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Unique solved — lichangrong

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1.

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1511A

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Quality: 28,833 global accepts · Rating: 800 · first AC: 2021-04-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy
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104.

1513A

[Array and Peaks](#) · [Tutorial](#)

Quality: 20,018 global accepts · Rating: 800 · first AC: 2021-04-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[lichangrong's solution](#)

105.

1512B

[Almost Rectangle](#) · [Tutorial](#)

Quality: 26,530 global accepts · Rating: 800 · first AC: 2021-04-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation
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106.

1512A

[Spy Detected!](#) · [Tutorial](#)

Quality: 80,125 global accepts · Rating: 800 · first AC: 2021-04-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
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107.

1504A

[Déjà Vu](#) · [Tutorial](#)

Quality: 22,802 global accepts · Rating: 800 · first AC: 2021-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings
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108.

1845B

[Come Together](#) · [Tutorial](#)

Quality: 23,707 global accepts · Rating: 900 · first AC: 2023-06-30 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation, math
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109.

1779B

[MKnez's ConstructiveForces Task](#) · [Tutorial](#)

Quality: 25,066 global accepts · Rating: 900 · first AC: 2023-01-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
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110.

1732B

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Quality: 17,266 global accepts · Rating: 900 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation
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111.

1699B

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Quality: 21,693 global accepts · Rating: 900 · first AC: 2022-07-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, matrices
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112.

1696B

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Quality: 36,337 global accepts · Rating: 900 · first AC: 2022-06-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy
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113.

1642B

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Quality: 18,246 global accepts · Rating: 900 · first AC: 2022-02-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[lichangrong's solution](#)

114.

1624B

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Quality: 52,961 global accepts · Rating: 900 · first AC: 2022-01-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[lichangrong's solution](#)

115.

1591B

[Array Eversion](#) · [Tutorial](#)

Rating: 900 · first AC: 2021-12-18 · last AC: 2021-12-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[lichangrong's solution](#)

116.

1613A

[Long Comparison](#) · [Tutorial](#)

Quality: 26,629 global accepts · Rating: 900 · first AC: 2021-12-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[lichangrong's solution](#)

117.

1609A

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Quality: 18,896 global accepts · Rating: 900 · first AC: 2021-11-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory
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118.

1610A

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119.

1612B

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

Quality: 18,432 global accepts · Rating: 900 · first AC: 2021-11-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[lichangrong's solution](#)

120.

1606A

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Quality: 37,493 global accepts · Rating: 900 · first AC: 2021-10-29 · C++17 (GCC 7-32) (first AC) · Tags: strings
[lichangrong's solution](#)

121.

1582B

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Quality: 33,374 global accepts · Rating: 900 · first AC: 2021-10-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math
[lichangrong's solution](#)

122.

1559B

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

Quality: 24,137 global accepts · Rating: 900 · first AC: 2021-08-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
[lichangrong's solution](#)

123.

1537B

[Bad Boy](#) · [Tutorial](#)

Quality: 42,323 global accepts · Rating: 900 · first AC: 2021-06-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[lichangrong's solution](#)

124.

1525B

[Permutation Sort](#) · [Tutorial](#)

Quality: 26,660 global accepts · Rating: 900 · first AC: 2021-05-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[lichangrong's solution](#)

125.

2120B

[Square Pool](#) · [Tutorial](#)

Quality: 17,743 global accepts · Rating: 1000 · first AC: 2025-06-24 · C++20 (GCC 13-64) (first AC) · Tags: geometry
[lichangrong's solution](#)

126.

1979B

[XOR Sequences](#) · [Tutorial](#)

Quality: 26,436 global accepts · Rating: 1000 · first AC: 2024-06-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy
[lichangrong's solution](#)

127.

1766B

[Notepad#](#) · [Tutorial](#)

Quality: 23,778 global accepts · Rating: 1000 · first AC: 2022-12-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[lichangrong's solution](#)

128.

1732A

[Bestie](#) · [Tutorial](#)

Quality: 17,542 global accepts · Rating: 1000 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation, math, number theory
[lichangrong's solution](#)

129.

1725B

[Basketball Together](#) · [Tutorial](#)

Quality: 28,289 global accepts · Rating: 1000 · first AC: 2022-09-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings
[lichangrong's solution](#)

130.

1713B

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

Quality: 22,690 global accepts · Rating: 1000 · first AC: 2022-08-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings
[lichangrong's solution](#)

131.

1690D

[Black and White Stripe](#) · [Tutorial](#)

Quality: 47,057 global accepts · Rating: 1000 · first AC: 2022-06-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation, two pointers
[lichangrong's solution](#)

132.

1632B

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

Quality: 31,546 global accepts · Rating: 1000 · first AC: 2022-02-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms
[lichangrong's solution](#)

133.

1620B

[Triangles on a Rectangle](#) · [Tutorial](#)

Quality: 31,483 global accepts · Rating: 1000 · first AC: 2021-12-21 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math
[lichangrong's solution](#)

134.

1613B

[Absent Remainder](#) · [Tutorial](#)

Quality: 23,315 global accepts · Rating: 1000 · first AC: 2021-12-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings
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135.

1614B

[Divan and a New Project](#) · [Tutorial](#)

Quality: 29,043 global accepts · Rating: 1000 · first AC: 2021-11-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings
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136.

1611C

[Polycarp Recovers the Permutation](#) · [Tutorial](#)

Quality: 19,358 global accepts · Rating: 1000 · first AC: 2021-11-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[lichangrong's solution](#)

137.

1579E1

[Permutation Minimization by Deque](#) · [Tutorial](#)

Quality: 25,205 global accepts · Rating: 1000 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[lichangrong's solution](#)

138.

1566C

[MAX-MEX Cut](#) · [Tutorial](#)

Quality: 19,040 global accepts · Rating: 1000 · first AC: 2021-09-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy
[lichangrong's solution](#)

139.

1569B

[Chess Tournament](#) · [Tutorial](#)

Quality: 19,863 global accepts · Rating: 1000 · first AC: 2021-09-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[lichangrong's solution](#)

140.

1567B

[MEXor Mixup](#) · [Tutorial](#)

Quality: 32,947 global accepts · Rating: 1000 · first AC: 2021-09-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy
[lichangrong's solution](#)

141.

1539A

[Contest Start](#) · [Tutorial](#)

Quality: 21,529 global accepts · Rating: 1000 · first AC: 2021-06-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, geometry, greedy, math
[lichangrong's solution](#)

142.

1521A

[Nastia and Nearly Good Numbers](#) · [Tutorial](#)

Quality: 42,047 global accepts · Rating: 1000 · first AC: 2021-05-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory
[lichangrong's solution](#)

143.

1515B

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Quality: 27,070 global accepts · Rating: 1000 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, math, number theory
[lichangrong's solution](#)

144.

1994B

[Fun Game](#) · [Tutorial](#)

Quality: 19,491 global accepts · Rating: 1100 · first AC: 2024-07-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math
[lichangrong's solution](#)

145.

1791G1

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

Quality: 33,931 global accepts · Rating: 1100 · first AC: 2023-02-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[lichangrong's solution](#)

146.

1712C

[Sort Zero](#) · [Tutorial](#)

Quality: 21,269 global accepts · Rating: 1100 · first AC: 2022-08-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[lichangrong's solution](#)

147.

1682B

[AND Sorting](#) · [Tutorial](#)

Quality: 26,414 global accepts · Rating: 1100 · first AC: 2022-05-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, sortings
[lichangrong's solution](#)

148.

1631B

[Fun with Even Subarrays](#) · [Tutorial](#)

Quality: 26,897 global accepts · Rating: 1100 · first AC: 2022-02-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
[lichangrong's solution](#)

149.

