tree XOR · Tutorial
Quality: 7,097 global accepts · Rating: 1900 · first AC: 2024-02-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy, trees
konghaojie's solution

2268.
1823D
Unique Palindromes · Tutorial
Quality: 4,314 global accepts · Rating: 1900 · first AC: 2024-01-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, strings
konghaojie's solution

2269.
1834D
Survey in Class · Tutorial
Quality: 5,560 global accepts · Rating: 1900 · first AC: 2024-01-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings
konghaojie's solution

2270.
1922D
Berserk Monsters · Tutorial
Quality: 6,772 global accepts · Rating: 1900 · first AC: 2024-01-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dsu, implementation, math
konghaojie's solution

2271.
1902D
Robot Queries · Tutorial
Quality: 5,323 global accepts · Rating: 1900 · first AC: 2024-01-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, implementation
konghaojie's solution

2272.
1895D
XOR Construction · Tutorial
Quality: 7,132 global accepts · Rating: 1900 · first AC: 2024-01-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, data structures, math, string suffix structures, trees
konghaojie's solution

2273.
1898D
Absolute Beauty · Tutorial
Quality: 6,634 global accepts · Rating: 1900 · first AC: 2024-01-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
konghaojie's solution

2274.
1891D
Suspicious logarithms · Tutorial
Quality: 4,559 global accepts · Rating: 1900 · first AC: 2024-01-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math
konghaojie's solution

2275.
1923E
Count Paths · Tutorial
Quality: 5,143 global accepts · Rating: 2000 · first AC: 2024-04-08 · last AC: 2026-05-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, trees
konghaojie's solution

2276.
2215B
RReeppeettiittiioonn · Tutorial
Quality: 1,014 global accepts · Rating: 2000 · first AC: 2026-04-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, implementation, math, number theory
konghaojie's solution

2277.
1619G
Unusual Minesweeper · Tutorial
Quality: 2,736 global accepts · Rating: 2000 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, dsu, greedy, sortings
konghaojie's solution

2278.
1619F
Let's Play the Hat? · Tutorial
Quality: 2,340 global accepts · Rating: 2000 · first AC: 2026-03-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, math
konghaojie's solution

2279.
1618F
Reverse · Tutorial
Quality: 4,736 global accepts · Rating: 2000 · first AC: 2026-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, implementation, math, strings
konghaojie's solution

2280.
1616D
Keep the Average High · Tutorial
Quality: 5,567 global accepts · Rating: 2000 · first AC: 2026-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math
konghaojie's solution

2281.
1612E
Messages · Tutorial
Quality: 2,819 global accepts · Rating: 2000 · first AC: 2026-03-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, probabilities, sortings
konghaojie's solution

2282.
1624F
Interacdive Problem · Tutorial
Quality: 3,802 global accepts · Rating: 2000 · first AC: 2026-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, interactive
konghaojie's solution

2283.
1632D
New Year Concert · Tutorial
Quality: 5,335 global accepts · Rating: 2000 · first AC: 2026-03-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, math, number theory, two pointers

konghaojie's solution

2284.
1685B
Linguistics · Tutorial
Quality: 3,677 global accepts · Rating: 2000 · first AC: 2026-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, sortings, strings
konghaojie's solution

2285.
1672F1
Array Shuffling · Tutorial
Quality: 3,539 global accepts · Rating: 2000 · first AC: 2026-03-14 · last AC: 2026-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy
konghaojie's solution

2286.
1718B
Fibonacci Strings · Tutorial
Quality: 3,467 global accepts · Rating: 2000 · first AC: 2026-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math, number theory
konghaojie's solution

2287.
1753C
Wish I Knew How to Sort · Tutorial
Quality: 5,283 global accepts · Rating: 2000 · first AC: 2026-03-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, probabilities
konghaojie's solution

2288.
1696E
Placing Jinas · Tutorial
Quality: 4,909 global accepts · Rating: 2000 · first AC: 2026-03-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math
konghaojie's solution

2289.
2179F
Blackslex and Another RGB Walking · Tutorial
Quality: 2,751 global accepts · Rating: 2000 · first AC: 2026-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: communication, constructive algorithms, graphs, interactive, number theory, trees
konghaojie's solution

2290.
1613E
Crazy Robot · Tutorial
Quality: 5,889 global accepts · Rating: 2000 · first AC: 2026-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs
konghaojie's solution

2291.
1770D
Koxia and Game · Tutorial
Quality: 4,395 global accepts · Rating: 2000 · first AC: 2026-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, flows, games, graph matchings, graphs, implementation
konghaojie's solution

2292.
1682D
Circular Spanning Tree · Tutorial
Quality: 3,726 global accepts · Rating: 2000 · first AC: 2026-03-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, trees
konghaojie's solution

2293.
1788D
Moving Dots · Tutorial
Quality: 4,656 global accepts · Rating: 2000 · first AC: 2026-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force,

combinatorics, math, two pointers
konghaojie's solution

2294.
1190D
Tokitsukaze and Strange Rectangle · Tutorial
Quality: 2,685 global accepts · Rating: 2000 · first AC: 2026-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, sortings, two pointers
konghaojie's solution

2295.
1726D
Edge Split · Tutorial
Quality: 4,162 global accepts · Rating: 2000 · first AC: 2026-03-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, probabilities, trees
konghaojie's solution

2296.
1867E1
Salyg1n and Array (simple version) · Tutorial
Quality: 4,330 global accepts · Rating: 2000 · first AC: 2026-03-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, math
konghaojie's solution

2297.
2146D2
Max Sum OR (Hard Version) · Tutorial
Quality: 4,035 global accepts · Rating: 2000 · first AC: 2026-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy
konghaojie's solution

2298.
2158D
Palindrome Flipping · Tutorial
Quality: 3,285 global accepts · Rating: 2000 · first AC: 2026-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation, shortest paths, strings
konghaojie's solution

2299.
2140D
A Cruel Segment's Thesis · Tutorial
Quality: 4,891 global accepts · Rating: 2000 · first AC: 2026-03-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, sortings
konghaojie's solution

2300.
2181D
Doorway · Tutorial
Quality: 1,358 global accepts · Rating: 2000 · first AC: 2026-03-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, sortings
konghaojie's solution

2301.
2135C
By the Assignment · Tutorial
Quality: 3,899 global accepts · Rating: 2000 · first AC: 2026-03-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, combinatorics, dfs and similar, dsu, graphs, math
konghaojie's solution

2302.
2096D
Wonderful Lightbulbs · Tutorial
Quality: 5,608 global accepts · Rating: 2000 · first AC: 2026-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, math
konghaojie's solution

2303.
2194E
The Turtle Strikes Back · Tutorial
Quality: 2,617 global accepts · Rating: 2000 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graphs, greedy, implementation
konghaojie's solution

2304.
2201C
Rigged Bracket Sequence · Tutorial
Quality: 1,995 global accepts · Rating: 2000 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy
konghaojie's solution

2305.
2195F
Parabola Independence · Tutorial
Quality: 2,707 global accepts · Rating: 2000 · first AC: 2026-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graphs, greedy, math, sortings
konghaojie's solution

2306.
2196C2
Interactive Graph (Hard Version) · Tutorial
Quality: 2,522 global accepts · Rating: 2000 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, interactive
konghaojie's solution

2307.
1354C2
Not So Simple Polygon Embedding · Tutorial
Quality: 6,372 global accepts · Rating: 2000 · first AC: 2026-01-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, geometry, math
konghaojie's solution

2308.
2178E
Flatten or Concatenate · Tutorial
Quality: 3,687 global accepts · Rating: 2000 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, interactive
konghaojie's solution

2309.
2171G
Sakura Adachi and Optimal Sequences · Tutorial
Quality: 2,326 global accepts · Rating: 2000 · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, greedy, math
konghaojie's solution

2310.
2171E
Anisphia Wynn Palettia and Good Permutations · Tutorial
Quality: 3,655 global accepts · Rating: 2000 · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, number theory
konghaojie's solution

2311.
2165C
Binary Wine · Tutorial
Quality: 3,531 global accepts · Rating: 2000 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, math
konghaojie's solution

2312.
2172I
Birthday · Tutorial
Quality: 1,080 global accepts · Rating: 2000 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry
konghaojie's solution

2313.
1890E1
Doremy's Drying Plan (Easy Version) · Tutorial
Rating: 2000 · first AC: 2025-11-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp
konghaojie's solution

2314.
2154C2
No Cost Too Great (Hard Version) · Tutorial
Quality: 5,511 global accepts · Rating: 2000 · first AC: 2025-10-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory
konghaojie's solution

2315.
1804D
Accommodation · Tutorial
Quality: 5,270 global accepts · Rating: 2000 · first AC: 2025-10-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation
konghaojie's solution

2316.
818C
Sofa Thief · Tutorial
Quality: 1,371 global accepts · Rating: 2000 · first AC: 2025-09-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
konghaojie's solution

2317.
817E
Choosing The Commander · Tutorial
Quality: 3,717 global accepts · Rating: 2000 · first AC: 2025-09-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, trees
konghaojie's solution

2318.
803F
Coprime Subsequences · Tutorial
Quality: 4,641 global accepts · Rating: 2000 · first AC: 2025-09-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, number theory
konghaojie's solution

2319.
803E
Roma and Poker · Tutorial
Quality: 2,655 global accepts · Rating: 2000 · first AC: 2025-09-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs
konghaojie's solution

2320.
797E
Array Queries · Tutorial
Quality: 5,609 global accepts · Rating: 2000 · first AC: 2025-09-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp
konghaojie's solution

2321.
792C
Divide by Three · Tutorial
Quality: 5,001 global accepts · Rating: 2000 · first AC: 2025-09-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, number theory
konghaojie's solution

2322.
710E
Generate a String · Tutorial
Quality: 5,772 global accepts · Rating: 2000 · first AC: 2025-09-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp
konghaojie's solution

2323.
630O
Arrow · Tutorial
Quality: 885 global accepts · Rating: 2000 · first AC: 2025-09-09 · C++17 (GCC 7-32) (first AC) · Tags: geometry
konghaojie's solution

2324.
2138C2
Maple and Tree Beauty (Hard Version) · Tutorial
Quality: 3,370 global accepts · Rating: 2000 · first AC: 2025-09-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, fft, trees
konghaojie's solution

2325.
609D
Gadgets for dollars and pounds · Tutorial
Quality: 3,165 global accepts · Rating: 2000 · first AC: 2025-09-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, two pointers
konghaojie's solution

2326.
2131G
Wafu! · Tutorial
Quality: 3,774 global accepts · Rating: 2000 · first AC: 2025-08-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, dp, math
konghaojie's solution

2327.
2129C2
Interactive RBS (Medium Version) · Tutorial
Quality: 2,503 global accepts · Rating: 2000 · first AC: 2025-07-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive
konghaojie's solution

2328.
1320C
World of Darkraft: Battle for Azathoth · Tutorial
Quality: 3,428 global accepts · Rating: 2000 · first AC: 2025-07-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, sortings
konghaojie's solution

2329.
1316D
Nash Matrix · Tutorial
Quality: 3,539 global accepts · Rating: 2000 · first AC: 2025-07-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation
konghaojie's solution

2330.
1311D
Three Integers · Tutorial
Quality: 9,904 global accepts · Rating: 2000 · first AC: 2025-07-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
konghaojie's solution

2331.
2126F
1-1-1, Free Tree! · Tutorial
Quality: 4,307 global accepts · Rating: 2000 · first AC: 2025-07-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, implementation, trees
konghaojie's solution

2332.
1304E
1-Trees and Queries · Tutorial
Quality: 5,877 global accepts · Rating: 2000 · first AC: 2025-07-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, shortest paths, trees
konghaojie's solution

2333.
1301D
Time to Run · Tutorial
Quality: 4,236 global accepts · Rating: 2000 · first AC: 2025-07-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, implementation
konghaojie's solution

2334.
1296E2
String Coloring (hard version) · Tutorial
Quality: 5,450 global accepts · Rating: 2000 · first AC: 2025-07-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp
konghaojie's solution

2335.
1294F
Three Paths on a Tree · Tutorial
Quality: 6,864 global accepts · Rating: 2000 · first AC: 2025-07-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees
konghaojie's solution

2336.
1288E
Messenger Simulator · Tutorial
Quality: 4,017 global accepts · Rating: 2000 · first AC: 2025-07-10 · last AC: 2025-07-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures
konghaojie's solution

2337.
1288D
Minimax Problem · Tutorial
Quality: 8,287 global accepts · Rating: 2000 · first AC: 2025-07-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, dp
konghaojie's solution

2338.
600D
Area of Two Circles' Intersection · Tutorial
Quality: 2,706 global accepts · Rating: 2000 · first AC: 2025-07-10 · C++17 (GCC 7-32) (first AC) · Tags: geometry
konghaojie's solution

2339.
598E
Chocolate Bar · Tutorial
Quality: 6,085 global accepts · Rating: 2000 · first AC: 2025-07-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp
konghaojie's solution

2340.
1657D
For Gamers. By Gamers. · Tutorial
Quality: 5,292 global accepts · Rating: 2000 · first AC: 2025-06-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math, sortings
konghaojie's solution

2341.
2114F
Small Operations · Tutorial
Quality: 5,506 global accepts · Rating: 2000 · first AC: 2025-05-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dfs and similar, dp, math, number theory, sortings
konghaojie's solution

2342.
2103D
Local Construction · Tutorial
Quality: 3,984 global accepts · Rating: 2000 · first AC: 2025-04-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, implementation, two pointers
konghaojie's solution

2343.
1731E
Graph Cost · Tutorial
Quality: 3,484 global accepts · Rating: 2000 · first AC: 2025-04-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, number theory
konghaojie's solution

2344.
1796D
Maximum Subarray · Tutorial

Quality: 5,452 global accepts · Rating: 2000 · first AC: 2025-04-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, two pointers
konghaojie's solution

2345.
1815B
Sum Graph · Tutorial
Quality: 3,601 global accepts · Rating: 2000 · first AC: 2025-04-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation, interactive, shortest paths, trees
konghaojie's solution

2346.
1830B
The BOSS Can Count Pairs · Tutorial
Quality: 5,855 global accepts · Rating: 2000 · first AC: 2025-04-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
konghaojie's solution

2347.
1841D
Pairs of Segments · Tutorial
Quality: 5,285 global accepts · Rating: 2000 · first AC: 2025-04-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings, two pointers
konghaojie's solution

2348.
1891F
A Growing Tree · Tutorial
Quality: 4,778 global accepts · Rating: 2000 · first AC: 2025-04-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees
konghaojie's solution

2349.
1744F
MEX vs MED · Tutorial
Quality: 3,752 global accepts · Rating: 2000 · first AC: 2025-04-05 · C++17 (GCC 7-32) (first AC) · Tags: math, two pointers
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2350.
1857G
Counting Graphs · Tutorial
Quality: 5,489 global accepts · Rating: 2000 · first AC: 2025-04-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, dsu, graphs, greedy, sortings, trees
konghaojie's solution

2351.
1772F
Copy of a Copy of a Copy · Tutorial
Quality: 2,805 global accepts · Rating: 2000 · first AC: 2025-04-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation, sortings
konghaojie's solution

2352.
1712D
Empty Graph · Tutorial
Quality: 5,106 global accepts · Rating: 2000 · first AC: 2025-03-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, shortest paths
konghaojie's solution

2353.
2085D
Serval and Kaitenzushi Buffet · Tutorial
Quality: 5,311 global accepts · Rating: 2000 · first AC: 2025-03-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graph matchings, greedy
konghaojie's solution