1624C

[Division by Two and Permutation](#) · [Tutorial](#)

Quality: 26,838 global accepts · Rating: 1100 · first AC: 2022-01-19 · last AC: 2022-01-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, flows, graph matchings, greedy, math
[lichangrong's solution](#)

150.

1626B

[Minor Reduction](#) · [Tutorial](#)

Quality: 23,935 global accepts · Rating: 1100 · first AC: 2022-01-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings
[lichangrong's solution](#)

151.

1623B

[Game on Ranges](#) · [Tutorial](#)

Quality: 14,665 global accepts · Rating: 1100 · first AC: 2021-12-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, implementation, sortings
[lichangrong's solution](#)

152.

1618C

[Paint the Array](#) · [Tutorial](#)

Quality: 32,408 global accepts · Rating: 1100 · first AC: 2021-12-20 · C++17 (GCC 7-32) (first AC) · Tags: math
[lichangrong's solution](#)

153.

1609B

[William the Vigilant](#) · [Tutorial](#)

Quality: 12,147 global accepts · Rating: 1100 · first AC: 2021-11-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[lichangrong's solution](#)

154.

1610B

[Kalindrome Array](#) · [Tutorial](#)

Quality: 23,390 global accepts · Rating: 1100 · first AC: 2021-11-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers
[lichangrong's solution](#)

155.

1606B

[Update Files](#) · [Tutorial](#)

Quality: 19,511 global accepts · Rating: 1100 · first AC: 2021-10-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
[lichangrong's solution](#)

156.

1579B

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Quality: 18,888 global accepts · Rating: 1100 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings
[lichangrong's solution](#)

157.

1574B

[Combinatorics Homework](#) · [Tutorial](#)

Quality: 18,222 global accepts · Rating: 1100 · first AC: 2021-09-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math
[lichangrong's solution](#)

158.

1566D1

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

Quality: 14,713 global accepts · Rating: 1100 · first AC: 2021-09-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings
[lichangrong's solution](#)

159.

1547C

[Pair Programming](#) · [Tutorial](#)

Quality: 24,416 global accepts · Rating: 1100 · first AC: 2021-07-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers
[lichangrong's solution](#)

160.

1534B

[Histogram Ugliness](#) · [Tutorial](#)

Quality: 12,873 global accepts · Rating: 1100 · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
[lichangrong's solution](#)

161.

1511C

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Quality: 32,813 global accepts · Rating: 1100 · first AC: 2021-04-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, trees

[lichangrong's solution](#)

162.

1511B

[GCD Length](#) · [Tutorial](#)

Quality: 24,678 global accepts · Rating: 1100 · first AC: 2021-04-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[lichangrong's solution](#)

163.

2118B

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

Quality: 20,037 global accepts · Rating: 1200 · first AC: 2025-06-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[lichangrong's solution](#)

164.

2113B

[Good Start](#) · [Tutorial](#)

Quality: 14,625 global accepts · Rating: 1200 · first AC: 2025-06-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[lichangrong's solution](#)

165.

1982C

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Quality: 21,902 global accepts · Rating: 1200 · first AC: 2024-07-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[lichangrong's solution](#)

166.

1982B

[Collatz Conjecture](#) · [Tutorial](#)

Quality: 19,758 global accepts · Rating: 1200 · first AC: 2024-07-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, number theory

[lichangrong's solution](#)

167.

1979C

[Earning on Bets](#) · [Tutorial](#)

Quality: 22,189 global accepts · Rating: 1200 · first AC: 2024-06-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, constructive algorithms, number theory

[lichangrong's solution](#)

168.

1834C

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Quality: 15,045 global accepts · Rating: 1200 · first AC: 2023-06-18 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math, strings

[lichangrong's solution](#)

169.

1738B

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

Quality: 18,795 global accepts · Rating: 1200 · first AC: 2022-10-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[lichangrong's solution](#)

170.

1734C

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

Quality: 28,644 global accepts · Rating: 1200 · first AC: 2022-09-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[lichangrong's solution](#)

171.

1713C

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

Quality: 18,874 global accepts · Rating: 1200 · first AC: 2022-08-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, math
[lichangrong's solution](#)

172.

1694B

[Paranoid String](#) · [Tutorial](#)

Quality: 20,652 global accepts · Rating: 1200 · first AC: 2022-06-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[lichangrong's solution](#)

173.

1657C

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

Quality: 17,685 global accepts · Rating: 1200 · first AC: 2022-03-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[lichangrong's solution](#)

174.

1641A

[Great Sequence](#) · [Tutorial](#)

Quality: 18,984 global accepts · Rating: 1200 · first AC: 2022-02-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings
[lichangrong's solution](#)

175.

1635C

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Quality: 25,143 global accepts · Rating: 1200 · first AC: 2022-02-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[lichangrong's solution](#)

176.

1619C

[Wrong Addition](#) · [Tutorial](#)

Quality: 22,663 global accepts · Rating: 1200 · first AC: 2021-12-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[lichangrong's solution](#)

177.

1608B

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

Quality: 12,487 global accepts · Rating: 1200 · first AC: 2021-12-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[lichangrong's solution](#)

178.

1613C

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Quality: 29,722 global accepts · Rating: 1200 · first AC: 2021-12-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search
[lichangrong's solution](#)

179.

1582C

[Grandma Capa Knits a Scarf](#) · [Tutorial](#)

Quality: 23,659 global accepts · Rating: 1200 · first AC: 2021-10-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, strings, two pointers
[lichangrong's solution](#)

180.

1586B

[Omkar and Heavenly Tree](#) · [Tutorial](#)

Rating: 1200 · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, trees
[lichangrong's solution](#)

181.

1592B

[Hemose Shopping](#) · [Tutorial](#)

Quality: 17,161 global accepts · Rating: 1200 · first AC: 2021-10-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, math, sortings

[lichangrong's solution](#)

182.

1581B

[Diameter of Graph](#) · [Tutorial](#)

Quality: 12,482 global accepts · Rating: 1200 · first AC: 2021-09-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, math

[lichangrong's solution](#)

183.

1553C

[Penalty](#) · [Tutorial](#)

Quality: 19,806 global accepts · Rating: 1200 · first AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy

[lichangrong's solution](#)

184.

1541B

[Pleasant Pairs](#) · [Tutorial](#)

Quality: 38,487 global accepts · Rating: 1200 · first AC: 2021-06-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, number theory

[lichangrong's solution](#)

185.

1539C

[Stable Groups](#) · [Tutorial](#)

Quality: 31,470 global accepts · Rating: 1200 · first AC: 2021-06-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[lichangrong's solution](#)

186.

1537C

[Challenging Cliffs](#) · [Tutorial](#)

Quality: 30,285 global accepts · Rating: 1200 · first AC: 2021-06-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[lichangrong's solution](#)

187.

1527B1

[Palindrome Game \(easy version\)](#) · [Tutorial](#)

Quality: 34,410 global accepts · Rating: 1200 · first AC: 2021-05-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games

[lichangrong's solution](#)

188.

1520D

[Same Differences](#) · [Tutorial](#)

Quality: 64,496 global accepts · Rating: 1200 · first AC: 2021-05-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, math

[lichangrong's solution](#)

189.

1517B

[Morning Jogging](#) · [Tutorial](#)

Quality: 13,834 global accepts · Rating: 1200 · first AC: 2021-04-24 · last AC: 2021-04-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[lichangrong's solution](#)

190.

1504B

[Flip the Bits](#) · [Tutorial](#)

Quality: 25,726 global accepts · Rating: 1200 · first AC: 2021-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[lichangrong's solution](#)

191.

2118C

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

Quality: 18,481 global accepts · Rating: 1300 · first AC: 2025-06-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, greedy, math

[lichangrong's solution](#)

192.

1754C1

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

Rating: 1300 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[lichangrong's solution](#)

193.

1698C

[3SUM Closure · Tutorial](#)

Quality: 19,752 global accepts · Rating: 1300 · first AC: 2022-06-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures

[lichangrong's solution](#)

194.

1661B

[Getting Zero · Tutorial](#)

Quality: 20,689 global accepts · Rating: 1300 · first AC: 2022-04-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, shortest paths

[lichangrong's solution](#)

195.

1660C

[Get an Even String · Tutorial](#)

Quality: 22,015 global accepts · Rating: 1300 · first AC: 2022-04-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings

[lichangrong's solution](#)

196.

1638C

[Inversion Graph · Tutorial](#)

Quality: 15,942 global accepts · Rating: 1300 · first AC: 2022-02-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, math

[lichangrong's solution](#)

197.

1615B

[And It's Non-Zero · Tutorial](#)

Quality: 17,917 global accepts · Rating: 1300 · first AC: 2021-12-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[lichangrong's solution](#)

198.

1618D

[Array and Operations · Tutorial](#)

Quality: 20,898 global accepts · Rating: 1300 · first AC: 2021-12-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[lichangrong's solution](#)

199.

1591C

[Minimize Distance · Tutorial](#)

Rating: 1300 · first AC: 2021-12-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[lichangrong's solution](#)

200.

1612C

[Chat Ban · Tutorial](#)

Quality: 25,815 global accepts · Rating: 1300 · first AC: 2021-11-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[lichangrong's solution](#)

201.

1574C

[Slay the Dragon · Tutorial](#)

Quality: 18,569 global accepts · Rating: 1300 · first AC: 2021-09-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, ternary search

[lichangrong's solution](#)

202.

1556B

[Take Your Places! · Tutorial](#)

Quality: 13,276 global accepts · Rating: 1300 · first AC: 2021-08-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[lichangrong's solution](#)

203.

1561C

[Deep Down Below](#) · [Tutorial](#)

Quality: 21,424 global accepts · Rating: 1300 · first AC: 2021-08-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[lichangrong's solution](#)

204.

1561B

[Charmed by the Game](#) · [Tutorial](#)

Rating: 1300 · first AC: 2021-08-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[lichangrong's solution](#)

205.

1560D

[Make a Power of Two](#) · [Tutorial](#)

Quality: 19,459 global accepts · Rating: 1300 · first AC: 2021-08-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, strings

[lichangrong's solution](#)

206.

1553B

[Reverse String](#) · [Tutorial](#)

Quality: 15,482 global accepts · Rating: 1300 · first AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, hashing, implementation, strings

[lichangrong's solution](#)

207.

1547D

[Co-growing Sequence](#) · [Tutorial](#)

Quality: 18,591 global accepts · Rating: 1300 · first AC: 2021-07-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[lichangrong's solution](#)

208.

1521B

[Nastia and a Good Array](#) · [Tutorial](#)

Quality: 22,931 global accepts · Rating: 1300 · first AC: 2021-05-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[lichangrong's solution](#)

209.

1498B

[Box Fitting](#) · [Tutorial](#)

Quality: 23,356 global accepts · Rating: 1300 · first AC: 2021-03-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, greedy

[lichangrong's solution](#)

210.

2120C

[Divine Tree](#) · [Tutorial](#)

Quality: 12,598 global accepts · Rating: 1400 · first AC: 2025-06-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings, trees

[lichangrong's solution](#)

211.

1845C

[Strong Password](#) · [Tutorial](#)

Quality: 16,792 global accepts · Rating: 1400 · first AC: 2023-06-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, strings

[lichangrong's solution](#)

212.

1733D1

[Zero-One \(Easy Version\)](#) · [Tutorial](#)

Quality: 15,032 global accepts · Rating: 1400 · first AC: 2022-09-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[lichangrong's solution](#)

213.

1706C

[Qpwoeirut And The City](#) · Tutorial

Quality: 16,144 global accepts · Rating: 1400 · first AC: 2022-07-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, greedy, implementation

[lichangrong's solution](#)

214.

1701C

[Schedule Management](#) · Tutorial

Quality: 23,844 global accepts · Rating: 1400 · first AC: 2022-07-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, two pointers

[lichangrong's solution](#)

215.

1696C

[Fishingprince Plays With Array](#) · Tutorial

Quality: 12,585 global accepts · Rating: 1400 · first AC: 2022-06-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[lichangrong's solution](#)

216.

1654C

[Alice and the Cake](#) · Tutorial

Quality: 14,527 global accepts · Rating: 1400 · first AC: 2022-03-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, sortings

[lichangrong's solution](#)

217.

1644C

[Increase Subarray Sums](#) · Tutorial

Quality: 15,002 global accepts · Rating: 1400 · first AC: 2022-02-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[lichangrong's solution](#)

218.

1629C

[Meximum Array](#) · Tutorial

Rating: 1400 · first AC: 2022-02-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, math, two pointers

[lichangrong's solution](#)

219.

1624D

[Palindromes Coloring](#) · Tutorial

Quality: 19,081 global accepts · Rating: 1400 · first AC: 2022-01-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, strings

[lichangrong's solution](#)

220.

1606C

[Banknotes](#) · Tutorial

Quality: 15,210 global accepts · Rating: 1400 · first AC: 2021-10-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory

[lichangrong's solution](#)

221.

1579D

[Productive Meeting](#) · Tutorial

Quality: 18,425 global accepts · Rating: 1400 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[lichangrong's solution](#)

222.

1573B

[Swaps](#) · Tutorial

Quality: 15,574 global accepts · Rating: 1400 · first AC: 2021-09-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[lichangrong's solution](#)

223.

1549C

[Web of Lies](#) · [Tutorial](#)

Rating: 1400 · first AC: 2021-08-02 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy

[lichangrong's solution](#)

224.

1551B2

[Wonderful Coloring - 2](#) · [Tutorial](#)

Quality: 16,666 global accepts · Rating: 1400 · first AC: 2021-07-25 · last AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[lichangrong's solution](#)

225.

1526B

[I Hate 1111](#) · [Tutorial](#)

Quality: 36,738 global accepts · Rating: 1400 · first AC: 2021-05-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory

[lichangrong's solution](#)

226.

1520E

[Arranging The Sheep](#) · [Tutorial](#)

Quality: 28,614 global accepts · Rating: 1400 · first AC: 2021-05-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[lichangrong's solution](#)

227.

1517C

[Fillomino 2](#) · [Tutorial](#)

Quality: 14,170 global accepts · Rating: 1400 · first AC: 2021-05-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation

[lichangrong's solution](#)

228.

1515C

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

Quality: 18,751 global accepts · Rating: 1400 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[lichangrong's solution](#)

229.

1519C

[Berland Regional](#) · [Tutorial](#)

Quality: 22,471 global accepts · Rating: 1400 · first AC: 2021-04-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, number theory, sortings

[lichangrong's solution](#)

230.

1732D1

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

Quality: 9,903 global accepts · Rating: 1500 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, number theory

[lichangrong's solution](#)

231.

1754C2

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

Rating: 1500 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[lichangrong's solution](#)

232.

1738C

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

Quality: 12,779 global accepts · Rating: 1500 · first AC: 2022-10-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, greedy, math

[lichangrong's solution](#)

233.

1725G

[Garage](#) · [Tutorial](#)

Quality: 6,698 global accepts · Rating: 1500 · first AC: 2022-09-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, math
[lichangrong's solution](#)

234.

1690E

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

Quality: 16,992 global accepts · Rating: 1500 · first AC: 2022-06-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, two pointers
[lichangrong's solution](#)

235.

1631C

[And Matching](#) · [Tutorial](#)

Rating: 1500 · first AC: 2022-02-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms
[lichangrong's solution](#)

236.

1621B

[Integers Shop](#) · [Tutorial](#)

Quality: 14,552 global accepts · Rating: 1500 · first AC: 2022-01-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation
[lichangrong's solution](#)

237.