2354.
2068J
The Ultimate Wine Tasting Event · Tutorial

Quality: 1,612 global accepts · Rating: 2000 · first AC: 2025-03-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy
konghaojie's solution

2355.
2073J
Gathering Sharks · Tutorial
Quality: 1,173 global accepts · Rating: 2000 · first AC: 2025-03-19 · C++17 (GCC 7-32) (first AC) · Tags: —
konghaojie's solution

2356.
2074F
Counting Necessary Nodes · Tutorial
Quality: 2,478 global accepts · Rating: 2000 · first AC: 2025-03-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, greedy, implementation, math
konghaojie's solution

2357.
2075D
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2162F
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Quality: 2,915 global accepts · Rating: 2100 · first AC: 2025-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
konghaojie's solution

2457.
2159B
Rectangles · Tutorial
Quality: 2,321 global accepts · Rating: 2100 · first AC: 2025-10-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, dsu, greedy, implementation, two pointers
konghaojie's solution

2458.
2145E
Predicting Popularity · Tutorial
Quality: 3,066 global accepts · Rating: 2100 · first AC: 2025-10-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, sortings
konghaojie's solution

2459.
2152E
Monotone Subsequence · Tutorial
Quality: 2,779 global accepts · Rating: 2100 · first AC: 2025-10-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, math
konghaojie's solution

2460.
1734E
Rectangular Congruence · Tutorial
Quality: 3,240 global accepts · Rating: 2100 · first AC: 2025-09-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory
konghaojie's solution

2461.
837E
Vasya's Function · Tutorial
Quality: 2,065 global accepts · Rating: 2100 · first AC: 2025-09-18 · last AC: 2025-09-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math
konghaojie's solution

2462.
837D
Round Subset · Tutorial
Quality: 7,528 global accepts · Rating: 2100 · first AC: 2025-09-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, math
konghaojie's solution

2463.
818F
Level Generation · Tutorial
Quality: 1,929 global accepts · Rating: 2100 · first AC: 2025-09-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, ternary search
konghaojie's solution

2464.
797D
Broken BST · Tutorial
Quality: 2,185 global accepts · Rating: 2100 · first AC: 2025-09-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar

konghaojie's solution

2465.
762C
Two strings · Tutorial
Quality: 2,989 global accepts · Rating: 2100 · first AC: 2025-09-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, hashing, strings, two pointers
konghaojie's solution

2466.
702E
Analysis of Pathes in Functional Graph · Tutorial
Quality: 3,109 global accepts · Rating: 2100 · first AC: 2025-09-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs
konghaojie's solution

2467.
632D
Longest Subsequence · Tutorial
Quality: 4,589 global accepts · Rating: 2100 · first AC: 2025-09-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory
konghaojie's solution

2468.
630P
Area of a Star · Tutorial
Quality: 1,346 global accepts · Rating: 2100 · first AC: 2025-09-10 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math
konghaojie's solution

2469.
620E
New Year Tree · Tutorial
Quality: 7,090 global accepts · Rating: 2100 · first AC: 2025-09-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, trees
konghaojie's solution

2470.
609E
Minimum spanning tree for each edge · Tutorial
Quality: 10,273 global accepts · Rating: 2100 · first AC: 2025-09-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, trees
konghaojie's solution

2471.
665E
Beautiful Subarrays · Tutorial
Quality: 4,427 global accepts · Rating: 2100 · first AC: 2025-09-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, strings, trees
konghaojie's solution

2472.
2135D1
From the Unknown (Easy Version) · Tutorial
Quality: 2,442 global accepts · Rating: 2100 · first AC: 2025-08-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math
konghaojie's solution

2473.
2127E
Ancient Tree · Tutorial
Quality: 2,741 global accepts · Rating: 2100 · first AC: 2025-08-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, greedy, trees
konghaojie's solution

2474.
1322B
Present · Tutorial
Quality: 4,640 global accepts · Rating: 2100 · first AC: 2025-07-20 · last AC: 2025-07-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures, math, sortings

konghaojie's solution

2475.
1312E
Array Shrinking · Tutorial
Quality: 7,382 global accepts · Rating: 2100 · first AC: 2025-07-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
konghaojie's solution

2476.
1299C
Water Balance · Tutorial
Quality: 4,334 global accepts · Rating: 2100 · first AC: 2025-07-11 · last AC: 2025-07-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry, greedy
konghaojie's solution

2477.
1296F
Berland Beauty · Tutorial
Quality: 3,091 global accepts · Rating: 2100 · first AC: 2025-07-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, sortings, trees
konghaojie's solution

2478.
1284D
New Year and Conference · Tutorial
Quality: 3,397 global accepts · Rating: 2100 · first AC: 2025-07-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, hashing, sortings
konghaojie's solution

2479.
2124E
Make it Zero · Tutorial
Quality: 3,828 global accepts · Rating: 2100 · first AC: 2025-07-06 · last AC: 2025-07-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
konghaojie's solution

2480.
2119D
Token Removing · Tutorial
Quality: 3,474 global accepts · Rating: 2100 · first AC: 2025-07-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
konghaojie's solution

2481.
2123G
Modular Sorting · Tutorial
Quality: 3,249 global accepts · Rating: 2100 · first AC: 2025-07-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, math, number theory, sortings
konghaojie's solution

2482.
2115B
Gellyfish and Camellia Japonica · Tutorial
Quality: 3,992 global accepts · Rating: 2100 · first AC: 2025-05-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, greedy, trees
konghaojie's solution

2483.
2107D
Apple Tree Traversing · Tutorial
Quality: 3,556 global accepts · Rating: 2100 · first AC: 2025-05-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, greedy, implementation, trees
konghaojie's solution

2484.
1838D
Bracket Walk · Tutorial

Quality: 3,709 global accepts · Rating: 2100 · first AC: 2025-04-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, strings
konghaojie's solution

2485.
1808D
Petya, Petya, Petr, and Palindromes · Tutorial
Quality: 2,710 global accepts · Rating: 2100 · first AC: 2025-04-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, two pointers
konghaojie's solution

2486.
1811F
Is It Flower? · Tutorial
Quality: 2,168 global accepts · Rating: 2100 · first AC: 2025-04-09 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation
konghaojie's solution

2487.
1821E
Rearrange Brackets · Tutorial
Quality: 2,706 global accepts · Rating: 2100 · first AC: 2025-04-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, sortings, strings
konghaojie's solution

2488.
1856D
More Wrong · Tutorial
Quality: 3,791 global accepts · Rating: 2100 · first AC: 2025-04-07 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, interactive
konghaojie's solution

2489.
1767C
Count Binary Strings · Tutorial
Quality: 3,034 global accepts · Rating: 2100 · first AC: 2025-04-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp
konghaojie's solution

2490.
1372D
Omkar and Circle · Tutorial
Quality: 5,720 global accepts · Rating: 2100 · first AC: 2025-04-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, games, greedy
konghaojie's solution

2491.
1866G
Grouped Carriages · Tutorial
Quality: 2,179 global accepts · Rating: 2100 · first AC: 2025-04-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, flows, greedy
konghaojie's solution

2492.
1775E
The Human Equation · Tutorial
Quality: 3,859 global accepts · Rating: 2100 · first AC: 2025-04-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
konghaojie's solution

2493.
2037F
Ardent Flames · Tutorial
Quality: 2,968 global accepts · Rating: 2100 · first AC: 2025-03-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, math, sortings, two pointers
konghaojie's solution

2494.
2045I
Microwavable Subsequence · Tutorial
Quality: 1,377 global accepts · Rating: 2100 · first AC: 2025-03-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures
konghaojie's solution

2495.
2040E
Control of Randomness · Tutorial
Quality: 2,671 global accepts · Rating: 2100 · first AC: 2025-03-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, greedy, math, probabilities, trees
konghaojie's solution

2496.
2038B
Make It Equal · Tutorial
Quality: 1,909 global accepts · Rating: 2100 · first AC: 2025-03-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math
konghaojie's solution

2497.
2044H
Hard Demon Problem · Tutorial
Quality: 2,584 global accepts · Rating: 2100 · first AC: 2025-03-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, implementation, math
konghaojie's solution

2498.
2068C
Ads · Tutorial
Quality: 1,637 global accepts · Rating: 2100 · first AC: 2025-03-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, two pointers
konghaojie's solution

2499.
2074G
Game With Triangles: Season 2 · Tutorial
Quality: 2,164 global accepts · Rating: 2100 · first AC: 2025-03-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, geometry
konghaojie's solution

2500.
1516D
Cut · Tutorial
Quality: 5,173 global accepts · Rating: 2100 · first AC: 2025-02-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, graphs, number theory, two pointers
konghaojie's solution

2501.
2061F1
Kevin and Binary String (Easy Version) · Tutorial
Quality: 2,268 global accepts · Rating: 2100 · first AC: 2025-02-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
konghaojie's solution

2502.
2046C
Adventurers · Tutorial
Quality: 2,346 global accepts · Rating: 2100 · first AC: 2025-01-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, sortings, ternary search, two pointers
konghaojie's solution

2503.
2052D
DAG Serialization · Tutorial
Quality: 1,214 global accepts · Rating: 2100 · first AC: 2025-01-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs
konghaojie's solution

2504.
2051G
Snakes · Tutorial
Quality: 2,428 global accepts · Rating: 2100 · first AC: 2024-12-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, dsu, graphs
konghaojie's solution

2505.
1637E
Best Pair · Tutorial
Quality: 3,795 global accepts · Rating: 2100 · first AC: 2024-12-16 · last AC: 2024-12-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation
konghaojie's solution

2506.
2038K
Grid Walk · Tutorial
Quality: 1,777 global accepts · Rating: 2100 · first AC: 2024-11-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math, number theory
konghaojie's solution

2507.
1810E
Monsters · Tutorial
Quality: 3,909 global accepts · Rating: 2100 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy
konghaojie's solution

2508.
2029E
Common Generator · Tutorial
Quality: 3,536 global accepts · Rating: 2100 · first AC: 2024-11-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math, number theory
konghaojie's solution

2509.
2031E
Penchick and Chloe's Trees · Tutorial
Quality: 2,691 global accepts · Rating: 2100 · first AC: 2024-11-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, greedy, implementation, math, sortings, trees
konghaojie's solution

2510.
1912B
Blueprint for Seating · Tutorial
Quality: 1,441 global accepts · Rating: 2100 · first AC: 2024-10-31 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, math
konghaojie's solution

2511.
1575L
Longest Array Deconstruction · Tutorial
Quality: 1,708 global accepts · Rating: 2100 · first AC: 2024-10-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, sortings
konghaojie's solution

2512.
1938J
There and Back Again · Tutorial
Quality: 1,598 global accepts · Rating: 2100 · first AC: 2024-10-28 · C++17 (GCC 7-32) (first AC) · Tags: —
konghaojie's solution

2513.
1725F
Field Photography · Tutorial
Quality: 1,145 global accepts · Rating: 2100 · first AC: 2024-10-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, sortings
konghaojie's solution

2514.
1920E
Counting Binary Strings · Tutorial
Quality: 3,384 global accepts · Rating: 2100 · first AC: 2024-10-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
konghaojie's solution

2515.
1919D
01 Tree · Tutorial
Quality: 4,570 global accepts · Rating: 2100 · first AC: 2024-10-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, sortings, trees
konghaojie's solution

2516.
1970D1
Arithmancy (Easy) · Tutorial
Quality: 940 global accepts · Rating: 2100 · first AC: 2024-10-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, interactive, strings
konghaojie's solution

2517.
1278D
Segment Tree · Tutorial
Quality: 4,330 global accepts · Rating: 2100 · first AC: 2024-10-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, trees
konghaojie's solution

2518.
1998D
Determine Winning Islands in Race · Tutorial
Quality: 4,097 global accepts · Rating: 2100 · first AC: 2024-10-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graphs, greedy, shortest paths
konghaojie's solution

2519.
2003D2
Turtle and a MEX Problem (Hard Version) · Tutorial
Quality: 4,644 global accepts · Rating: 2100 · first AC: 2024-09-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, implementation, math
konghaojie's solution

2520.
1605D
Treelabeling · Tutorial
Quality: 3,253 global accepts · Rating: 2100 · first AC: 2024-09-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, games, greedy, implementation, trees
konghaojie's solution

2521.
2008H
Sakurako's Test · Tutorial
Quality: 3,602 global accepts · Rating: 2100 · first AC: 2024-09-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math, number theory
konghaojie's solution

2522.
2005E1
Subtangle Game (Easy Version) · Tutorial
Quality: 3,323 global accepts · Rating: 2100 · first AC: 2024-09-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, greedy, implementation
konghaojie's solution

2523.
1896E
Permutation Sorting · Tutorial
Quality: 2,744 global accepts · Rating: 2100 · first AC: 2024-09-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings
konghaojie's solution

2524.
1207F
Remainder Problem · Tutorial
Quality: 6,749 global accepts · Rating: 2100 · first AC: 2024-09-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation
konghaojie's solution

2525.
1732C2
Sheikh (Hard Version) · Tutorial
Quality: 3,067 global accepts · Rating: 2100 · first AC: 2024-09-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, greedy, implementation, two pointers
konghaojie's solution

2526.
2000G
Call During the Journey · Tutorial
Quality: 3,131 global accepts · Rating: 2100 · first AC: 2024-08-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, graphs, greedy, shortest paths
konghaojie's solution

2527.
1762D
GCD Queries · Tutorial
Quality: 4,334 global accepts · Rating: 2100 · first AC: 2024-05-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, number theory
konghaojie's solution

2528.
1942D
Learning to Paint · Tutorial
Quality: 3,348 global accepts · Rating: 2100 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, greedy, implementation, sortings
konghaojie's solution

2529.
1948E
Clique Partition · Tutorial
Quality: 3,518 global accepts · Rating: 2100 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation
konghaojie's solution

2530.
1934D1
XOR Break --- Solo Version · Tutorial
Quality: 4,138 global accepts · Rating: 2100 · first AC: 2024-03-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy
konghaojie's solution

2531.
1832D1
Red-Blue Operations (Easy Version) · Tutorial
Quality: 3,383 global accepts · Rating: 2100 · first AC: 2024-02-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, math
konghaojie's solution

2532.
1778D
Flexible String Revisit · Tutorial
Quality: 3,413 global accepts · Rating: 2100 · first AC: 2024-01-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities
konghaojie's solution

2533.
1886D
Monocarp and the Set · Tutorial
Quality: 4,185 global accepts · Rating: 2100 · first AC: 2024-01-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, math
konghaojie's solution

2534.
1914G1
Light Bulbs (Easy Version) · Tutorial
Quality: 2,396 global accepts · Rating: 2100 · first AC: 2024-01-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, dsu, graphs, math, trees

konghaojie's solution

2535.
1621D
The Winter Hike · Tutorial
Quality: 4,390 global accepts · Rating: 2100 · first AC: 2024-01-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
konghaojie's solution

2536.
965E
Short Code · Tutorial
Quality: 1,882 global accepts · Rating: 2200 · first AC: 2026-05-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy, strings, trees
konghaojie's solution

2537.
52C
Circular RMQ · Tutorial
Quality: 11,252 global accepts · Rating: 2200 · first AC: 2026-05-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures
konghaojie's solution

2538.
1659E
AND-MEX Walk · Tutorial
Quality: 1,971 global accepts · Rating: 2200 · first AC: 2026-04-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dsu, graphs
konghaojie's solution