1614C

[Divan and bitwise operations](#) · [Tutorial](#)

Quality: 11,314 global accepts · Rating: 1500 · first AC: 2021-11-26 · last AC: 2021-11-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, math
[lichangrong's solution](#)

238.

1569C

[Jury Meeting](#) · [Tutorial](#)

Quality: 13,353 global accepts · Rating: 1500 · first AC: 2021-09-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math
[lichangrong's solution](#)

239.

1551C

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

Quality: 14,544 global accepts · Rating: 1500 · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, strings
[lichangrong's solution](#)

240.

1553D

[Backspace](#) · [Tutorial](#)

Quality: 15,086 global accepts · Rating: 1500 · first AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings, two pointers
[lichangrong's solution](#)

241.

1542B

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

Quality: 26,542 global accepts · Rating: 1500 · first AC: 2021-07-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory
[lichangrong's solution](#)

242.

1547E

[Air Conditioners](#) · [Tutorial](#)

Quality: 16,375 global accepts · Rating: 1500 · first AC: 2021-07-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, shortest paths, sortings, two pointers
[lichangrong's solution](#)

243.

1515D

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

Quality: 12,822 global accepts · Rating: 1500 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers
[lichangrong's solution](#)

244.

1994C

[Hungry Games](#) · [Tutorial](#)

Quality: 13,542 global accepts · Rating: 1600 · first AC: 2024-07-21 · last AC: 2024-07-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, two pointers
[lichangrong's solution](#)

245.

1779C

[Least Prefix Sum](#) · [Tutorial](#)

Quality: 14,394 global accepts · Rating: 1600 · first AC: 2023-01-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy
[lichangrong's solution](#)

246.

1754D

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

Rating: 1600 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: math
[lichangrong's solution](#)

247.

1698D

[Fixed Point Guessing](#) · [Tutorial](#)

Quality: 12,088 global accepts · Rating: 1600 · first AC: 2022-07-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, interactive
[lichangrong's solution](#)

248.

1678C

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

Rating: 1600 · first AC: 2022-05-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures
[lichangrong's solution](#)

249.

1660D

[Maximum Product Strikes Back](#) · [Tutorial](#)

Quality: 11,498 global accepts · Rating: 1600 · first AC: 2022-04-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, two pointers
[lichangrong's solution](#)

250.

1609D

[Social Network](#) · [Tutorial](#)

Quality: 8,399 global accepts · Rating: 1600 · first AC: 2022-02-05 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy, implementation, trees
[lichangrong's solution](#)

251.

1623C

[Balanced Stone Heaps](#) · [Tutorial](#)

Quality: 14,314 global accepts · Rating: 1600 · first AC: 2021-12-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy
[lichangrong's solution](#)

252.

1615C

[Menorah](#) · [Tutorial](#)

Quality: 9,195 global accepts · Rating: 1600 · first AC: 2021-12-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy, math
[lichangrong's solution](#)

253.

1612D

[X-Magic Pair](#) · [Tutorial](#)

Quality: 10,264 global accepts · Rating: 1600 · first AC: 2021-11-22 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[lichangrong's solution](#)

254.

1604D

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

Rating: 1600 · first AC: 2021-10-30 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[lichangrong's solution](#)

255.

1582D

[Vupsen, Pupsen and 0](#) · [Tutorial](#)

Quality: 11,590 global accepts · Rating: 1600 · first AC: 2021-10-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[lichangrong's solution](#)

256.

1566D2

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

Quality: 8,335 global accepts · Rating: 1600 · first AC: 2021-09-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers
[lichangrong's solution](#)

257.

1303C

[Perfect Keyboard](#) · [Tutorial](#)

Quality: 12,859 global accepts · Rating: 1600 · first AC: 2021-06-29 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, implementation
[lichangrong's solution](#)

258.

1539D

[PriceFixed](#) · [Tutorial](#)

Quality: 12,724 global accepts · Rating: 1600 · first AC: 2021-06-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, sortings, two pointers
[lichangrong's solution](#)

259.

1537E1

[Erase and Extend \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,315 global accepts · Rating: 1600 · first AC: 2021-06-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, greedy, hashing, implementation, string suffix structures, strings, two pointers
[lichangrong's solution](#)

260.

1519D

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

Quality: 17,633 global accepts · Rating: 1600 · first AC: 2021-05-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, math, two pointers
[lichangrong's solution](#)

261.

1512E

[Permutation by Sum](#) · [Tutorial](#)

Quality: 11,384 global accepts · Rating: 1600 · first AC: 2021-04-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math
[lichangrong's solution](#)

262.

2118D1

[Red Light, Green Light \(Easy version\)](#) · [Tutorial](#)

Quality: 8,456 global accepts · Rating: 1700 · first AC: 2025-06-21 · last AC: 2025-06-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, implementation, number theory
[lichangrong's solution](#)

263.

1982D

[Beauty of the mountains](#) · [Tutorial](#)

Quality: 9,771 global accepts · Rating: 1700 · first AC: 2024-07-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, math, number theory

[lichangrong's solution](#)

264.

1779D

[Boris and His Amazing Haircut](#) · [Tutorial](#)

Quality: 9,053 global accepts · Rating: 1700 · first AC: 2023-01-11 · last AC: 2023-01-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, dsu, greedy, sortings

[lichangrong's solution](#)

265.

1735D

[Meta-set](#) · [Tutorial](#)

Quality: 6,773 global accepts · Rating: 1700 · first AC: 2022-10-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, data structures, hashing, math

[lichangrong's solution](#)

266.

1699C

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

Quality: 10,723 global accepts · Rating: 1700 · first AC: 2022-07-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math

[lichangrong's solution](#)

267.

1700C

[Helping the Nature](#) · [Tutorial](#)

Quality: 12,166 global accepts · Rating: 1700 · first AC: 2022-06-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[lichangrong's solution](#)

268.

1690F

[Shifting String](#) · [Tutorial](#)

Quality: 8,881 global accepts · Rating: 1700 · first AC: 2022-06-09 · C++17 (GCC 7-32) (first AC) · Tags: graphs, math, number theory, strings

[lichangrong's solution](#)

269.

1684D

[Traps](#) · [Tutorial](#)

Quality: 10,754 global accepts · Rating: 1700 · first AC: 2022-05-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[lichangrong's solution](#)

270.

1678D

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

Rating: 1700 · first AC: 2022-05-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[lichangrong's solution](#)

271.

1661C

[Water the Trees](#) · [Tutorial](#)

Quality: 10,540 global accepts · Rating: 1700 · first AC: 2022-04-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[lichangrong's solution](#)

272.

1644D

[Cross Coloring](#) · [Tutorial](#)

Quality: 7,878 global accepts · Rating: 1700 · first AC: 2022-02-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math

[lichangrong's solution](#)

273.

1626C

[Monsters And Spells](#) · [Tutorial](#)

Quality: 11,811 global accepts · Rating: 1700 · first AC: 2022-01-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, math, two pointers

[lichangrong's solution](#)

274.

1621C

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

Quality: 7,508 global accepts · Rating: 1700 · first AC: 2022-01-03 · last AC: 2022-01-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, interactive, math

[lichangrong's solution](#)

275.

1619E

[MEX and Increments](#) · [Tutorial](#)

Quality: 10,207 global accepts · Rating: 1700 · first AC: 2021-12-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation, math, sortings

[lichangrong's solution](#)

276.

1618E

[Singers' Tour](#) · [Tutorial](#)

Quality: 7,790 global accepts · Rating: 1700 · first AC: 2021-12-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[lichangrong's solution](#)

277.

1608C

[Game Master](#) · [Tutorial](#)

Quality: 7,370 global accepts · Rating: 1700 · first AC: 2021-12-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, two pointers

[lichangrong's solution](#)

278.

1611E1

[Escape The Maze \(easy version\)](#) · [Tutorial](#)

Quality: 8,377 global accepts · Rating: 1700 · first AC: 2021-11-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, shortest paths, trees, two pointers

[lichangrong's solution](#)

279.

1586C

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

Rating: 1700 · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, implementation, two pointers

[lichangrong's solution](#)

280.

1598D

[Training Session](#) · [Tutorial](#)

Quality: 10,485 global accepts · Rating: 1700 · first AC: 2021-10-12 · last AC: 2021-10-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, geometry, implementation, math

[lichangrong's solution](#)

281.

1592C

[Bakry and Partitioning](#) · [Tutorial](#)

Quality: 9,134 global accepts · Rating: 1700 · first AC: 2021-10-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, dp, graphs, trees

[lichangrong's solution](#)

282.

1579F

[Array Stabilization \(AND version\)](#) · [Tutorial](#)

Quality: 5,365 global accepts · Rating: 1700 · first AC: 2021-09-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, math, number theory, shortest paths

[lichangrong's solution](#)

283.

1579E2

[Array Optimization by Deque](#) · [Tutorial](#)

Quality: 7,369 global accepts · Rating: 1700 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[lichangrong's solution](#)

284.

1551D1

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

Quality: 7,573 global accepts · Rating: 1700 · first AC: 2021-09-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[lichangrong's solution](#)

285.

1561D1

[Up the Strip \(simplified version\)](#) · [Tutorial](#)

Quality: 6,113 global accepts · Rating: 1700 · first AC: 2021-08-25 · last AC: 2021-08-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, math, number theory

[lichangrong's solution](#)

286.

1557C

[Moamen and XOR](#) · [Tutorial](#)

Quality: 10,501 global accepts · Rating: 1700 · first AC: 2021-08-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, matrices

[lichangrong's solution](#)

287.

1537D

[Deleting Divisors](#) · [Tutorial](#)

Quality: 13,613 global accepts · Rating: 1700 · first AC: 2021-06-18 · C++17 (GCC 7-32) (first AC) · Tags: games, math, number theory

[lichangrong's solution](#)

288.

2120D

[Matrix game](#) · [Tutorial](#)

Quality: 5,777 global accepts · Rating: 1800 · first AC: 2025-06-24 · last AC: 2025-06-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[lichangrong's solution](#)

289.

1979D

[Fixing a Binary String](#) · [Tutorial](#)

Quality: 7,854 global accepts · Rating: 1800 · first AC: 2024-06-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, hashing, strings

[lichangrong's solution](#)

290.

1852A

[Ntarsis' Set](#) · [Tutorial](#)

Quality: 9,242 global accepts · Rating: 1800 · first AC: 2023-07-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, number theory

[lichangrong's solution](#)

291.

1732C1

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

Quality: 7,579 global accepts · Rating: 1800 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, greedy, two pointers

[lichangrong's solution](#)

292.

1734D

[Slime Escape](#) · [Tutorial](#)

Quality: 7,051 global accepts · Rating: 1800 · first AC: 2022-09-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, two pointers

[lichangrong's solution](#)

293.

1725H

[Hot Black Hot White](#) · [Tutorial](#)

Quality: 3,009 global accepts · Rating: 1800 · first AC: 2022-09-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[lichangrong's solution](#)

294.

1725M

[Moving Both Hands](#) · [Tutorial](#)

Quality: 4,395 global accepts · Rating: 1800 · first AC: 2022-09-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, shortest paths

[lichangrong's solution](#)

295.

1721D

[Maximum AND](#) · [Tutorial](#)

Quality: 7,680 global accepts · Rating: 1800 · first AC: 2022-08-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, divide and conquer, greedy, sortings

[lichangrong's solution](#)

296.

1635D

[Infinite Set](#) · [Tutorial](#)

Quality: 7,052 global accepts · Rating: 1800 · first AC: 2022-02-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math, matrices, number theory, strings

[lichangrong's solution](#)

297.

1631D

[Range and Partition](#) · [Tutorial](#)

Rating: 1800 · first AC: 2022-02-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, two pointers

[lichangrong's solution](#)

298.

1619D

[New Year's Problem](#) · [Tutorial](#)

Quality: 8,461 global accepts · Rating: 1800 · first AC: 2021-12-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[lichangrong's solution](#)

299.

1611F

[ATM and Students](#) · [Tutorial](#)

Quality: 7,375 global accepts · Rating: 1800 · first AC: 2021-11-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, two pointers

[lichangrong's solution](#)

300.

1582F1

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

Quality: 6,582 global accepts · Rating: 1800 · first AC: 2021-10-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy

[lichangrong's solution](#)

301.

1586D

[Omkar and the Meaning of Life](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, interactive, math

[lichangrong's solution](#)

302.

1573C

[Book](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-09-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graphs, implementation

[lichangrong's solution](#)

303.

1556C

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

Quality: 6,216 global accepts · Rating: 1800 · first AC: 2021-08-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[lichangrong's solution](#)

304.

1549D

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

Rating: 1800 · first AC: 2021-08-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, math, two pointers
[lichangrong's solution](#)

305.

1554D

[Diane](#) · [Tutorial](#)

Quality: 10,562 global accepts · Rating: 1800 · first AC: 2021-07-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings
[lichangrong's solution](#)

306.

1554C

[Mikasa](#) · [Tutorial](#)

Quality: 9,776 global accepts · Rating: 1800 · first AC: 2021-07-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, greedy, implementation
[lichangrong's solution](#)

307.

1552D

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

Quality: 7,888 global accepts · Rating: 1800 · first AC: 2021-07-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, graphs, math
[lichangrong's solution](#)

308.

1791G2

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

Quality: 5,996 global accepts · Rating: 1900 · first AC: 2023-02-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings
[lichangrong's solution](#)

309.

1746D

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

Quality: 5,115 global accepts · Rating: 1900 · first AC: 2022-10-16 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees
[lichangrong's solution](#)

310.

1701D

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

Quality: 6,269 global accepts · Rating: 1900 · first AC: 2022-07-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers
[lichangrong's solution](#)

311.

1700D

[River Locks](#) · [Tutorial](#)

Quality: 6,994 global accepts · Rating: 1900 · first AC: 2022-06-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, math
[lichangrong's solution](#)

312.

1661D

[Progressions Covering](#) · [Tutorial](#)

Quality: 5,397 global accepts · Rating: 1900 · first AC: 2022-04-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy
[lichangrong's solution](#)

313.

1354D

[Multiset](#) · [Tutorial](#)

Quality: 10,176 global accepts · Rating: 1900 · first AC: 2022-03-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures
[lichangrong's solution](#)

314.

1644E

[Expand the Path](#) · [Tutorial](#)

Quality: 3,490 global accepts · Rating: 1900 · first AC: 2022-02-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, data structures, implementation, math
[lichangrong's solution](#)

315.

1624G

[MinOr Tree](#) · [Tutorial](#)

Quality: 7,597 global accepts · Rating: 1900 · first AC: 2022-01-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy
[lichangrong's solution](#)

316.

1627D

[Not Adding](#) · [Tutorial](#)

Quality: 9,370 global accepts · Rating: 1900 · first AC: 2022-01-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory
[lichangrong's solution](#)

317.

1620E

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

Quality: 9,669 global accepts · Rating: 1900 · first AC: 2021-12-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dsu, implementation
[lichangrong's solution](#)

318.

1613D

[MEX Sequences](#) · [Tutorial](#)

Quality: 5,305 global accepts · Rating: 1900 · first AC: 2021-12-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, math
[lichangrong's solution](#)

319.

1611E2

[Escape The Maze \(hard version\)](#) · [Tutorial](#)

Quality: 4,315 global accepts · Rating: 1900 · first AC: 2021-11-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, shortest paths, trees
[lichangrong's solution](#)

320.

1602D

[Frog Traveler](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-10-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graphs, greedy, shortest paths
[lichangrong's solution](#)

321.