2539.
1635E
Cars · Tutorial
Quality: 2,724 global accepts · Rating: 2200 · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs, greedy, sortings
konghaojie's solution

2540.
1670E
Hemose on the Tree · Tutorial
Quality: 1,938 global accepts · Rating: 2200 · first AC: 2026-03-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, trees
konghaojie's solution

2541.
1641C
Anonymity Is Important · Tutorial
Quality: 2,844 global accepts · Rating: 2200 · first AC: 2026-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings
konghaojie's solution

2542.
1763E
Node Pairs · Tutorial
Quality: 2,212 global accepts · Rating: 2200 · first AC: 2026-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graphs, math, number theory
konghaojie's solution

2543.
1695D1
Tree Queries (Easy Version) · Tutorial
Quality: 2,457 global accepts · Rating: 2200 · first AC: 2026-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, greedy, trees
konghaojie's solution

2544.
1777E
Edge Reverse · Tutorial

Quality: 2,332 global accepts · Rating: 2200 · first AC: 2026-03-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, graphs, trees
konghaojie's solution

2545.
1854B
Earn or Unlock · Tutorial
Quality: 4,228 global accepts · Rating: 2200 · first AC: 2026-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp
konghaojie's solution

2546.
1763D
Valid Bitonic Permutations · Tutorial
Quality: 2,347 global accepts · Rating: 2200 · first AC: 2026-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, implementation, math, number theory
konghaojie's solution

2547.
1784C
Monsters (hard version) · Tutorial
Quality: 1,958 global accepts · Rating: 2200 · first AC: 2026-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy
konghaojie's solution

2548.
1808E1
Minibuses on Venus (easy version) · Tutorial
Quality: 1,599 global accepts · Rating: 2200 · first AC: 2026-03-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, divide and conquer, dp
konghaojie's solution

2549.
1832E
Combinatorics Problem · Tutorial
Quality: 2,537 global accepts · Rating: 2200 · first AC: 2026-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp
konghaojie's solution

2550.
1841E
Fill the Matrix · Tutorial
Quality: 2,428 global accepts · Rating: 2200 · first AC: 2026-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, math
konghaojie's solution

2551.
1858D
Trees and Segments · Tutorial
Quality: 3,197 global accepts · Rating: 2200 · first AC: 2026-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, greedy, two pointers
konghaojie's solution

2552.
1860D
Balanced String · Tutorial
Quality: 3,603 global accepts · Rating: 2200 · first AC: 2026-03-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp
konghaojie's solution

2553.
1901E
Compressed Tree · Tutorial
Quality: 1,978 global accepts · Rating: 2200 · first AC: 2026-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, greedy, sortings, trees
konghaojie's solution

2554.
1906H
Twin Friends · Tutorial
Quality: 1,089 global accepts · Rating: 2200 · first AC: 2026-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

konghaojie's solution

2555.
1909F1
Small Permutation Problem (Easy Version) · Tutorial
Quality: 2,257 global accepts · Rating: 2200 · first AC: 2026-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math
konghaojie's solution

2556.
1967B2
Reverse Card (Hard Version) · Tutorial
Quality: 4,859 global accepts · Rating: 2200 · first AC: 2026-03-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory
konghaojie's solution

2557.
1970E3
Trails (Hard) · Tutorial
Quality: 1,177 global accepts · Rating: 2200 · first AC: 2026-03-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, matrices
konghaojie's solution

2558.
1997E
Level Up · Tutorial
Quality: 3,790 global accepts · Rating: 2200 · first AC: 2026-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation
konghaojie's solution

2559.
1991F
Triangle Formation · Tutorial
Quality: 2,778 global accepts · Rating: 2200 · first AC: 2026-03-11 · last AC: 2026-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, math, sortings
konghaojie's solution

2560.
1970G2
Min-Fund Prison (Medium) · Tutorial
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konghaojie's solution

2561.
2207D
Boxed Like a Fish · Tutorial
Quality: 2,112 global accepts · Rating: 2200 · first AC: 2026-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, games, shortest paths, trees
konghaojie's solution

2562.
2206C
Upside Down Dijkstra · Tutorial
Quality: 631 global accepts · Rating: 2200 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar
konghaojie's solution

2563.
2025E
Card Game · Tutorial
Quality: 2,361 global accepts · Rating: 2200 · first AC: 2026-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, fft, greedy, math
konghaojie's solution

2564.
2030E
MEXimize the Score · Tutorial

Quality: 1,969 global accepts · Rating: 2200 · first AC: 2026-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp, greedy, implementation, math
konghaojie's solution

2565.
2140E1
Prime Gaming (Easy Version) · Tutorial
Quality: 2,109 global accepts · Rating: 2200 · first AC: 2026-03-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp
konghaojie's solution

2566.
2101C
23 Kingdom · Tutorial
Quality: 2,274 global accepts · Rating: 2200 · first AC: 2026-03-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, ternary search, two pointers
konghaojie's solution

2567.
1867E2
Salyg1n and Array (hard version) · Tutorial
Quality: 3,755 global accepts · Rating: 2200 · first AC: 2026-03-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive
konghaojie's solution

2568.
2143D2
Inversion Graph Coloring (Hard Version) · Tutorial
Quality: 2,771 global accepts · Rating: 2200 · first AC: 2026-03-05 · last AC: 2026-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, data structures, dp, two pointers
konghaojie's solution

2569.
2155E
Mimo & Yuyu · Tutorial
Quality: 2,833 global accepts · Rating: 2200 · first AC: 2026-03-05 · last AC: 2026-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, math
konghaojie's solution

2570.
2156F1
Strange Operation (Easy Version) · Tutorial
Quality: 1,619 global accepts · Rating: 2200 · first AC: 2026-03-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings
konghaojie's solution

2571.
2170D
Almost Roman · Tutorial
Quality: 1,683 global accepts · Rating: 2200 · first AC: 2026-03-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation
konghaojie's solution

2572.
1918E
ace5 and Task Order · Tutorial
Quality: 2,065 global accepts · Rating: 2200 · first AC: 2026-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, divide and conquer, implementation, interactive, probabilities, sortings
konghaojie's solution

2573.
1837E
Playoff Fixing · Tutorial
Quality: 2,520 global accepts · Rating: 2200 · first AC: 2026-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, trees
konghaojie's solution

2574.
2189D2
Little String (Hard Version) · Tutorial
Quality: 1,945 global accepts · Rating: 2200 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math, number theory
konghaojie's solution

2575.
2178F
Conquer or of Forest · Tutorial
Quality: 1,824 global accepts · Rating: 2200 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, trees
konghaojie's solution

2576.
2173E
Shiro's Mirror Duel · Tutorial
Quality: 1,537 global accepts · Rating: 2200 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, interactive, probabilities, sortings
konghaojie's solution

2577.
2162G
Beautiful Tree · Tutorial
Quality: 2,811 global accepts · Rating: 2200 · first AC: 2025-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, probabilities, trees
konghaojie's solution

2578.
1737D
Ela and the Wiring Wizard · Tutorial
Quality: 2,104 global accepts · Rating: 2200 · first AC: 2025-09-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, graphs, greedy, implementation, shortest paths
konghaojie's solution

2579.
1730D
Prefixes and Suffixes · Tutorial
Quality: 3,023 global accepts · Rating: 2200 · first AC: 2025-09-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings, two pointers
konghaojie's solution

2580.
1993D
Med-imize · Tutorial
Quality: 4,479 global accepts · Rating: 2200 · first AC: 2025-09-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy
konghaojie's solution

2581.
2144E1
Looking at Towers (easy version) · Tutorial
Quality: 2,559 global accepts · Rating: 2200 · first AC: 2025-09-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp
konghaojie's solution

2582.
691F
Couple Cover · Tutorial
Quality: 1,437 global accepts · Rating: 2200 · first AC: 2025-09-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, number theory
konghaojie's solution

2583.
678E
Another Sith Tournament · Tutorial
Quality: 2,726 global accepts · Rating: 2200 · first AC: 2025-09-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math, probabilities
konghaojie's solution

2584.
628D
Magic Numbers · Tutorial
Quality: 8,286 global accepts · Rating: 2200 · first AC: 2025-09-10 · C++17 (GCC 7-32) (first AC) · Tags: dp
konghaojie's solution

2585.
622E
Ants in Leaves · Tutorial
Quality: 2,456 global accepts · Rating: 2200 · first AC: 2025-09-09 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, sortings, trees
konghaojie's solution

2586.
620D
Professor GukiZ and Two Arrays · Tutorial
Quality: 2,000 global accepts · Rating: 2200 · first AC: 2025-09-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, two pointers
konghaojie's solution

2587.
616E
Sum of Remainders · Tutorial
Quality: 3,500 global accepts · Rating: 2200 · first AC: 2025-09-09 · last AC: 2025-09-09 · PyPy 3-64 (first AC) · Tags: implementation, math, number theory
konghaojie's solution

2588.
612E
Square Root of Permutation · Tutorial
Quality: 2,007 global accepts · Rating: 2200 · first AC: 2025-09-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, dfs and similar, graphs, math
konghaojie's solution

2589.
587C
Duff in the Army · Tutorial
Quality: 4,738 global accepts · Rating: 2200 · first AC: 2025-09-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees
konghaojie's solution

2590.
1311E
Construct the Binary Tree · Tutorial
Quality: 2,723 global accepts · Rating: 2200 · first AC: 2025-07-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, trees
konghaojie's solution

2591.
2126G1
Big Wins! (easy version) · Tutorial
Quality: 2,484 global accepts · Rating: 2200 · first AC: 2025-07-17 · last AC: 2025-07-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, dsu, two pointers
konghaojie's solution

2592.
1305E
Kuroni and the Score Distribution · Tutorial
Quality: 3,272 global accepts · Rating: 2200 · first AC: 2025-07-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math
konghaojie's solution

2593.
1303E
Erase Subsequences · Tutorial
Quality: 3,165 global accepts · Rating: 2200 · first AC: 2025-07-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings
konghaojie's solution

2594.
1295E
Permutation Separation · Tutorial
Quality: 2,773 global accepts · Rating: 2200 · first AC: 2025-07-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer
konghaojie's solution

2595.
2013E
Prefix GCD · Tutorial
Quality: 4,218 global accepts · Rating: 2200 · first AC: 2025-07-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math, number theory
konghaojie's solution

2596.
1968G2
Division + LCP (hard version) · Tutorial
Quality: 2,509 global accepts · Rating: 2200 · first AC: 2025-07-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, math, string suffix structures, strings
konghaojie's solution

2597.
2112E
Tree Colorings · Tutorial
Quality: 3,379 global accepts · Rating: 2200 · first AC: 2025-06-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, math, number theory, trees
konghaojie's solution

2598.
2113D
Cheater · Tutorial
Quality: 2,878 global accepts · Rating: 2200 · first AC: 2025-06-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation
konghaojie's solution

2599.
2118D2
Red Light, Green Light (Hard version) · Tutorial
Quality: 2,498 global accepts · Rating: 2200 · first AC: 2025-06-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, graphs, implementation, math, number theory
konghaojie's solution

2600.
2114G
Build an Array · Tutorial
Quality: 2,040 global accepts · Rating: 2200 · first AC: 2025-05-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, greedy, math, number theory
konghaojie's solution

2601.
2108D
Needle in a Numstack · Tutorial
Quality: 2,419 global accepts · Rating: 2200 · first AC: 2025-05-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation, interactive
konghaojie's solution

2602.
2106G1
Baudelaire (easy version) · Tutorial
Quality: 1,613 global accepts · Rating: 2200 · first AC: 2025-04-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, greedy, interactive, trees
konghaojie's solution

2603.
1789D
Serval and Shift-Shift-Shift · Tutorial
Quality: 1,932 global accepts · Rating: 2200 · first AC: 2025-04-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive

algorithms, implementation
konghaojie's solution

2604.
1776B
Vittorio Plays with LEGO Bricks · Tutorial
Quality: 1,555 global accepts · Rating: 2200 · first AC: 2025-04-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, geometry
konghaojie's solution

2605.
1806E
Tree Master · Tutorial
Quality: 3,451 global accepts · Rating: 2200 · first AC: 2025-04-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, trees
konghaojie's solution

2606.
1772G
Gaining Rating · Tutorial
Quality: 1,605 global accepts · Rating: 2200 · first AC: 2025-04-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, math, sortings, two pointers
konghaojie's solution

2607.
1773B
BinCoin · Tutorial
Quality: 975 global accepts · Rating: 2200 · first AC: 2025-04-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, divide and conquer, hashing, implementation, probabilities, trees
konghaojie's solution

2608.
1788E
Sum Over Zero · Tutorial
Quality: 3,292 global accepts · Rating: 2200 · first AC: 2025-04-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp
konghaojie's solution

2609.
1815C
Between · Tutorial
Quality: 2,355 global accepts · Rating: 2200 · first AC: 2025-04-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy
konghaojie's solution

2610.
1795E
Explosions? · Tutorial
Quality: 2,383 global accepts · Rating: 2200 · first AC: 2025-04-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, math
konghaojie's solution

2611.
1717E
Madoka and The Best University · Tutorial
Quality: 3,403 global accepts · Rating: 2200 · first AC: 2025-04-01 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
konghaojie's solution

2612.
2033G
Sakurako and Chefir · Tutorial
Quality: 2,001 global accepts · Rating: 2200 · first AC: 2025-03-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, greedy, trees
konghaojie's solution

2613.
2034E
Permutations Harmony · Tutorial

Quality: 2,019 global accepts · Rating: 2200 · first AC: 2025-03-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, hashing, math
konghaojie's solution

2614.
2036G
Library of Magic · Tutorial
Quality: 1,672 global accepts · Rating: 2200 · first AC: 2025-03-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, interactive, math, number theory
konghaojie's solution

2615.
2045H
Missing Separators · Tutorial
Quality: 795 global accepts · Rating: 2200 · first AC: 2025-03-24 · last AC: 2025-03-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings, string suffix structures, strings
konghaojie's solution

2616.
2089C1
Key of Like (Easy Version) · Tutorial
Quality: 1,458 global accepts · Rating: 2200 · first AC: 2025-03-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, math, probabilities
konghaojie's solution

2617.
2085E
Serval and Modulo · Tutorial
Quality: 3,153 global accepts · Rating: 2200 · first AC: 2025-03-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory
konghaojie's solution

2618.
2039E
Shohag Loves Inversions · Tutorial
Quality: 2,372 global accepts · Rating: 2200 · first AC: 2025-03-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation, math
konghaojie's solution

2619.
2045G
X Aura · Tutorial
Quality: 935 global accepts · Rating: 2200 · first AC: 2025-03-21 · C++17 (GCC 7-32) (first AC) · Tags: graphs, math, shortest paths
konghaojie's solution

2620.
2056D
Unique Median · Tutorial
Quality: 3,667 global accepts · Rating: 2200 · first AC: 2025-03-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, data structures, divide and conquer, dp
konghaojie's solution

2621.
2073G
Corrupted File · Tutorial
Quality: 926 global accepts · Rating: 2200 · first AC: 2025-03-19 · C++17 (GCC 7-32) (first AC) · Tags: —
konghaojie's solution

2622.
2070E
Game with Binary String · Tutorial
Quality: 1,854 global accepts · Rating: 2200 · first AC: 2025-03-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, games, greedy, math
konghaojie's solution

2623.
2072G
I've Been Flipping Numbers for 300 Years and Calculated the Sum · Tutorial

Quality: 2,147 global accepts · Rating: 2200 · first AC: 2025-03-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, divide and conquer, math, number theory
konghaojie's solution