1569D

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

Quality: 4,602 global accepts · Rating: 1900 · first AC: 2021-09-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, sortings, two pointers
[lichangrong's solution](#)

322.

1561D2

[Up the Strip](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-08-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory
[lichangrong's solution](#)

323.

1547F

[Array Stabilization \(GCD version\) · Tutorial](#)

Quality: 6,955 global accepts · Rating: 1900 · first AC: 2021-07-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, number theory, two pointers

[lichangrong's solution](#)

324.

1754E

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

Rating: 2000 · first AC: 2022-10-23 · last AC: 2022-10-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, probabilities

[lichangrong's solution](#)

325.

1733D2

[Zero-One \(Hard Version\) · Tutorial](#)

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2022-09-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[lichangrong's solution](#)

326.

1725C

[Circular Mirror · Tutorial](#)

Quality: 1,947 global accepts · Rating: 2000 · first AC: 2022-09-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, geometry, math, two pointers

[lichangrong's solution](#)

327.

1712D

[Empty Graph · Tutorial](#)

Quality: 5,106 global accepts · Rating: 2000 · first AC: 2022-08-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, shortest paths

[lichangrong's solution](#)

328.

1716C

[Robot in a Hallway · Tutorial](#)

Quality: 4,594 global accepts · Rating: 2000 · first AC: 2022-08-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, implementation, ternary search

[lichangrong's solution](#)

329.

1716D

[Chip Move · Tutorial](#)

Quality: 6,137 global accepts · Rating: 2000 · first AC: 2022-08-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math

[lichangrong's solution](#)

330.

1702G2

[Passable Paths \(hard version\) · Tutorial](#)

Quality: 5,789 global accepts · Rating: 2000 · first AC: 2022-07-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees

[lichangrong's solution](#)

331.

1696E

[Placing Jinas · Tutorial](#)

Quality: 4,909 global accepts · Rating: 2000 · first AC: 2022-06-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[lichangrong's solution](#)

332.

1657D

[For Gamers. By Gamers. · Tutorial](#)

Quality: 5,292 global accepts · Rating: 2000 · first AC: 2022-03-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math, sortings

[lichangrong's solution](#)

333.

1641B

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

Quality: 4,065 global accepts · Rating: 2000 · first AC: 2022-02-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, sortings

[lichangrong's solution](#)

334.

1622D

[Shuffle](#) · [Tutorial](#)

Quality: 4,646 global accepts · Rating: 2000 · first AC: 2022-02-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, two pointers

[lichangrong's solution](#)

335.

1624E

[Masha-forgetful](#) · [Tutorial](#)

Quality: 4,593 global accepts · Rating: 2000 · first AC: 2022-01-19 · last AC: 2022-01-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, hashing, implementation, strings

[lichangrong's solution](#)

336.

1624F

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

Quality: 3,802 global accepts · Rating: 2000 · first AC: 2022-01-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[lichangrong's solution](#)

337.

1619G

[Unusual Minesweeper](#) · [Tutorial](#)

Quality: 2,736 global accepts · Rating: 2000 · first AC: 2022-01-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dsu, greedy, sortings

[lichangrong's solution](#)

338.

1620D

[Exact Change](#) · [Tutorial](#)

Quality: 4,808 global accepts · Rating: 2000 · first AC: 2021-12-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[lichangrong's solution](#)

339.

1618F

[Reverse](#) · [Tutorial](#)

Quality: 4,736 global accepts · Rating: 2000 · first AC: 2021-12-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, implementation, math, strings

[lichangrong's solution](#)

340.

1619F

[Let's Play the Hat?](#) · [Tutorial](#)

Quality: 2,340 global accepts · Rating: 2000 · first AC: 2021-12-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[lichangrong's solution](#)

341.

1613E

[Crazy Robot](#) · [Tutorial](#)

Quality: 5,889 global accepts · Rating: 2000 · first AC: 2021-12-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[lichangrong's solution](#)

342.

1610D

[Not Quite Lee](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2021-11-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[lichangrong's solution](#)

343.

1612E

[Messages](#) · [Tutorial](#)

Quality: 2,819 global accepts · Rating: 2000 · first AC: 2021-11-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, probabilities, sortings

[lichangrong's solution](#)

344.

1582E

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

Quality: 4,217 global accepts · Rating: 2000 · first AC: 2021-10-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, math

[lichangrong's solution](#)

345.

1567D

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

Quality: 4,853 global accepts · Rating: 2000 · first AC: 2021-09-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[lichangrong's solution](#)

346.

1551E

[Fixed Points](#) · [Tutorial](#)

Quality: 4,543 global accepts · Rating: 2000 · first AC: 2021-09-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp

[lichangrong's solution](#)

347.

1732C2

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

Quality: 3,067 global accepts · Rating: 2100 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, greedy, implementation, two pointers

[lichangrong's solution](#)

348.

1734E

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

Quality: 3,240 global accepts · Rating: 2100 · first AC: 2022-09-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[lichangrong's solution](#)

349.

1725F

[Field Photography](#) · [Tutorial](#)

Quality: 1,145 global accepts · Rating: 2100 · first AC: 2022-09-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, sortings

[lichangrong's solution](#)

350.

1684E

[MEX vs DIFF](#) · [Tutorial](#)

Quality: 3,629 global accepts · Rating: 2100 · first AC: 2022-05-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, two pointers

[lichangrong's solution](#)

351.

1650G

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

Quality: 2,939 global accepts · Rating: 2100 · first AC: 2022-03-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, shortest paths

[lichangrong's solution](#)

352.

1628D1

[Game on Sum \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,698 global accepts · Rating: 2100 · first AC: 2022-02-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, games, math

[lichangrong's solution](#)

353.

1626D

[Martial Arts Tournament](#) · [Tutorial](#)

Quality: 4,331 global accepts · Rating: 2100 · first AC: 2022-01-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math

[lichangrong's solution](#)

354.

1621D

[The Winter Hike](#) · [Tutorial](#)

Quality: 4,390 global accepts · Rating: 2100 · first AC: 2022-01-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[lichangrong's solution](#)

355.

1614D1

[Divan and Kostomuksha \(easy version\)](#) · [Tutorial](#)

Quality: 4,479 global accepts · Rating: 2100 · first AC: 2021-11-26 · last AC: 2021-11-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, number theory

[lichangrong's solution](#)

356.

1606E

[Arena](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2021-10-31 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[lichangrong's solution](#)

357.

1547G

[How Many Paths?](#) · [Tutorial](#)

Quality: 3,550 global accepts · Rating: 2100 · first AC: 2021-09-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[lichangrong's solution](#)

358.

2118D2

[Red Light. Green Light \(Hard version\)](#) · [Tutorial](#)

Quality: 2,498 global accepts · Rating: 2200 · first AC: 2025-06-22 · last AC: 2025-06-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, graphs, implementation, math, number theory

[lichangrong's solution](#)

359.

1721E

[Prefix Function Queries](#) · [Tutorial](#)

Quality: 2,550 global accepts · Rating: 2200 · first AC: 2022-08-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, hashing, string suffix structures, strings, trees

[lichangrong's solution](#)

360.

1650F

[Vitaly and Advanced Useless Algorithms](#) · [Tutorial](#)

Quality: 1,665 global accepts · Rating: 2200 · first AC: 2022-03-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[lichangrong's solution](#)

361.

1646E

[Power Board](#) · [Tutorial](#)

Quality: 2,757 global accepts · Rating: 2200 · first AC: 2022-03-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory

[lichangrong's solution](#)

362.

1641C

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

Quality: 2,844 global accepts · Rating: 2200 · first AC: 2022-02-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[lichangrong's solution](#)

363.

1622E

[Math Test](#) · [Tutorial](#)

Quality: 2,245 global accepts · Rating: 2200 · first AC: 2022-02-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy
[lichangrong's solution](#)

364.

1627E

[Not Escaping](#) · [Tutorial](#)

Quality: 2,792 global accepts · Rating: 2200 · first AC: 2022-01-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, shortest paths, two pointers
[lichangrong's solution](#)

365.

165E

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

Quality: 9,386 global accepts · Rating: 2200 · first AC: 2022-01-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp
[lichangrong's solution](#)

366.

1618G

[Trader Problem](#) · [Tutorial](#)

Quality: 1,933 global accepts · Rating: 2200 · first AC: 2022-01-12 · last AC: 2022-01-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, greedy, sortings
[lichangrong's solution](#)

367.

1615D

[X\(or\)-mas Tree](#) · [Tutorial](#)

Quality: 2,134 global accepts · Rating: 2200 · first AC: 2021-12-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, trees
[lichangrong's solution](#)

368.

712D

[Memory and Scores](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2200 · first AC: 2021-12-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
[lichangrong's solution](#)

369.

1579G

[Minimal Coverage](#) · [Tutorial](#)

Quality: 2,748 global accepts · Rating: 2200 · first AC: 2021-10-01 · C++17 (GCC 7-32) (first AC) · Tags: dp
[lichangrong's solution](#)

370.

1567E

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

Quality: 4,135 global accepts · Rating: 2200 · first AC: 2021-09-06 · last AC: 2021-09-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, math
[lichangrong's solution](#)

371.

1557D

[Ezzat and Grid](#) · [Tutorial](#)

Quality: 3,003 global accepts · Rating: 2200 · first AC: 2021-08-16 · last AC: 2021-08-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy
[lichangrong's solution](#)

372.

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,757 global accepts · Rating: 2300 · first AC: 2024-07-22 · last AC: 2024-07-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, trees
[lichangrong's solution](#)

373.

1712E1

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

Quality: 2,461 global accepts · Rating: 2300 · first AC: 2022-08-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, two pointers

[lichangrong's solution](#)

374.

1699D

[Almost Triple Deletions](#) · [Tutorial](#)

Quality: 3,516 global accepts · Rating: 2300 · first AC: 2022-07-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[lichangrong's solution](#)

375.

1654E

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

Quality: 2,360 global accepts · Rating: 2300 · first AC: 2022-03-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, graphs, math

[lichangrong's solution](#)

376.

438D

[The Child and Sequence](#) · [Tutorial](#)

Quality: 11,605 global accepts · Rating: 2300 · first AC: 2022-03-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math

[lichangrong's solution](#)

377.

1628C

[Grid Xor](#) · [Tutorial](#)

Quality: 3,576 global accepts · Rating: 2300 · first AC: 2022-02-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, interactive, math

[lichangrong's solution](#)

378.

1621E

[New School](#) · [Tutorial](#)

Quality: 1,919 global accepts · Rating: 2300 · first AC: 2022-02-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, sortings

[lichangrong's solution](#)

379.

1625D

[Binary Spiders](#) · [Tutorial](#)

Quality: 2,319 global accepts · Rating: 2300 · first AC: 2022-01-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, implementation, math, sortings, trees

[lichangrong's solution](#)

380.

1614D2

[Divan and Kostomuksha \(hard version\)](#) · [Tutorial](#)

Quality: 2,743 global accepts · Rating: 2300 · first AC: 2021-11-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, number theory

[lichangrong's solution](#)

381.

1588C

[Game with Stones](#) · [Tutorial](#)

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

[lichangrong's solution](#)

382.

1602E

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

Rating: 2300 · first AC: 2021-10-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer

[lichangrong's solution](#)

383.

1553F

[Pairwise Modulo](#) · [Tutorial](#)

Quality: 2,518 global accepts · Rating: 2300 · first AC: 2021-07-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math
[lichangrong's solution](#)

384.

1779E

[Anya's Simultaneous Exhibition](#) · [Tutorial](#)

Quality: 2,034 global accepts · Rating: 2400 · first AC: 2023-01-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings
[lichangrong's solution](#)

385.

1732D2

[Balance \(Hard version\)](#) · [Tutorial](#)

Quality: 1,591 global accepts · Rating: 2400 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, number theory
[lichangrong's solution](#)

386.

1754F

[The Beach](#) · [Tutorial](#)

Rating: 2400 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths
[lichangrong's solution](#)

387.

1725L

[Lemper Cooking Competition](#) · [Tutorial](#)

Quality: 1,098 global accepts · Rating: 2400 · first AC: 2022-09-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures
[lichangrong's solution](#)

388.

1726E

[Almost Perfect](#) · [Tutorial](#)

Quality: 1,717 global accepts · Rating: 2400 · first AC: 2022-09-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, fft, math
[lichangrong's solution](#)

389.

1628D2

[Game on Sum \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,631 global accepts · Rating: 2400 · first AC: 2022-03-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, games, math
[lichangrong's solution](#)

390.

1638E

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

Quality: 2,364 global accepts · Rating: 2400 · first AC: 2022-02-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation
[lichangrong's solution](#)

391.

1615E

[Purple Crayon](#) · [Tutorial](#)

Quality: 1,701 global accepts · Rating: 2400 · first AC: 2022-02-15 · last AC: 2022-02-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, math, sortings, trees
[lichangrong's solution](#)

392.

1609E

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

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2022-02-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dp, matrices
[lichangrong's solution](#)

393.

1619H

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

Quality: 1,434 global accepts · Rating: 2400 · first AC: 2022-01-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, two pointers

[lichangrong's solution](#)

394.

1620G

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

Quality: 1,156 global accepts · Rating: 2400 · first AC: 2022-01-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp

[lichangrong's solution](#)

395.

1591F

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

Rating: 2400 · first AC: 2021-12-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, math

[lichangrong's solution](#)

396.

1591E

[Frequency Queries](#) · [Tutorial](#)

Rating: 2400 · first AC: 2021-12-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, trees, two pointers

[lichangrong's solution](#)

397.

1608D

[Dominoes](#) · [Tutorial](#)

Quality: 1,558 global accepts · Rating: 2400 · first AC: 2021-12-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, fft, graphs, math, number theory

[lichangrong's solution](#)

398.

1582F2

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

Quality: 2,099 global accepts · Rating: 2400 · first AC: 2021-10-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, greedy, two pointers

[lichangrong's solution](#)

399.

1592E

[Bored Bakry](#) · [Tutorial](#)

Quality: 1,921 global accepts · Rating: 2400 · first AC: 2021-10-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math, two pointers

[lichangrong's solution](#)

400.

1725E

[Electrical Efficiency](#) · [Tutorial](#)

Quality: 599 global accepts · Rating: 2500 · first AC: 2022-09-15 · last AC: 2022-09-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, math, number theory, trees

[lichangrong's solution](#)

401.

1725K

[Kingdom of Criticism](#) · [Tutorial](#)

Quality: 786 global accepts · Rating: 2500 · first AC: 2022-09-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu

[lichangrong's solution](#)

402.

1712E2

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

Quality: 1,613 global accepts · Rating: 2500 · first AC: 2022-08-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, math, number theory, two pointers

[lichangrong's solution](#)

403.

1716F

[Bags with Balls](#) · [Tutorial](#)

Quality: 1,366 global accepts · Rating: 2500 · first AC: 2022-08-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[lichangrong's solution](#)

404.

1716E

[Swap and Maximum Block](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2022-08-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, divide and conquer, dp

[lichangrong's solution](#)

405.

1647E

[Madoka and the Sixth-graders](#) · [Tutorial](#)

Quality: 1,097 global accepts · Rating: 2500 · first AC: 2022-03-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, greedy

[lichangrong's solution](#)

406.

55D

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

Quality: 4,621 global accepts · Rating: 2500 · first AC: 2022-03-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, number theory

[lichangrong's solution](#)

407.