2624.
2062D
Balanced Tree · Tutorial
Quality: 3,544 global accepts · Rating: 2200 · first AC: 2025-02-22 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees
konghaojie's solution

2625.
2065H
Bro Thinks He's Him · Tutorial
Quality: 1,973 global accepts · Rating: 2200 · first AC: 2025-02-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, divide and conquer, dp, math, matrices
konghaojie's solution

2626.
2060F
Multiplicative Arrays · Tutorial
Quality: 2,602 global accepts · Rating: 2200 · first AC: 2025-01-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, number theory
konghaojie's solution

2627.
1672E
notepad.exe · Tutorial
Quality: 2,517 global accepts · Rating: 2200 · first AC: 2024-12-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, interactive
konghaojie's solution

2628.
1704E
Count Seconds · Tutorial
Quality: 2,679 global accepts · Rating: 2200 · first AC: 2024-11-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, math
konghaojie's solution

2629.
1656E
Equal Tree Sums · Tutorial
Quality: 3,862 global accepts · Rating: 2200 · first AC: 2024-11-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, math, trees
konghaojie's solution

2630.
1537F
Figure Fixing · Tutorial
Quality: 2,815 global accepts · Rating: 2200 · first AC: 2024-11-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, math
konghaojie's solution

2631.
1912E
Evaluate It and Back Again · Tutorial
Quality: 1,277 global accepts · Rating: 2200 · first AC: 2024-10-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math
konghaojie's solution

2632.
1575G
GCD Festival · Tutorial
Quality: 833 global accepts · Rating: 2200 · first AC: 2024-10-29 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
konghaojie's solution

2633.
1938E
Duplicates · Tutorial
Quality: 1,275 global accepts · Rating: 2200 · first AC: 2024-10-28 · C++17 (GCC 7-32) (first AC) · Tags: —
konghaojie's solution

2634.
2027D2
The Endspeaker (Hard Version) · Tutorial
Quality: 1,905 global accepts · Rating: 2200 · first AC: 2024-10-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers
konghaojie's solution

2635.
1949F
Dating · Tutorial
Quality: 1,408 global accepts · Rating: 2200 · first AC: 2024-10-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, trees
konghaojie's solution

2636.
1765H
Hospital Queue · Tutorial
Quality: 1,533 global accepts · Rating: 2200 · first AC: 2024-10-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, graphs, greedy, implementation
konghaojie's solution

2637.
1921G
Mischievous Shooter · Tutorial
Quality: 1,473 global accepts · Rating: 2200 · first AC: 2024-10-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation
konghaojie's solution

2638.
1998E1
Eliminating Balls With Merging (Easy Version) · Tutorial
Quality: 2,283 global accepts · Rating: 2200 · first AC: 2024-10-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, greedy
konghaojie's solution

2639.
1278E
Tests for problem D · Tutorial
Quality: 2,043 global accepts · Rating: 2200 · first AC: 2024-10-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, trees
konghaojie's solution

2640.
2000H
Ksyusha and the Loaded Set · Tutorial
Quality: 2,317 global accepts · Rating: 2200 · first AC: 2024-10-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, implementation
konghaojie's solution

2641.
2018D
Max Plus Min Plus Size · Tutorial
Quality: 2,192 global accepts · Rating: 2200 · first AC: 2024-10-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, dsu, greedy, implementation, matrices, sortings
konghaojie's solution

2642.
2014G
Milky Days · Tutorial
Quality: 1,799 global accepts · Rating: 2200 · first AC: 2024-09-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation

konghaojie's solution

2643.
2009G2
Yunli's Subarray Queries (hard version) · Tutorial
Quality: 1,752 global accepts · Rating: 2200 · first AC: 2024-09-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp
konghaojie's solution

2644.
1898E
Sofia and Strings · Tutorial
Quality: 2,719 global accepts · Rating: 2200 · first AC: 2024-08-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings, strings, two pointers
konghaojie's solution

2645.
1631E
Paint the Middle · Tutorial
Rating: 2200 · first AC: 2024-08-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers
konghaojie's solution

2646.
1954E
Chain Reaction · Tutorial
Quality: 2,973 global accepts · Rating: 2200 · first AC: 2024-04-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dsu, greedy, implementation, math, number theory
konghaojie's solution

2647.
1946E
Girl Permutation · Tutorial
Quality: 3,174 global accepts · Rating: 2200 · first AC: 2024-04-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory
konghaojie's solution

2648.
1848D
Vika and Bonuses · Tutorial
Quality: 2,977 global accepts · Rating: 2200 · first AC: 2024-01-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, ternary search
konghaojie's solution

2649.
600E
Lomsat gelral · Tutorial
Quality: 18,413 global accepts · Rating: 2300 · first AC: 2025-07-10 · last AC: 2026-05-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, trees
konghaojie's solution

2650.
1743F
Intersection and Union · Tutorial
Quality: 1,803 global accepts · Rating: 2300 · first AC: 2026-04-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, matrices, probabilities
konghaojie's solution

2651.
1766E
Decomposition · Tutorial
Quality: 1,476 global accepts · Rating: 2300 · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, dp, two pointers
konghaojie's solution

2652.
1781E
Rectangle Shrinking · Tutorial

Quality: 1,433 global accepts · Rating: 2300 · first AC: 2026-03-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, implementation, two pointers
konghaojie's solution

2653.
1797E
Li Hua and Array · Tutorial
Quality: 1,639 global accepts · Rating: 2300 · first AC: 2026-03-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dsu, math, number theory, two pointers
konghaojie's solution

2654.
1805E
There Should Be a Lot of Maximums · Tutorial
Quality: 1,914 global accepts · Rating: 2300 · first AC: 2026-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar, dp, trees, two pointers
konghaojie's solution

2655.
1695D2
Tree Queries (Hard Version) · Tutorial
Quality: 2,292 global accepts · Rating: 2300 · first AC: 2026-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees
konghaojie's solution

2656.
1834E
MEX of LCM · Tutorial
Quality: 2,773 global accepts · Rating: 2300 · first AC: 2026-03-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, implementation, math, number theory
konghaojie's solution

2657.
1814E
Chain Chips · Tutorial
Quality: 1,718 global accepts · Rating: 2300 · first AC: 2026-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, matrices
konghaojie's solution

2658.
1861E
Non-Intersecting Subpermutations · Tutorial
Quality: 2,037 global accepts · Rating: 2300 · first AC: 2026-03-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, implementation, math
konghaojie's solution

2659.
1942E
Farm Game · Tutorial
Quality: 1,957 global accepts · Rating: 2300 · first AC: 2026-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, games
konghaojie's solution

2660.
1864F
Exotic Queries · Tutorial
Quality: 1,639 global accepts · Rating: 2300 · first AC: 2026-03-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, sortings
konghaojie's solution

2661.
1895E
Infinite Card Game · Tutorial
Quality: 1,863 global accepts · Rating: 2300 · first AC: 2026-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, dsu, games, graphs, greedy, sortings, two pointers
konghaojie's solution

2662.
1970F3
Playing Quidditch (Hard) · Tutorial
Quality: 535 global accepts · Rating: 2300 · first AC: 2026-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation
konghaojie's solution

2663.
1970F2
Playing Quidditch (Medium) · Tutorial
Quality: 514 global accepts · Rating: 2300 · first AC: 2026-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation
konghaojie's solution

2664.
1970F1
Playing Quidditch (Easy) · Tutorial
Quality: 633 global accepts · Rating: 2300 · first AC: 2026-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation
konghaojie's solution

2665.
1917D
Yet Another Inversions Problem · Tutorial
Quality: 2,071 global accepts · Rating: 2300 · first AC: 2026-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp, implementation, math, number theory
konghaojie's solution

2666.
1929E
Sasha and the Happy Tree Cutting · Tutorial
Quality: 2,079 global accepts · Rating: 2300 · first AC: 2026-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, math, trees
konghaojie's solution

2667.
1916E
Happy Life in University · Tutorial
Quality: 2,638 global accepts · Rating: 2300 · first AC: 2026-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, greedy, trees
konghaojie's solution

2668.
1988E
Range Minimum Sum · Tutorial
Quality: 1,792 global accepts · Rating: 2300 · first AC: 2026-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation
konghaojie's solution

2669.
1989E
Distance to Different · Tutorial
Quality: 2,494 global accepts · Rating: 2300 · first AC: 2026-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math
konghaojie's solution

2670.
1967C
Fenwick Tree · Tutorial
Quality: 2,238 global accepts · Rating: 2300 · first AC: 2026-03-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, math, trees
konghaojie's solution

2671.
2002D2
DFS Checker (Hard Version) · Tutorial
Quality: 2,866 global accepts · Rating: 2300 · first AC: 2026-03-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, hashing, trees
konghaojie's solution

2672.
2041I
Auto Complete · Tutorial
Quality: 673 global accepts · Rating: 2300 · first AC: 2026-03-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, hashing, implementation, sortings, strings, trees
konghaojie's solution

2673.
2121H
Ice Baby · Tutorial
Quality: 2,243 global accepts · Rating: 2300 · first AC: 2026-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings
konghaojie's solution

2674.
2107F1
Cycling (Easy Version) · Tutorial
Quality: 1,823 global accepts · Rating: 2300 · first AC: 2026-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dp, greedy
konghaojie's solution

2675.
2097B
Baggage Claim · Tutorial
Quality: 1,932 global accepts · Rating: 2300 · first AC: 2026-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, graphs, implementation, math, trees
konghaojie's solution

2676.
2041H
Sheet Music · Tutorial
Quality: 1,031 global accepts · Rating: 2300 · first AC: 2026-03-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math
konghaojie's solution

2677.
2120E
Lanes of Cars · Tutorial
Quality: 1,869 global accepts · Rating: 2300 · first AC: 2026-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, ternary search
konghaojie's solution

2678.
2181J
Jinx or Jackpot · Tutorial
Quality: 710 global accepts · Rating: 2300 · first AC: 2026-03-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math, probabilities
konghaojie's solution

2679.
2124F1
Appending Permutations (Easy Version) · Tutorial
Quality: 1,580 global accepts · Rating: 2300 · first AC: 2026-03-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp
konghaojie's solution

2680.
2147E
Maximum OR Popcount · Tutorial
Quality: 2,119 global accepts · Rating: 2300 · first AC: 2026-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy
konghaojie's solution

2681.
2182F1
Christmas Reindeer (easy version) · Tutorial
Quality: 1,269 global accepts · Rating: 2300 · first AC: 2026-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math

konghaojie's solution

2682.
2110E
Melody · Tutorial
Quality: 2,715 global accepts · Rating: 2300 · first AC: 2026-03-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, implementation
konghaojie's solution

2683.
2164E
Journey · Tutorial
Quality: 1,581 global accepts · Rating: 2300 · first AC: 2026-03-04 · last AC: 2026-03-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy
konghaojie's solution

2684.
2006C
Eri and Expanded Sets · Tutorial
Quality: 2,074 global accepts · Rating: 2300 · first AC: 2026-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, math, number theory, two pointers
konghaojie's solution

2685.
1970B3
Exact Neighbours (Hard) · Tutorial
Quality: 715 global accepts · Rating: 2300 · first AC: 2026-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms
konghaojie's solution

2686.
2194F1
Again Trees... (Easy Version) · Tutorial
Quality: 888 global accepts · Rating: 2300 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dfs and similar, dp, trees
konghaojie's solution

2687.
2195G
Idiot First Search and Queries · Tutorial
Quality: 1,049 global accepts · Rating: 2300 · first AC: 2026-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, graphs, trees
konghaojie's solution

2688.
2187C
Jerry and Tom · Tutorial
Quality: 1,372 global accepts · Rating: 2300 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, games, graphs, greedy, trees
konghaojie's solution

2689.
1824B2
LuoTianyi and the Floating Islands (Hard Version) · Tutorial
Quality: 3,362 global accepts · Rating: 2300 · first AC: 2026-01-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, math, probabilities, trees
konghaojie's solution

2690.
2190C
Comparable Permutations · Tutorial
Quality: 1,293 global accepts · Rating: 2300 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, interactive, sortings, two pointers
konghaojie's solution

2691.
2180E
No Effect XOR · Tutorial

Quality: 1,739 global accepts · Rating: 2300 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, divide and conquer, dp, greedy, math
konghaojie's solution

2692.
2172L
Maximum Color Segment · Tutorial
Quality: 802 global accepts · Rating: 2300 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation
konghaojie's solution

2693.
2172J
Sliding Tiles · Tutorial
Quality: 563 global accepts · Rating: 2300 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dsu
konghaojie's solution

2694.
1780F
Three Chairs · Tutorial
Quality: 1,906 global accepts · Rating: 2300 · first AC: 2025-11-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, number theory, sortings
konghaojie's solution

2695.
2002E
Cosmic Rays · Tutorial
Quality: 2,920 global accepts · Rating: 2300 · first AC: 2025-11-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp
konghaojie's solution

2696.
2159C
Twin Polynomials · Tutorial
Quality: 1,700 global accepts · Rating: 2300 · first AC: 2025-10-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graph matchings, math
konghaojie's solution

2697.
2146E
Yet Another MEX Problem · Tutorial
Quality: 2,056 global accepts · Rating: 2300 · first AC: 2025-09-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, divide and conquer, greedy, hashing
konghaojie's solution

2698.
846E
Chemistry in Berland · Tutorial
Quality: 1,028 global accepts · Rating: 2300 · first AC: 2025-09-19 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, trees
konghaojie's solution

2699.
845G
Shortest Path Problem? · Tutorial
Quality: 2,164 global accepts · Rating: 2300 · first AC: 2025-09-19 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, math
konghaojie's solution

2700.
825E
Minimal Labels · Tutorial
Quality: 4,309 global accepts · Rating: 2300 · first AC: 2025-09-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy
konghaojie's solution

2701.
817F
MEX Queries · Tutorial
Quality: 3,364 global accepts · Rating: 2300 · first AC: 2025-09-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, trees

konghaojie's solution

2702.
808G
Anthem of Berland · Tutorial
Quality: 3,769 global accepts · Rating: 2300 · first AC: 2025-09-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings
konghaojie's solution

2703.
808E
Selling Souvenirs · Tutorial
Quality: 2,191 global accepts · Rating: 2300 · first AC: 2025-09-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, ternary search
konghaojie's solution

2704.
803G
Periodic RMQ Problem · Tutorial
Quality: 1,891 global accepts · Rating: 2300 · first AC: 2025-09-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures
konghaojie's solution

2705.
762D
Maximum path · Tutorial
Quality: 1,810 global accepts · Rating: 2300 · first AC: 2025-09-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation
konghaojie's solution

2706.
660E
Different Subsets For All Tuples · Tutorial
Quality: 1,957 global accepts · Rating: 2300 · first AC: 2025-09-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math
konghaojie's solution

2707.
652E
Pursuit For Artifacts · Tutorial
Quality: 2,866 global accepts · Rating: 2300 · first AC: 2025-09-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, trees
konghaojie's solution

2708.
628E
Zbazi in Zeydabad · Tutorial
Quality: 1,086 global accepts · Rating: 2300 · first AC: 2025-09-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation
konghaojie's solution

2709.
1849E
Max to the Right of Min · Tutorial
Quality: 2,183 global accepts · Rating: 2300 · first AC: 2025-09-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, dsu, two pointers
konghaojie's solution

2710.
2134E
Power Boxes · Tutorial
Quality: 2,403 global accepts · Rating: 2300 · first AC: 2025-08-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, implementation, interactive
konghaojie's solution

2711.
2134D
Sliding Tree · Tutorial
Quality: 3,646 global accepts · Rating: 2300 · first AC: 2025-08-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation, trees
konghaojie's solution

2712.
2129C3
Interactive RBS (Hard Version) · Tutorial
Quality: 1,664 global accepts · Rating: 2300 · first AC: 2025-07-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dp, interactive
konghaojie's solution

2713.
1316E
Team Building · Tutorial
Quality: 5,374 global accepts · Rating: 2300 · first AC: 2025-07-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy, sortings
konghaojie's solution

2714.
1304F1
Animal Observation (easy version) · Tutorial
Quality: 2,000 global accepts · Rating: 2300 · first AC: 2025-07-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp
konghaojie's solution

2715.
1293E
Xenon's Attack on the Gangs · Tutorial
Rating: 2300 · first AC: 2025-07-11 · last AC: 2025-07-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy, trees
konghaojie's solution

2716.
1285E
Delete a Segment · Tutorial
Quality: 2,000 global accepts · Rating: 2300 · first AC: 2025-07-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, graphs, sortings, trees, two pointers
konghaojie's solution

2717.
598C
Nearest vectors · Tutorial
Quality: 5,405 global accepts · Rating: 2300 · first AC: 2025-07-10 · C++17 (GCC 7-32) (first AC) · Tags: geometry, sortings
konghaojie's solution

2718.
2028E
Alice's Adventures in the Rabbit Hole · Tutorial
Quality: 1,905 global accepts · Rating: 2300 · first AC: 2025-07-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, games, greedy, math, probabilities, trees
konghaojie's solution

2719.
2091G
Gleb and Boating · Tutorial
Quality: 1,526 global accepts · Rating: 2300 · first AC: 2025-07-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, graphs, greedy, math, number theory, shortest paths
konghaojie's solution

2720.
1928E
Modular Sequence · Tutorial
Quality: 2,098 global accepts · Rating: 2300 · first AC: 2025-07-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, greedy, math, number theory
konghaojie's solution

2721.
1982E
Number of k-good subarrays · Tutorial
Quality: 1,906 global accepts · Rating: 2300 · first AC: 2025-07-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, divide and conquer, dp, math, meet-in-the-middle
konghaojie's solution

2722.
2021E1
Digital Village (Easy Version) · Tutorial
Quality: 1,929 global accepts · Rating: 2300 · first AC: 2025-07-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, dsu, fft, graphs, greedy, implementation, math, trees
konghaojie's solution

2723.
1371E2
Asterism (Hard Version) · Tutorial
Quality: 2,513 global accepts · Rating: 2300 · first AC: 2025-05-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, dp, math, number theory, sortings
konghaojie's solution

2724.
1866I
Imagination Castle · Tutorial
Quality: 932 global accepts · Rating: 2300 · first AC: 2025-04-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, two pointers
konghaojie's solution

2725.
1866D
Digital Wallet · Tutorial
Quality: 1,568 global accepts · Rating: 2300 · first AC: 2025-04-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
konghaojie's solution

2726.
1929F
Sasha and the Wedding Binary Search Tree · Tutorial
Quality: 2,268 global accepts · Rating: 2300 · first AC: 2025-04-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, math, trees
konghaojie's solution

2727.
1783E
Game of the Year · Tutorial
Quality: 2,444 global accepts · Rating: 2300 · first AC: 2025-04-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, math, number theory
konghaojie's solution

2728.
1799E
City Union · Tutorial
Quality: 1,401 global accepts · Rating: 2300 · first AC: 2025-04-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, geometry, greedy, implementation, math
konghaojie's solution

2729.
2089B2
Canteen (Hard Version) · Tutorial
Quality: 1,280 global accepts · Rating: 2300 · first AC: 2025-03-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, flows, greedy, two pointers
konghaojie's solution

2730.
2035E
Monster · Tutorial
Quality: 1,965 global accepts · Rating: 2300 · first AC: 2025-03-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation, math, ternary search
konghaojie's solution

2731.
2068A
Condorcet Elections · Tutorial
Quality: 997 global accepts · Rating: 2300 · first AC: 2025-03-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, probabilities

konghaojie's solution

2732.
2077C
Binary Subsequence Value Sum · Tutorial
Quality: 2,379 global accepts · Rating: 2300 · first AC: 2025-03-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, fft, math, matrices
konghaojie's solution

2733.
2066C
Bitwise Slides · Tutorial
Quality: 2,523 global accepts · Rating: 2300 · first AC: 2025-03-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math
konghaojie's solution

2734.
2057E1
Another Exercise on Graphs (Easy Version) · Tutorial
Quality: 2,637 global accepts · Rating: 2300 · first AC: 2025-02-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, dsu, graphs, shortest paths, sortings
konghaojie's solution

2735.
2063E
Triangle Tree · Tutorial
Quality: 2,387 global accepts · Rating: 2300 · first AC: 2025-02-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, greedy, trees
konghaojie's solution

2736.
2069E
A, B, AB and BA · Tutorial
Quality: 1,907 global accepts · Rating: 2300 · first AC: 2025-02-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings
konghaojie's solution

2737.
2043E
Matrix Transformation · Tutorial
Quality: 1,828 global accepts · Rating: 2300 · first AC: 2024-12-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, graphs, greedy, implementation
konghaojie's solution

2738.
1536E
Omkar and Forest · Tutorial
Quality: 2,734 global accepts · Rating: 2300 · first AC: 2024-11-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs, math, shortest paths
konghaojie's solution

2739.
1938G
Personality Test · Tutorial
Quality: 1,290 global accepts · Rating: 2300 · first AC: 2024-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —
konghaojie's solution

2740.
1949G
Scooter · Tutorial
Quality: 1,041 global accepts · Rating: 2300 · first AC: 2024-10-28 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy
konghaojie's solution

2741.
1980G
Yasya and the Mysterious Tree · Tutorial
Quality: 1,701 global accepts · Rating: 2300 · first AC: 2024-10-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dfs and

similar, graphs, greedy, strings, trees
konghaojie's solution

2742.
1977D
XORificator · Tutorial
Quality: 2,348 global accepts · Rating: 2300 · first AC: 2024-10-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, hashing
konghaojie's solution

2743.
1588C
Game with Stones · Tutorial
Rating: 2300 · first AC: 2024-10-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, games, greedy
konghaojie's solution

2744.
1919F1
Wine Factory (Easy Version) · Tutorial
Quality: 2,581 global accepts · Rating: 2300 · first AC: 2024-10-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy
konghaojie's solution

2745.
1604E
Extreme Extension · Tutorial
Rating: 2300 · first AC: 2024-09-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, number theory
konghaojie's solution

2746.
1870E
Another MEX Problem · Tutorial
Quality: 2,964 global accepts · Rating: 2300 · first AC: 2024-09-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, shortest paths
konghaojie's solution

2747.
1874C
Jellyfish and EVA · Tutorial
Quality: 2,195 global accepts · Rating: 2300 · first AC: 2024-09-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, math, probabilities
konghaojie's solution

2748.
1698E
PermutationForces II · Tutorial
Quality: 1,792 global accepts · Rating: 2300 · first AC: 2024-09-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, greedy, sortings, trees, two pointers
konghaojie's solution

2749.
1694E
Keshi in Search of AmShZ · Tutorial
Rating: 2300 · first AC: 2024-09-05 · C++17 (GCC 7-32) (first AC) · Tags: shortest paths
konghaojie's solution

2750.
1983E
I Love Balls · Tutorial
Quality: 2,474 global accepts · Rating: 2300 · first AC: 2024-07-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities
konghaojie's solution

2751.
1738E
Balance Addicts · Tutorial
Quality: 1,798 global accepts · Rating: 2300 · first AC: 2024-06-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, two pointers
konghaojie's solution

2752.
1955H
The Most Reckless Defense · Tutorial
Quality: 1,520 global accepts · Rating: 2300 · first AC: 2024-04-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, flows, graph matchings, shortest paths
konghaojie's solution

2753.
1943C
Tree Compass · Tutorial
Quality: 2,601 global accepts · Rating: 2300 · first AC: 2024-04-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees
konghaojie's solution

2754.
1798E
Multitest Generator · Tutorial
Quality: 2,063 global accepts · Rating: 2300 · first AC: 2024-02-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp
konghaojie's solution

2755.
1914G2
Light Bulbs (Hard Version) · Tutorial
Quality: 1,819 global accepts · Rating: 2300 · first AC: 2024-01-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, graphs, hashing
konghaojie's solution

2756.
914E
Palindromes in a Tree · Tutorial
Quality: 1,922 global accepts · Rating: 2400 · first AC: 2026-05-06 · last AC: 2026-05-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, divide and conquer, trees
konghaojie's solution

2757.
375D
Tree and Queries · Tutorial
Quality: 8,918 global accepts · Rating: 2400 · first AC: 2026-05-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, trees
konghaojie's solution

2758.
1000F
One Occurrence · Tutorial
Quality: 4,837 global accepts · Rating: 2400 · first AC: 2026-05-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer
konghaojie's solution

2759.
786C
Till I Collapse · Tutorial
Quality: 3,705 global accepts · Rating: 2400 · first AC: 2026-05-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer
konghaojie's solution

2760.
1099F
Cookies · Tutorial
Quality: 1,047 global accepts · Rating: 2400 · first AC: 2026-05-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dfs and similar, dp, games, trees
konghaojie's solution

2761.
1905E
One-X · Tutorial
Quality: 1,268 global accepts · Rating: 2400 · first AC: 2026-03-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and

similar, dp, math, trees
konghaojie's solution

2762.
1887C
Minimum Array · Tutorial
Quality: 2,284 global accepts · Rating: 2400 · first AC: 2026-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, hashing, two pointers
konghaojie's solution

2763.
1542E1
Abnormal Permutation Pairs (easy version) · Tutorial
Quality: 1,437 global accepts · Rating: 2400 · first AC: 2026-03-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, fft, math
konghaojie's solution

2764.
1527D
MEX Tree · Tutorial
Quality: 2,289 global accepts · Rating: 2400 · first AC: 2026-03-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, implementation, math, trees
konghaojie's solution

2765.
1526E
Oolimry and Suffix Array · Tutorial
Quality: 1,422 global accepts · Rating: 2400 · first AC: 2026-03-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, math
konghaojie's solution

2766.
1936C
Pokémon Arena · Tutorial
Quality: 1,728 global accepts · Rating: 2400 · first AC: 2026-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, graphs, greedy, implementation, shortest paths, sortings
konghaojie's solution

2767.
1792E
Divisors and Table · Tutorial
Quality: 1,597 global accepts · Rating: 2400 · first AC: 2026-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, number theory
konghaojie's solution

2768.
1930E
2..3...4.... Wonderful! Wonderful! · Tutorial
Quality: 1,468 global accepts · Rating: 2400 · first AC: 2026-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math
konghaojie's solution

2769.
1943D1
Counting Is Fun (Easy Version) · Tutorial
Quality: 1,951 global accepts · Rating: 2400 · first AC: 2026-03-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math
konghaojie's solution

2770.
1957E
Carousel of Combinations · Tutorial
Quality: 1,624 global accepts · Rating: 2400 · first AC: 2026-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math, number theory
konghaojie's solution

2771.
1784D
Wooden Spoon · Tutorial

Quality: 1,310 global accepts · Rating: 2400 · first AC: 2026-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp
konghaojie's solution

2772.
1780G
Delicious Dessert · Tutorial
Quality: 994 global accepts · Rating: 2400 · first AC: 2026-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dsu, hashing, math, number theory, string suffix structures
konghaojie's solution

2773.
1779E
Anya's Simultaneous Exhibition · Tutorial
Quality: 2,034 global accepts · Rating: 2400 · first AC: 2026-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings
konghaojie's solution

2774.
1777F
Comfortably Numb · Tutorial
Quality: 1,351 global accepts · Rating: 2400 · first AC: 2026-03-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, divide and conquer, strings, trees
konghaojie's solution

2775.
1774F1
Magician and Pigs (Easy Version) · Tutorial
Quality: 1,243 global accepts · Rating: 2400 · first AC: 2026-03-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, implementation
konghaojie's solution

2776.
1770E
Koxia and Tree · Tutorial
Quality: 1,609 global accepts · Rating: 2400 · first AC: 2026-03-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math, probabilities, trees
konghaojie's solution

2777.
1765L
Project Manager · Tutorial
Quality: 666 global accepts · Rating: 2400 · first AC: 2026-03-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, implementation
konghaojie's solution

2778.
1993F1
Dyn-scripted Robot (Easy Version) · Tutorial
Quality: 1,189 global accepts · Rating: 2400 · first AC: 2026-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, chinese remainder theorem, constructive algorithms, math, number theory
konghaojie's solution

2779.
1912H
Hypercatapult Commute · Tutorial
Quality: 608 global accepts · Rating: 2400 · first AC: 2026-03-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs
konghaojie's solution

2780.
2032E
Balanced · Tutorial
Quality: 1,400 global accepts · Rating: 2400 · first AC: 2026-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math
konghaojie's solution

2781.
2109E
Binary String Wowee · Tutorial
Quality: 1,794 global accepts · Rating: 2400 · first AC: 2026-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, strings
konghaojie's solution

2782.
1973D
Cat, Fox and Maximum Array Split · Tutorial
Quality: 2,256 global accepts · Rating: 2400 · first AC: 2026-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, interactive, math
konghaojie's solution

2783.
1984E
Shuffle · Tutorial
Quality: 1,814 global accepts · Rating: 2400 · first AC: 2026-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, trees
konghaojie's solution

2784.
2143E
Make Good · Tutorial
Quality: 1,922 global accepts · Rating: 2400 · first AC: 2026-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, strings
konghaojie's solution

2785.
1981D
Turtle and Multiplication · Tutorial
Quality: 2,129 global accepts · Rating: 2400 · first AC: 2026-03-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, number theory
konghaojie's solution

2786.
1902F
Trees and XOR Queries Again · Tutorial
Quality: 1,480 global accepts · Rating: 2400 · first AC: 2026-03-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, divide and conquer, graphs, implementation, math, trees
konghaojie's solution

2787.
1969E
Unique Array · Tutorial
Quality: 1,855 global accepts · Rating: 2400 · first AC: 2026-03-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy
konghaojie's solution

2788.
1879E
Interactive Game with Coloring · Tutorial
Quality: 1,577 global accepts · Rating: 2400 · first AC: 2026-03-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, implementation, interactive, trees
konghaojie's solution

2789.
1970A2
Balanced Unshuffle (Medium) · Tutorial
Quality: 600 global accepts · Rating: 2400 · first AC: 2026-03-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, trees
konghaojie's solution

2790.
1970A3
Balanced Unshuffle (Hard) · Tutorial
Quality: 666 global accepts · Rating: 2400 · first AC: 2026-03-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, trees
konghaojie's solution

2791.
1912G
Great City Saint Petersburg · Tutorial
Quality: 588 global accepts · Rating: 2400 · first AC: 2026-03-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures
konghaojie's solution

2792.
2001E1
Deterministic Heap (Easy Version) · Tutorial
Quality: 1,543 global accepts · Rating: 2400 · first AC: 2026-03-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, trees
konghaojie's solution

2793.
1978F
Large Graph · Tutorial
Quality: 1,580 global accepts · Rating: 2400 · first AC: 2026-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, number theory, two pointers
konghaojie's solution

2794.
2023C
C+K+S · Tutorial
Quality: 1,376 global accepts · Rating: 2400 · first AC: 2026-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, hashing, implementation, strings
konghaojie's solution

2795.
2030F
Orangutan Approved Subarrays · Tutorial
Quality: 1,177 global accepts · Rating: 2400 · first AC: 2026-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers
konghaojie's solution

2796.
2038D
Divide OR Conquer · Tutorial
Quality: 856 global accepts · Rating: 2400 · first AC: 2026-03-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, data structures, dp, implementation
konghaojie's solution

2797.
2111F
Puzzle · Tutorial
Quality: 1,426 global accepts · Rating: 2400 · first AC: 2026-03-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, math
konghaojie's solution

2798.
2153E
Zero Trailing Factorial · Tutorial
Quality: 986 global accepts · Rating: 2400 · first AC: 2026-03-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory
konghaojie's solution

2799.
2171H
Shiori Miyagi and Maximum Array Score · Tutorial
Quality: 1,016 global accepts · Rating: 2400 · first AC: 2026-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, sortings
konghaojie's solution

2800.
1970G3
Min-Fund Prison (Hard) · Tutorial
Quality: 547 global accepts · Rating: 2400 · first AC: 2026-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs, trees

konghaojie's solution

2801.
2096E
Wonderful Teddy Bears · Tutorial
Quality: 2,047 global accepts · Rating: 2400 · first AC: 2026-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, sortings
konghaojie's solution

2802.
2207E2
N-MEX (Counting Version) · Tutorial
Quality: 862 global accepts · Rating: 2400 · first AC: 2026-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, math
konghaojie's solution

2803.
2041F
Segmentation Folds · Tutorial
Quality: 508 global accepts · Rating: 2400 · first AC: 2026-03-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, number theory
konghaojie's solution

2804.
2206F
Minesweeper String · Tutorial
Quality: 423 global accepts · Rating: 2400 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: fft, number theory
konghaojie's solution

2805.
2086E
Zebra-like Numbers · Tutorial
Quality: 1,665 global accepts · Rating: 2400 · first AC: 2026-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, greedy, math
konghaojie's solution

2806.
2110F
Faculty · Tutorial
Quality: 1,914 global accepts · Rating: 2400 · first AC: 2026-03-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, math, number theory
konghaojie's solution

2807.
2161E
Left is Always Right · Tutorial
Quality: 782 global accepts · Rating: 2400 · first AC: 2026-03-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, implementation, math
konghaojie's solution

2808.
2157F
Git Gud · Tutorial
Quality: 1,292 global accepts · Rating: 2400 · first AC: 2026-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, math, ternary search
konghaojie's solution

2809.
2181G
Greta's Game · Tutorial
Quality: 649 global accepts · Rating: 2400 · first AC: 2026-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, graphs, greedy, math
konghaojie's solution

2810.
2174C1
Beautiful Patterns (Easy Version) · Tutorial

Quality: 1,166 global accepts · Rating: 2400 · first AC: 2026-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, probabilities
konghaojie's solution

2811.
2122D
Traffic Lights · Tutorial
Quality: 2,475 global accepts · Rating: 2400 · first AC: 2026-03-04 · last AC: 2026-03-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, dp, graphs, greedy, shortest paths
konghaojie's solution

2812.
2084E
Blossom · Tutorial
Quality: 1,793 global accepts · Rating: 2400 · first AC: 2026-03-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, dp, implementation, math, two pointers
konghaojie's solution

2813.
2005D
Alter the GCD · Tutorial
Quality: 1,245 global accepts · Rating: 2400 · first AC: 2026-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation, number theory
konghaojie's solution

2814.
2193H
Remove the Grail Tree · Tutorial
Quality: 1,045 global accepts · Rating: 2400 · first AC: 2026-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, greedy, implementation, trees
konghaojie's solution

2815.
2176F
Omega Numbers · Tutorial
Quality: 1,487 global accepts · Rating: 2400 · first AC: 2025-12-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory
konghaojie's solution

2816.
2176E
Remove at the lowest cost · Tutorial
Quality: 1,276 global accepts · Rating: 2400 · first AC: 2025-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, implementation, trees
konghaojie's solution

2817.
2169E
Points Selection · Tutorial
Quality: 1,044 global accepts · Rating: 2400 · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy
konghaojie's solution

2818.
1780E
Josuke and Complete Graph · Tutorial
Quality: 1,729 global accepts · Rating: 2400 · first AC: 2025-11-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, math, number theory
konghaojie's solution

2819.
1735E
House Planning · Tutorial
Quality: 1,243 global accepts · Rating: 2400 · first AC: 2025-09-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graph matchings, greedy
konghaojie's solution

2820.
1739E
Cleaning Robot · Tutorial
Quality: 1,461 global accepts · Rating: 2400 · first AC: 2025-09-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp
konghaojie's solution

2821.
1290C
Prefix Enlightenment · Tutorial
Quality: 2,013 global accepts · Rating: 2400 · first AC: 2025-07-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs
konghaojie's solution

2822.
1260E
Tournament · Tutorial
Quality: 1,890 global accepts · Rating: 2400 · first AC: 2025-07-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy
konghaojie's solution

2823.
1267A
Apprentice Learning Trajectory · Tutorial
Quality: 1,061 global accepts · Rating: 2400 · first AC: 2025-07-10 · C++17 (GCC 7-32) (first AC) · Tags: —
konghaojie's solution

2824.
1282E
The Cake Is a Lie · Tutorial
Quality: 1,222 global accepts · Rating: 2400 · first AC: 2025-07-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs
konghaojie's solution

2825.
1286C1
Madhouse (Easy version) · Tutorial
Quality: 1,579 global accepts · Rating: 2400 · first AC: 2025-07-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, interactive, math
konghaojie's solution

2826.
1251E2
Voting (Hard Version) · Tutorial
Quality: 2,952 global accepts · Rating: 2400 · first AC: 2025-07-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy
konghaojie's solution

2827.
1304F2
Animal Observation (hard version) · Tutorial
Quality: 1,815 global accepts · Rating: 2400 · first AC: 2025-07-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy
konghaojie's solution

2828.
2118E
Grid Coloring · Tutorial
Quality: 1,428 global accepts · Rating: 2400 · first AC: 2025-06-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy, math
konghaojie's solution

2829.
1886E
I Wanna be the Team Leader · Tutorial
Quality: 1,854 global accepts · Rating: 2400 · first AC: 2025-04-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math, sortings, two pointers
konghaojie's solution

2830.
1935E
Distance Learning Courses in MAC · Tutorial
Quality: 1,651 global accepts · Rating: 2400 · first AC: 2025-04-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, greedy, math
konghaojie's solution

2831.
1753D
The Beach · Tutorial
Quality: 2,073 global accepts · Rating: 2400 · first AC: 2025-04-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths
konghaojie's solution

2832.
2049E
Broken Queries · Tutorial
Quality: 1,591 global accepts · Rating: 2400 · first AC: 2025-03-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, implementation, interactive
konghaojie's solution

2833.
2073D
Tower of Hanoi · Tutorial
Quality: 563 global accepts · Rating: 2400 · first AC: 2025-03-19 · C++17 (GCC 7-32) (first AC) · Tags: —
konghaojie's solution

2834.
2063F1
Counting Is Not Fun (Easy Version) · Tutorial
Quality: 1,549 global accepts · Rating: 2400 · first AC: 2025-03-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, dsu, graphs, hashing, implementation, math, trees
konghaojie's solution

2835.
2064E
Mycraft Sand Sort · Tutorial
Quality: 1,470 global accepts · Rating: 2400 · first AC: 2025-03-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dsu, greedy, math, sortings
konghaojie's solution

2836.
2066D1
Club of Young Aircraft Builders (easy version) · Tutorial
Quality: 1,442 global accepts · Rating: 2400 · first AC: 2025-03-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
konghaojie's solution

2837.
2060G
Bugged Sort · Tutorial
Quality: 1,292 global accepts · Rating: 2400 · first AC: 2025-01-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings
konghaojie's solution

2838.
1680D
Dog Walking · Tutorial
Quality: 1,352 global accepts · Rating: 2400 · first AC: 2024-10-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math
konghaojie's solution

2839.
1738F
Connectivity Addicts · Tutorial
Quality: 1,381 global accepts · Rating: 2400 · first AC: 2024-06-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, interactive, shortest paths, trees
konghaojie's solution

2840.
1979E
Manhattan Triangle · Tutorial
Quality: 1,809 global accepts · Rating: 2400 · first AC: 2024-06-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, geometry, implementation, two pointers
konghaojie's solution

2841.
1934D2
XOR Break --- Game Version · Tutorial
Quality: 1,763 global accepts · Rating: 2400 · first AC: 2024-03-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, games, greedy, interactive
konghaojie's solution

2842.
1771F
Hossam and Range Minimum Query · Tutorial
Quality: 1,550 global accepts · Rating: 2500 · first AC: 2026-05-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, data structures, hashing, probabilities, strings, trees
konghaojie's solution

2843.
484E
Sign on Fence · Tutorial
Quality: 3,032 global accepts · Rating: 2500 · first AC: 2026-05-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, data structures
konghaojie's solution

2844.
2125E
Sets of Complementary Sums · Tutorial
Quality: 1,416 global accepts · Rating: 2500 · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math, two pointers
konghaojie's solution

2845.
2140E2
Prime Gaming (Hard Version) · Tutorial
Quality: 1,238 global accepts · Rating: 2500 · first AC: 2026-03-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, probabilities
konghaojie's solution

2846.
1823E
Removing Graph · Tutorial
Quality: 1,447 global accepts · Rating: 2500 · first AC: 2026-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, games, graphs, math
konghaojie's solution

2847.
1814D
Balancing Weapons · Tutorial
Quality: 1,025 global accepts · Rating: 2500 · first AC: 2026-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, math, two pointers
konghaojie's solution

2848.
1809F
Traveling in Berland · Tutorial
Quality: 930 global accepts · Rating: 2500 · first AC: 2026-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, graphs, greedy, implementation
konghaojie's solution

2849.
1806D
DSU Master · Tutorial
Quality: 1,189 global accepts · Rating: 2500 · first AC: 2026-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, dsu, math

konghaojie's solution

2850.
2211E
Minimum Path Cover · Tutorial
Quality: 856 global accepts · Rating: 2500 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, interactive, math, number theory, trees
konghaojie's solution

2851.
2048F
Kevin and Math Class · Tutorial
Quality: 1,318 global accepts · Rating: 2500 · first AC: 2026-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation, math, trees
konghaojie's solution

2852.
2081B
Balancing · Tutorial
Quality: 998 global accepts · Rating: 2500 · first AC: 2026-03-25 · last AC: 2026-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy
konghaojie's solution

2853.
2135D2
From the Unknown (Hard Version) · Tutorial
Quality: 991 global accepts · Rating: 2500 · first AC: 2026-03-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, interactive, math
konghaojie's solution

2854.
2144E2
Looking at Towers (difficult version) · Tutorial
Quality: 1,437 global accepts · Rating: 2500 · first AC: 2026-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp
konghaojie's solution

2855.
2202G1
Monotone Monochrome Matrices (Easy Version) · Tutorial
Quality: 277 global accepts · Rating: 2500 · first AC: 2026-03-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures
konghaojie's solution

2856.
1808E2
Minibuses on Venus (medium version) · Tutorial
Quality: 847 global accepts · Rating: 2500 · first AC: 2026-03-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, divide and conquer, dp, matrices
konghaojie's solution

2857.
1917E
Construct Matrix · Tutorial
Quality: 1,629 global accepts · Rating: 2500 · first AC: 2026-03-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math
konghaojie's solution

2858.
2172H
Shuffling Cards with Problem Solver 68! · Tutorial
Quality: 302 global accepts · Rating: 2500 · first AC: 2026-03-18 · last AC: 2026-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: hashing, string suffix structures, strings
konghaojie's solution

2859.
2145F
Long Journey · Tutorial
Quality: 982 global accepts · Rating: 2500 · first AC: 2026-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, divide and

conquer, dp, graphs, greedy, math, matrices, number theory
konghaojie's solution

2860.
2152F
Triple Attack · Tutorial
Quality: 1,039 global accepts · Rating: 2500 · first AC: 2026-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy
konghaojie's solution

2861.
2156E
Best Time to Buy and Sell Stock · Tutorial
Quality: 961 global accepts · Rating: 2500 · first AC: 2026-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, games, graphs, greedy
konghaojie's solution

2862.
2190D
Prufer Vertex · Tutorial
Quality: 951 global accepts · Rating: 2500 · first AC: 2026-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dsu, number theory, probabilities, trees
konghaojie's solution

2863.
2165D
Path Split · Tutorial
Quality: 897 global accepts · Rating: 2500 · first AC: 2026-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graph matchings, greedy
konghaojie's solution

2864.
2183F
Jumping Man · Tutorial
Quality: 1,131 global accepts · Rating: 2500 · first AC: 2026-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees
konghaojie's solution

2865.
2206E
Parallel Sums · Tutorial
Quality: 404 global accepts · Rating: 2500 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, geometry
konghaojie's solution

2866.
2163D2
Diadrash (Hard Version) · Tutorial
Quality: 1,501 global accepts · Rating: 2500 · first AC: 2026-03-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, interactive, math, sortings
konghaojie's solution

2867.
2182F2
Christmas Reindeer (hard version) · Tutorial
Quality: 1,093 global accepts · Rating: 2500 · first AC: 2026-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, greedy, math
konghaojie's solution

2868.
2174C2
Beautiful Patterns (Hard Version) · Tutorial
Quality: 1,024 global accepts · Rating: 2500 · first AC: 2026-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, probabilities
konghaojie's solution

2869.
2201D
Binary Not Search and Queries · Tutorial

Quality: 788 global accepts · Rating: 2500 · first AC: 2026-02-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation
konghaojie's solution

2870.
2196D
Double Bracket Sequence · Tutorial
Quality: 996 global accepts · Rating: 2500 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, expression parsing, flows, greedy, strings
konghaojie's solution

2871.
2154E
No Mind To Think · Tutorial
Quality: 1,203 global accepts · Rating: 2500 · first AC: 2025-10-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, divide and conquer, greedy, sortings, ternary search, two pointers
konghaojie's solution

2872.
2133E
I Yearned For The Mines · Tutorial
Quality: 1,696 global accepts · Rating: 2500 · first AC: 2025-08-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees
konghaojie's solution

2873.
2059E1
Stop Gaming (Easy Version) · Tutorial
Quality: 886 global accepts · Rating: 2500 · first AC: 2025-02-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, hashing, strings
konghaojie's solution

2874.
2158E
Sink · Tutorial
Quality: 627 global accepts · Rating: 2600 · first AC: 2026-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, implementation
konghaojie's solution

2875.
2189E
Majority Wins? · Tutorial
Quality: 819 global accepts · Rating: 2600 · first AC: 2026-01-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, strings
konghaojie's solution

2876.
2104F
Numbers and Strings · Tutorial
Quality: 726 global accepts · Rating: 2600 · first AC: 2025-04-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dfs and similar, dp, implementation, math
konghaojie's solution

2877.
1422F
Boring Queries · Tutorial
Quality: 1,273 global accepts · Rating: 2700 · first AC: 2026-05-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, math, number theory
konghaojie's solution

2878.
103119I
Nim Cheater · Tutorial
Rating: — · first AC: 2026-05-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
konghaojie's solution

2879.

undefined507

Treediff · Tutorial

Rating: — · first AC: 2026-05-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special

konghaojie's solution

2880.

2226E

Mental Monumental (Hard Version) · Tutorial

Quality: 738 global accepts · Rating: — · first AC: 2026-05-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, math, two pointers

konghaojie's solution

2881.

2226D

Reserved Reversals · Tutorial

Quality: 2,228 global accepts · Rating: — · first AC: 2026-05-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, math

konghaojie's solution

2882.

2226C

Mental Monumental (Easy Version) · Tutorial

Quality: 5,561 global accepts · Rating: — · first AC: 2026-05-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, math, two pointers

konghaojie's solution

2883.

2226B

Everything Everywhere · Tutorial

Quality: 10,105 global accepts · Rating: — · first AC: 2026-05-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory

konghaojie's solution

2884.

2226A

Disturbing Distribution · Tutorial

Quality: 11,240 global accepts · Rating: — · first AC: 2026-05-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

konghaojie's solution

2885.

2227H

Fallen Leaves · Tutorial

Quality: 985 global accepts · Rating: — · first AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, trees

konghaojie's solution

2886.

2227G

Drowning · Tutorial

Quality: 1,337 global accepts · Rating: — · first AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, math

konghaojie's solution

2887.

2227F

It Just Keeps Going Sideways · Tutorial

Quality: 2,836 global accepts · Rating: — · first AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy, math

konghaojie's solution

2888.

2227E

It All Went Sideways · Tutorial

Quality: 6,222 global accepts · Rating: — · first AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy

konghaojie's solution

2889.
2227D
Palindromex · Tutorial
Quality: 8,920 global accepts · Rating: — · first AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, implementation, two pointers
konghaojie's solution

2890.
2227C
Snowfall · Tutorial
Quality: 15,379 global accepts · Rating: — · first AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math
konghaojie's solution

2891.
2227B
Party Monster · Tutorial
Quality: 18,437 global accepts · Rating: — · first AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy
konghaojie's solution

2892.
2227A
Koshary · Tutorial
Quality: 19,894 global accepts · Rating: — · first AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math
konghaojie's solution

2893.
2222E
Seek the Truth · Tutorial
Quality: 1,947 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive
konghaojie's solution

2894.
2222D
Permutation Construction · Tutorial
Quality: 3,194 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, sortings
konghaojie's solution

2895.
2222C
Median Partition · Tutorial
Quality: 4,788 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math
konghaojie's solution

2896.
2222B
Artistic Balance Tree · Tutorial
Quality: 7,289 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings
konghaojie's solution

2897.
2222A
A Wonderful Contest · Tutorial
Quality: 10,013 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math
konghaojie's solution

2898.
105229D
T
Rating: — · first AC: 2026-04-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
konghaojie's solution

2899.
105229F
Tutorial

Rating: — · first AC: 2026-04-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
konghaojie's solution

2900.
105229G
CÉahËY!^
Rating: — · first AC: 2026-04-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
konghaojie's solution

2901.
105229M
N Qqb4Y)
Rating: — · first AC: 2026-04-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
konghaojie's solution

2902.
105229K
eOQ
Rating: — · first AC: 2026-04-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
konghaojie's solution

2903.
105229L
biecjW
Rating: — · first AC: 2026-04-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
konghaojie's solution

2904.
105229A
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Rating: — · first AC: 2026-04-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
konghaojie's solution

2905.
105229J
g•{ep^•R
Rating: — · first AC: 2026-04-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
konghaojie's solution

2906.
105229E
eà¿ Nöeå
Rating: — · first AC: 2026-04-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
konghaojie's solution

2907.
2225F
String Cutting · Tutorial
Quality: 601 global accepts · Rating: — · first AC: 2026-04-22 · last AC: 2026-04-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, hashing, string suffix structures, strings
konghaojie's solution

2908.
2225D
Exceptional Segments · Tutorial
Quality: 6,631 global accepts · Rating: — · first AC: 2026-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, math
konghaojie's solution

2909.
2225C
Red-Black Pairs · Tutorial
Quality: 11,370 global accepts · Rating: — · first AC: 2026-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy
konghaojie's solution

2910.
2225B
Alternating String · Tutorial

Quality: 14,183 global accepts · Rating: — · first AC: 2026-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy
konghaojie's solution

2911.
2225A
A Number Between Two Others · Tutorial
Quality: 17,730 global accepts · Rating: — · first AC: 2026-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math
konghaojie's solution

2912.
2219B2
Unique Values (Hard version) · Tutorial
Quality: 3,215 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive
konghaojie's solution

2913.
2219B1
Unique Values (Easy version) · Tutorial
Quality: 3,610 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, interactive, math
konghaojie's solution

2914.
2219A
Grid L · Tutorial
Quality: 9,009 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math, number theory
konghaojie's solution

2915.
105544J
Lead Time Estimation · Tutorial
Rating: — · first AC: 2026-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
konghaojie's solution

2916.
105544L
Nine Never · Tutorial
Rating: — · first AC: 2026-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
konghaojie's solution

2917.
105544C
Where the Lantern Lights are Dimming · Tutorial
Rating: — · first AC: 2026-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
konghaojie's solution

2918.
105544F
Baker's Dilemma · Tutorial
Rating: — · first AC: 2026-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
konghaojie's solution

2919.
105544D
Quarantine Policy · Tutorial
Rating: — · first AC: 2026-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
konghaojie's solution

2920.
105544H
Bank Deposit Challenge · Tutorial
Rating: — · first AC: 2026-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
konghaojie's solution

2921.
105544B
Recurring Decimal to Fractions · Tutorial
Rating: — · first AC: 2026-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
konghaojie's solution

2922.
105544A
Counterfeit Money · Tutorial
Rating: — · first AC: 2026-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
konghaojie's solution

2923.
105544M
Task scheduler · Tutorial
Rating: — · first AC: 2026-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
konghaojie's solution

2924.
105487E
Centroid Tree · Tutorial
Rating: — · first AC: 2026-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
konghaojie's solution

2925.
106289J
More Banknote · Tutorial
Rating: — · first AC: 2026-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
konghaojie's solution

2926.
106289G
Joseph's Puzzle, Again · Tutorial
Rating: — · first AC: 2026-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
konghaojie's solution

2927.
106289B
Card Game · Tutorial
Rating: — · first AC: 2026-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
konghaojie's solution

2928.
106289A
112358 · Tutorial
Rating: — · first AC: 2026-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
konghaojie's solution

2929.
106289I
Mofusigil's String Challenge · Tutorial
Rating: — · first AC: 2026-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
konghaojie's solution

2930.
106289D
Cube · Tutorial
Rating: — · first AC: 2026-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
konghaojie's solution

2931.
106289H
Medal · Tutorial
Rating: — · first AC: 2026-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
konghaojie's solution

2932.
106049D
Explosive String · Tutorial
Rating: — · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
konghaojie's solution

2933.
106049C
Alyona Loves Ranges · Tutorial
Rating: — · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
konghaojie's solution

2934.
106263D
Nuit Sans La Soleil · Tutorial
Rating: — · first AC: 2025-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
konghaojie's solution

2935.
106263E
construction is 2 hard 4 me · Tutorial
Rating: — · first AC: 2025-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
konghaojie's solution

2936.
106263J
bKuê · Tutorial
Rating: — · first AC: 2025-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
konghaojie's solution

2937.
106263G
\·jXw„jÖlgœn8b · Tutorial
Rating: — · first AC: 2025-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
konghaojie's solution

2938.
106263C
V[bGSa•) · Tutorial
Rating: — · first AC: 2025-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
konghaojie's solution

2939.
106263B
\·jXw„ÐlÕ[•wó · Tutorial
Rating: — · first AC: 2025-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
konghaojie's solution

2940.
106263I
SC·S[·Sih¦ · Tutorial
Rating: — · first AC: 2025-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
konghaojie's solution

2941.
106263H
SCNU LOGO · Tutorial
Rating: — · first AC: 2025-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
konghaojie's solution

2942.
106263A
gugugaga · Tutorial
Rating: — · first AC: 2025-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
konghaojie's solution

2943.
106049B
Kaosar and Segments · Tutorial
Rating: — · first AC: 2025-12-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
konghaojie's solution

2944.
106177G
Binary Tree Traversal · Tutorial
Rating: — · first AC: 2025-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
konghaojie's solution

2945.
106177E
Max Subarray Sum · Tutorial
Rating: — · first AC: 2025-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
konghaojie's solution

2946.
106177D
Daydream · Tutorial
Rating: — · first AC: 2025-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
konghaojie's solution

2947.
106177C
Rare Function · Tutorial
Rating: — · first AC: 2025-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
konghaojie's solution

2948.
106177B
Weird Function · Tutorial
Rating: — · first AC: 2025-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
konghaojie's solution

2949.
106177A
OR what? · Tutorial
Rating: — · first AC: 2025-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
konghaojie's solution

2950.
104813J
Game on a Forest · Tutorial
Rating: — · first AC: 2025-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
konghaojie's solution

2951.
104813L
Palm Island · Tutorial
Rating: — · first AC: 2025-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
konghaojie's solution

2952.
104813M
Painter · Tutorial
Rating: — · first AC: 2025-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
konghaojie's solution

2953.
104813B
Memory · Tutorial
Rating: — · first AC: 2025-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
konghaojie's solution

2954.
undefined102
Coprimes · Tutorial
Rating: — · first AC: 2025-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special
konghaojie's solution

2955.
undefined100
A+B · Tutorial
Rating: — · first AC: 2025-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special
konghaojie's solution

2956.
103931M
My University Is Better Than Yours · Tutorial
Rating: — · first AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
konghaojie's solution

2957.
103931H
Heirloom Painting · Tutorial
Rating: — · first AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
konghaojie's solution

2958.
103931A
Another A+B Problem · Tutorial
Rating: — · first AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
konghaojie's solution

2959.
103931E
Expenditure Reduction · Tutorial
Rating: — · first AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
konghaojie's solution

2960.
103931G
Gua! · Tutorial
Rating: — · first AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
konghaojie's solution

2961.
103931N
Nine Is Greater Than Ten · Tutorial
Rating: — · first AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
konghaojie's solution

2962.
104385H
Permutation · Tutorial
Rating: — · first AC: 2025-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
konghaojie's solution

2963.
104385D
Stack Out · Tutorial
Rating: — · first AC: 2025-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
konghaojie's solution

2964.
104385C
Battle · Tutorial
Rating: — · first AC: 2025-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
konghaojie's solution

2965.
103990F
Finalists · Tutorial
Rating: — · first AC: 2025-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
konghaojie's solution

2966.
103990C
Correct · Tutorial
Rating: — · first AC: 2025-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
konghaojie's solution

2967.
104787M
Inverted · Tutorial
Rating: — · first AC: 2025-11-11 · last AC: 2025-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
konghaojie's solution

2968.
104857B
Queue Sorting · Tutorial
Rating: — · first AC: 2025-11-11 · C++17 (GCC 7-32) (first AC) · Tags: —
konghaojie's solution

2969.
104385I
Tree · Tutorial
Rating: — · first AC: 2025-11-11 · C++17 (GCC 7-32) (first AC) · Tags: —
konghaojie's solution

2970.
104385J
Function · Tutorial
Rating: — · first AC: 2025-11-11 · C++17 (GCC 7-32) (first AC) · Tags: —
konghaojie's solution

2971.
104385A
Drill Wood to Make Fire · Tutorial
Rating: — · first AC: 2025-11-11 · C++17 (GCC 7-32) (first AC) · Tags: —
konghaojie's solution

2972.
104385L
Zhang Fei Threading Needles - Thick with Fine · Tutorial
Rating: — · first AC: 2025-11-11 · C++17 (GCC 7-32) (first AC) · Tags: —
konghaojie's solution

2973.
104385K
Split · Tutorial
Rating: — · first AC: 2025-11-11 · C++17 (GCC 7-32) (first AC) · Tags: —
konghaojie's solution

2974.
102900G
Fibonacci · Tutorial
Rating: — · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: —
konghaojie's solution

2975.
2168C
Intercepting Butterflies · Tutorial
Quality: 876 global accepts · Rating: — · first AC: 2025-11-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, communication, constructive algorithms, graphs, interactive
konghaojie's solution

2976.
2168B
Locate · Tutorial
Quality: 1,552 global accepts · Rating: — · first AC: 2025-11-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, communication, constructive algorithms, greedy, interactive
konghaojie's solution

2977.
2168A2
Encode and Decode (Hard Version) · Tutorial
Quality: 3,305 global accepts · Rating: — · first AC: 2025-11-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, communication, interactive, math
konghaojie's solution

2978.
2168A1
Encode and Decode (Easy Version) · Tutorial
Quality: 5,028 global accepts · Rating: — · first AC: 2025-11-04 · C++20 (GCC 13-64) (first AC) · Tags: communication, constructive algorithms, interactive
konghaojie's solution

2979.
106030C
•Þ¢ · Tutorial
Rating: — · first AC: 2025-10-12 · C++17 (GCC 7-32) (first AC) · Tags: —
konghaojie's solution

2980.
106030I
{¬ Tgd · Tutorial
Rating: — · first AC: 2025-10-12 · C++17 (GCC 7-32) (first AC) · Tags: —
konghaojie's solution

2981.
106030E
T b M%l •tÜ · Tutorial
Rating: — · first AC: 2025-10-12 · C++17 (GCC 7-32) (first AC) · Tags: —
konghaojie's solution

2982.
106030K
_C·v¸¸yÝ¥ØVþ_b · Tutorial
Rating: — · first AC: 2025-10-12 · C++17 (GCC 7-32) (first AC) · Tags: —
konghaojie's solution

2983.
106030B
osu!mania · Tutorial
Rating: — · first AC: 2025-10-12 · C++17 (GCC 7-32) (first AC) · Tags: —
konghaojie's solution

2984.
106030J
š°[R · Tutorial
Rating: — · first AC: 2025-10-12 · C++17 (GCC 7-32) (first AC) · Tags: —
konghaojie's solution

2985.
104172E
Goose, Goose, DUCK? · Tutorial
Rating: — · first AC: 2025-09-25 · C++17 (GCC 7-32) (first AC) · Tags: —
konghaojie's solution

2986.
104172L
Permutation Compression · Tutorial

Rating: — · first AC: 2025-09-25 · C++17 (GCC 7-32) (first AC) · Tags: —
konghaojie's solution

2987.
104172K
Maximum GCD · Tutorial
Rating: — · first AC: 2025-09-25 · C++17 (GCC 7-32) (first AC) · Tags: —
konghaojie's solution

2988.
104172A
TreeScript · Tutorial
Rating: — · first AC: 2025-09-25 · C++17 (GCC 7-32) (first AC) · Tags: —
konghaojie's solution

2989.
104172H
Another Goose Goose Duck Problem · Tutorial
Rating: — · first AC: 2025-09-25 · C++17 (GCC 7-32) (first AC) · Tags: —
konghaojie's solution

2990.
105358A
Gambling on Choosing Regionals · Tutorial
Rating: — · first AC: 2025-09-07 · C++17 (GCC 7-32) (first AC) · Tags: —
konghaojie's solution

2991.
105358L
502 Bad Gateway · Tutorial
Rating: — · first AC: 2025-09-06 · C++17 (GCC 7-32) (first AC) · Tags: —
konghaojie's solution

2992.
105358I
Strange Binary · Tutorial
Rating: — · first AC: 2025-09-06 · C++17 (GCC 7-32) (first AC) · Tags: —
konghaojie's solution

2993.
105358J
Stacking of Goods · Tutorial
Rating: — · first AC: 2025-09-06 · C++17 (GCC 7-32) (first AC) · Tags: —
konghaojie's solution

2994.
105358F
Tourist · Tutorial
Rating: — · first AC: 2025-09-06 · C++17 (GCC 7-32) (first AC) · Tags: —
konghaojie's solution

2995.
105588L
Last Chance: Threads of Despair · Tutorial
Rating: — · first AC: 2025-08-31 · C++17 (GCC 7-32) (first AC) · Tags: —
konghaojie's solution

2996.
105588C
Coin · Tutorial
Rating: — · first AC: 2025-08-31 · C++17 (GCC 7-32) (first AC) · Tags: —
konghaojie's solution

2997.
105588M
Matrix Construction · Tutorial
Rating: — · first AC: 2025-08-31 · C++17 (GCC 7-32) (first AC) · Tags: —

konghaojie's solution

2998.
105588J
Just another Sorting Problem · Tutorial
Rating: — · first AC: 2025-08-31 · C++17 (GCC 7-32) (first AC) · Tags: —
konghaojie's solution

2999.
105588H
Horizon Scanning · Tutorial
Rating: — · first AC: 2025-08-31 · C++17 (GCC 7-32) (first AC) · Tags: —
konghaojie's solution

3000.
105385E
Sensors · Tutorial
Rating: — · first AC: 2025-08-28 · C++17 (GCC 7-32) (first AC) · Tags: —
konghaojie's solution

3001.
105385H
Stop the Castle · Tutorial
Rating: — · first AC: 2025-08-28 · C++17 (GCC 7-32) (first AC) · Tags: —
konghaojie's solution

3002.
105385D
Hero of the Kingdom · Tutorial
Rating: — · first AC: 2025-08-28 · C++17 (GCC 7-32) (first AC) · Tags: —
konghaojie's solution

3003.
105385J
Colorful Spanning Tree · Tutorial
Rating: — · first AC: 2025-08-28 · C++17 (GCC 7-32) (first AC) · Tags: —
konghaojie's solution

3004.
105385K
Matrix · Tutorial
Rating: — · first AC: 2025-08-28 · C++17 (GCC 7-32) (first AC) · Tags: —
konghaojie's solution

3005.
105385F
Divide the Sequence · Tutorial
Rating: — · first AC: 2025-08-28 · C++17 (GCC 7-32) (first AC) · Tags: —
konghaojie's solution

3006.
105385C
Colorful Segments 2 · Tutorial
Rating: — · first AC: 2025-08-28 · C++17 (GCC 7-32) (first AC) · Tags: —
konghaojie's solution

3007.
105385I
Left Shifting · Tutorial
Rating: — · first AC: 2025-08-28 · C++17 (GCC 7-32) (first AC) · Tags: —
konghaojie's solution

3008.
105385A
Printer · Tutorial
Rating: — · first AC: 2025-08-28 · C++17 (GCC 7-32) (first AC) · Tags: —

konghaojie's solution

3009.
104354J
Mocha l%Tutorial5[Pn8b
Rating: — · first AC: 2025-08-26 · C++17 (GCC 7-32) (first AC) · Tags: —
konghaojie's solution

3010.
104354K
c'RN(ep Tutorial
Rating: — · first AC: 2025-08-26 · C++17 (GCC 7-32) (first AC) · Tags: —
konghaojie's solution

3011.
104354C
Toxel N Tutorialu b Vh
Rating: — · first AC: 2025-08-26 · C++17 (GCC 7-32) (first AC) · Tags: —
konghaojie's solution

3012.
104354G
Toxel N [W[&u;
Rating: — · first AC: 2025-08-26 · C++17 (GCC 7-32) (first AC) · Tags: —
konghaojie's solution

3013.
104354B
Art for Rest · Tutorial
Rating: — · first AC: 2025-08-26 · C++17 (GCC 7-32) (first AC) · Tags: —
konghaojie's solution

3014.
104354E
we5n8b Tutorial
Rating: — · first AC: 2025-08-26 · C++17 (GCC 7-32) (first AC) · Tags: —
konghaojie's solution

3015.
104354H
Travel Begins · Tutorial
Rating: — · first AC: 2025-08-26 · C++17 (GCC 7-32) (first AC) · Tags: —
konghaojie's solution

3016.
104354A
\·4smn8l³SW Tutorial
Rating: — · first AC: 2025-08-26 · C++17 (GCC 7-32) (first AC) · Tags: —
konghaojie's solution

3017.
104354F
Art for Last · Tutorial
Rating: — · first AC: 2025-08-26 · C++17 (GCC 7-32) (first AC) · Tags: —
konghaojie's solution

3018.
105170F
Best Player · Tutorial
Rating: — · first AC: 2025-08-19 · C++17 (GCC 7-32) (first AC) · Tags: —
konghaojie's solution

3019.
105170D
Parallel Lines · Tutorial
Rating: — · first AC: 2025-08-19 · C++17 (GCC 7-32) (first AC) · Tags: —

konghaojie's solution

3020.
105170E
Connected Components · Tutorial
Rating: — · first AC: 2025-08-19 · C++17 (GCC 7-32) (first AC) · Tags: —
konghaojie's solution

3021.
105170B
Dfs Order 0.5 · Tutorial
Rating: — · first AC: 2025-08-19 · C++17 (GCC 7-32) (first AC) · Tags: —
konghaojie's solution

3022.
105170G
Platform Game · Tutorial
Rating: — · first AC: 2025-08-19 · C++17 (GCC 7-32) (first AC) · Tags: —
konghaojie's solution

3023.
105170L
Recharge · Tutorial
Rating: — · first AC: 2025-08-19 · C++17 (GCC 7-32) (first AC) · Tags: —
konghaojie's solution

3024.
105170I
The Easiest Problem · Tutorial
Rating: — · first AC: 2025-08-19 · C++17 (GCC 7-32) (first AC) · Tags: —
konghaojie's solution

3025.
105158F
O'yÀ[¼{&N2 · Tutorial
Rating: — · first AC: 2025-08-09 · C++17 (GCC 7-32) (first AC) · Tags: —
konghaojie's solution

3026.
105911I
Dating Day · Tutorial
Rating: — · first AC: 2025-05-26 · C++17 (GCC 7-32) (first AC) · Tags: —
konghaojie's solution

3027.
105911F
Caloric Difference · Tutorial
Rating: — · first AC: 2025-05-26 · C++17 (GCC 7-32) (first AC) · Tags: —
konghaojie's solution

3028.
105911G
Exploration · Tutorial
Rating: — · first AC: 2025-05-26 · C++17 (GCC 7-32) (first AC) · Tags: —
konghaojie's solution

3029.
105911D
Virtuous Pope · Tutorial
Rating: — · first AC: 2025-05-26 · C++17 (GCC 7-32) (first AC) · Tags: —
konghaojie's solution

3030.
105911M
Divide coins · Tutorial
Rating: — · first AC: 2025-05-26 · C++17 (GCC 7-32) (first AC) · Tags: —

konghaojie's solution

3031.
105911A
Nezha Naohai · Tutorial
Rating: — · first AC: 2025-05-26 · C++17 (GCC 7-32) (first AC) · Tags: —
konghaojie's solution

3032.
105846B
Doors · Tutorial
Rating: — · first AC: 2025-05-17 · C++17 (GCC 7-32) (first AC) · Tags: —
konghaojie's solution

3033.
105846A
Submission is All You Need II · Tutorial
Rating: — · first AC: 2025-05-17 · C++17 (GCC 7-32) (first AC) · Tags: —
konghaojie's solution

3034.
105386L
Trails · Tutorial
Rating: — · first AC: 2025-04-24 · C++17 (GCC 7-32) (first AC) · Tags: —
konghaojie's solution

3035.
105386E
Relearn through Review · Tutorial
Rating: — · first AC: 2025-04-24 · C++17 (GCC 7-32) (first AC) · Tags: —
konghaojie's solution

3036.
105386J
The Quest for El Dorado · Tutorial
Rating: — · first AC: 2025-04-24 · C++17 (GCC 7-32) (first AC) · Tags: —
konghaojie's solution

3037.
105386A
Two-star Contest · Tutorial
Rating: — · first AC: 2025-04-24 · C++17 (GCC 7-32) (first AC) · Tags: —
konghaojie's solution

3038.
105386G
Be Positive · Tutorial
Rating: — · first AC: 2025-04-24 · C++17 (GCC 7-32) (first AC) · Tags: —
konghaojie's solution

3039.
105386I
Left Shifting 2 · Tutorial
Rating: — · first AC: 2025-04-24 · C++17 (GCC 7-32) (first AC) · Tags: —
konghaojie's solution

3040.
105386B
Gold Medal · Tutorial
Rating: — · first AC: 2025-04-24 · C++17 (GCC 7-32) (first AC) · Tags: —
konghaojie's solution

3041.
105143F
Custom-Made Clothes · Tutorial
Rating: — · first AC: 2025-04-20 · C++17 (GCC 7-32) (first AC) · Tags: —

konghaojie's solution

3042.
105143B
Countless Me · Tutorial
Rating: — · first AC: 2025-04-20 · C++17 (GCC 7-32) (first AC) · Tags: —
konghaojie's solution

3043.
105143K
Party Games · Tutorial
Rating: — · first AC: 2025-04-20 · C++17 (GCC 7-32) (first AC) · Tags: —
konghaojie's solution

3044.
105143I
Cyclic Apple Strings · Tutorial
Rating: — · first AC: 2025-04-20 · C++17 (GCC 7-32) (first AC) · Tags: —
konghaojie's solution

3045.
104396K
Similarity (Hard Version) · Tutorial
Rating: — · first AC: 2025-03-16 · C++17 (GCC 7-32) (first AC) · Tags: —
konghaojie's solution

3046.
104396F
Timaeus · Tutorial
Rating: — · first AC: 2025-03-16 · C++20 (GCC 13-64) (first AC) · Tags: —
konghaojie's solution

3047.
104396H
Neil's Machine · Tutorial
Rating: — · first AC: 2025-03-16 · C++17 (GCC 7-32) (first AC) · Tags: —
konghaojie's solution

3048.
104396J
Similarity (Easy Version) · Tutorial
Rating: — · first AC: 2025-03-16 · C++20 (GCC 13-64) (first AC) · Tags: —
konghaojie's solution

3049.
104396A
Today's Word · Tutorial
Rating: — · first AC: 2025-03-16 · C++17 (GCC 7-32) (first AC) · Tags: —
konghaojie's solution

3050.
104396I
Elevator · Tutorial
Rating: — · first AC: 2025-03-16 · C++17 (GCC 7-32) (first AC) · Tags: —
konghaojie's solution

3051.
105486I
Good Partitions · Tutorial
Rating: — · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —
konghaojie's solution

3052.
105486J
Grand Prix of Ballance · Tutorial
Rating: — · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —

konghaojie's solution

3053.
105486G
Expanding Array · Tutorial
Rating: — · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —
konghaojie's solution

3054.
105486A
Arrow a Row · Tutorial
Rating: — · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —
konghaojie's solution

3055.
105486L
Recover Statistics · Tutorial
Rating: — · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —
konghaojie's solution

3056.
104976H
Sugar Sweet II · Tutorial
Rating: — · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —
konghaojie's solution

3057.
104976G
Snake Move · Tutorial
Rating: — · first AC: 2024-11-09 · last AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —
konghaojie's solution

3058.
104090K
Master of Both · Tutorial
Rating: — · first AC: 2024-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —
konghaojie's solution

3059.
103117D
Rock Paper Scissors · Tutorial
Rating: — · first AC: 2024-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —
konghaojie's solution

3060.
103117B
Hotpot · Tutorial
Rating: — · first AC: 2024-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —
konghaojie's solution

3061.
103117K
K-skip Permutation · Tutorial
Rating: — · first AC: 2024-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —
konghaojie's solution

3062.
103117A
Chuanpai · Tutorial
Rating: — · first AC: 2024-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —
konghaojie's solution

3063.
104270M
Function and Function · Tutorial
Rating: — · first AC: 2024-11-07 · C++17 (GCC 7-32) (first AC) · Tags: —

konghaojie's solution

3064.
104090C
No Bug No Game · Tutorial
Rating: — · first AC: 2024-11-07 · C++17 (GCC 7-32) (first AC) · Tags: —
konghaojie's solution

3065.
104090D
Money Game · Tutorial
Rating: — · first AC: 2024-11-07 · C++17 (GCC 7-32) (first AC) · Tags: —
konghaojie's solution

3066.
104090F
Da Mi Lao Shi Ai Kan De · Tutorial
Rating: — · first AC: 2024-11-07 · C++17 (GCC 7-32) (first AC) · Tags: —
konghaojie's solution

3067.
104373C
Laser Trap · Tutorial
Rating: — · first AC: 2024-11-06 · C++17 (GCC 7-32) (first AC) · Tags: —
konghaojie's solution

3068.
104373F
Sandpile on Clique · Tutorial
Rating: — · first AC: 2024-11-06 · C++17 (GCC 7-32) (first AC) · Tags: —
konghaojie's solution

3069.
104373K
Link-Cut Tree · Tutorial
Rating: — · first AC: 2024-11-06 · C++17 (GCC 7-32) (first AC) · Tags: —
konghaojie's solution

3070.
104373A
So I'll Max Out My Constructive Algorithm Skills · Tutorial
Rating: — · first AC: 2024-11-06 · C++17 (GCC 7-32) (first AC) · Tags: —
konghaojie's solution

3071.
104417B
Building Company · Tutorial
Rating: — · first AC: 2024-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —
konghaojie's solution

3072.
104417L
Puzzle: Sashigane · Tutorial
Rating: — · first AC: 2024-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —
konghaojie's solution

3073.
104417E
Math Problem · Tutorial
Rating: — · first AC: 2024-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —
konghaojie's solution

3074.
104417D
Fast and Fat · Tutorial
Rating: — · first AC: 2024-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —

konghaojie's solution

3075.
104417G
Matching · Tutorial
Rating: — · first AC: 2024-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —
konghaojie's solution

3076.
104417I
Three Dice · Tutorial
Rating: — · first AC: 2024-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —
konghaojie's solution

3077.
104417A
Orders · Tutorial
Rating: — · first AC: 2024-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —
konghaojie's solution

3078.
104901A
Many Many Heads · Tutorial
Rating: — · first AC: 2024-11-04 · C++17 (GCC 7-32) (first AC) · Tags: —
konghaojie's solution

3079.
104901G
Gifts from Knowledge · Tutorial
Rating: — · first AC: 2024-11-04 · C++17 (GCC 7-32) (first AC) · Tags: —
konghaojie's solution

3080.
104901I
Strange Sorting · Tutorial
Rating: — · first AC: 2024-11-04 · C++17 (GCC 7-32) (first AC) · Tags: —
konghaojie's solution

3081.
104901D
Largest Digit · Tutorial
Rating: — · first AC: 2024-11-04 · C++17 (GCC 7-32) (first AC) · Tags: —
konghaojie's solution

3082.
104976J
Mysterious Tree · Tutorial
Rating: — · first AC: 2024-11-04 · C++17 (GCC 7-32) (first AC) · Tags: —
konghaojie's solution

3083.
104976D
Operator Precedence · Tutorial
Rating: — · first AC: 2024-11-04 · C++17 (GCC 7-32) (first AC) · Tags: —
konghaojie's solution

3084.
104128D
Chat Program · Tutorial
Rating: — · first AC: 2024-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —
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3096.
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3114.
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3115.
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104337J
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3117.
104337K
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3118.
104337H
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104337C
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3120.
104337M
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3121.
104882F
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3122.
104857F
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3123.
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3124.
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3125.
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3126.
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3129.
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3130.
104882D
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3132.
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3133.
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3134.
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3137.
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3138.
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