1637F

[Towers](#) · [Tutorial](#)

Quality: 2,160 global accepts · Rating: 2500 · first AC: 2022-02-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[lichangrong's solution](#)

408.

1612G

[Max Sum Array](#) · [Tutorial](#)

Quality: 1,001 global accepts · Rating: 2500 · first AC: 2021-11-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, sortings

[lichangrong's solution](#)

409.

1699E

[Three Days Grace](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2022-07-11 · last AC: 2022-07-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[lichangrong's solution](#)

410.

1684F

[Diverse Segments](#) · [Tutorial](#)

Quality: 1,123 global accepts · Rating: 2600 · first AC: 2022-05-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, two pointers

[lichangrong's solution](#)

411.

1651E

[Sum of Matchings](#) · [Tutorial](#)

Quality: 619 global accepts · Rating: 2600 · first AC: 2022-03-27 · last AC: 2022-03-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, graph matchings, greedy, math

[lichangrong's solution](#)

412.

1614E

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

Quality: 948 global accepts · Rating: 2600 · first AC: 2021-11-30 · last AC: 2021-11-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[lichangrong's solution](#)

413.

1641D

[Two Arrays](#) · [Tutorial](#)

Quality: 1,504 global accepts · Rating: 2700 · first AC: 2022-02-24 · last AC: 2022-02-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, greedy, hashing, math, two pointers

[lichangrong's solution](#)

414.

1627F

[Not Splitting](#) · [Tutorial](#)

Quality: 655 global accepts · Rating: 2700 · first AC: 2022-02-15 · C++17 (GCC 7-32) (first AC) · Tags: geometry, graphs, greedy, implementation, shortest paths

[lichangrong's solution](#)

415.

1617E

[Christmas Chocolates](#) · [Tutorial](#)

Quality: 1,018 global accepts · Rating: 2700 · first AC: 2022-02-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games, graphs, implementation, math, number theory, shortest paths, trees

[lichangrong's solution](#)

416.

568D

[Sign Posts](#) · [Tutorial](#)

Quality: 319 global accepts · Rating: 2800 · first AC: 2022-05-18 · last AC: 2022-05-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, math

[lichangrong's solution](#)

417.

1635F

[Closest Pair](#) · [Tutorial](#)

Quality: 1,392 global accepts · Rating: 2800 · first AC: 2022-03-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[lichangrong's solution](#)

418.

2220B

[OIE Excursion](#) · [Tutorial](#)

Quality: 12,314 global accepts · Rating: — · first AC: 2026-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[lichangrong's solution](#)

419.

2220A

[Blocked](#) · [Tutorial](#)

Quality: 18,145 global accepts · Rating: — · first AC: 2026-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[lichangrong's solution](#)

420.

2225D

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

Quality: 6,630 global accepts · Rating: — · first AC: 2026-04-23 · last AC: 2026-04-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, math

[lichangrong's solution](#)

421.

2225C

[Red-Black Pairs](#) · [Tutorial](#)

Quality: 11,370 global accepts · Rating: — · first AC: 2026-04-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[lichangrong's solution](#)

422.

2225B

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

Quality: 14,181 global accepts · Rating: — · first AC: 2026-04-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[lichangrong's solution](#)

423.

2225A

[A Number Between Two Others](#) · [Tutorial](#)

Quality: 17,725 global accepts · Rating: — · first AC: 2026-04-23 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
[lichangrong's solution](#)

424.

104821A

[Cool, It's Yesterday Four Times More](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[lichangrong's solution](#)

425.

104821F

[Equivalent Rewriting](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[lichangrong's solution](#)

426.

104821G

[Knapsack](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[lichangrong's solution](#)

427.

104821C

[Primitive Root](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[lichangrong's solution](#)

428.

104821I

[Counter](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[lichangrong's solution](#)

429.

104077B

[Cells Coloring](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[lichangrong's solution](#)

430.

104077L

[Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[lichangrong's solution](#)

431.

104077G

[Perfect Word](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[lichangrong's solution](#)

432.

104077E

[Find Maximum](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[lichangrong's solution](#)

433.

104077F

[Hotel](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[lichangrong's solution](#)

434.

104077C

[Clone Ranran](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[lichangrong's solution](#)

435.

104077J

[Strange Sum](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[lichangrong's solution](#)

436.

104076D

[Frozen Scoreboard](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[lichangrong's solution](#)

437.

104076A

[Tower](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[lichangrong's solution](#)

438.

104076E

[Identical Parity](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-29 · C++20 (GCC 11-64) (first AC) · Tags: —
[lichangrong's solution](#)

439.

104076K

[Stack Sort](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[lichangrong's solution](#)

440.

104076M

[Best Carry Player](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[lichangrong's solution](#)

441.

104064D

[Dyson Circle](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[lichangrong's solution](#)

442.

104064G

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

Rating: — · first AC: 2022-11-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[lichangrong's solution](#)

443.

104064J

[Jet Set](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[lichangrong's solution](#)

444.

104064H

[Heating Up](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[lichangrong's solution](#)

445.

104064K

[Knitpicking](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[lichangrong's solution](#)

446.

104064A

[Access Denied](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[lichangrong's solution](#)

447.

104065E

[Hammer to Fall](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-21 · C++17 (GCC 7-32) (first AC) · Tags: —
[lichangrong's solution](#)

448.

104065M

[Rock-Paper-Scissors Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-21 · C++17 (GCC 7-32) (first AC) · Tags: —
[lichangrong's solution](#)

449.

104065A

[Ban or Pick, What's the Trick](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-21 · C++17 (GCC 7-32) (first AC) · Tags: —
[lichangrong's solution](#)

450.

104065H

[Life is Hard and Undecidable, but...](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-21 · C++17 (GCC 7-32) (first AC) · Tags: —
[lichangrong's solution](#)

451.

104065G

[Let Them Eat Cake](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-21 · C++17 (GCC 7-32) (first AC) · Tags: —
[lichangrong's solution](#)

452.

104065C

[Catch You Catch Me](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-21 · C++17 (GCC 7-32) (first AC) · Tags: —
[lichangrong's solution](#)

453.

104053M

[XOR Sum](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[lichangrong's solution](#)

454.

104053H

[GameX](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[lichangrong's solution](#)

455.

104053L

[Station of Fate](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[lichangrong's solution](#)

456.

104053E

[Elevator](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[lichangrong's solution](#)

457.

104023G

[Grade 2](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[lichangrong's solution](#)

458.

104023I

[Dragon Bloodline](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[lichangrong's solution](#)

459.

104023J

[Eat, Sleep, Repeat](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[lichangrong's solution](#)

460.

104023D

[Sternhalma](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[lichangrong's solution](#)

461.

104023C

[Grass](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[lichangrong's solution](#)

462.

104023E

[Python Will be Faster than C++](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[lichangrong's solution](#)

463.

104023A

[Dunai](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[lichangrong's solution](#)

464.

103964K

[Game Rooms](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[lichangrong's solution](#)

465.

103964C

[The Battle of Chibi](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[lichangrong's solution](#)

466.

103960N

[Numbers on both Sides](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[lichangrong's solution](#)

467.

103941B

[Hash](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[lichangrong's solution](#)

468.

103941A

[Mocha Nuts](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[lichangrong's solution](#)

469.

103708B

[Building 5G antennas](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[lichangrong's solution](#)

470.

101482I

[Indoorienteering](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[lichangrong's solution](#)

471.

101482F

[Finding Lines](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[lichangrong's solution](#)

472.

101482C

[Cent Savings](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[lichangrong's solution](#)

473.

103743I

[Cutting Suffix](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[lichangrong's solution](#)

474.

103743A

[PENTA KILL!](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[lichangrong's solution](#)

475.

103860J

[jfw.harie.edu](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-23 · last AC: 2022-09-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[lichangrong's solution](#)

476.

102346F

[Forests in Danger](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[lichangrong's solution](#)

477.

102346A

[Artwork](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[lichangrong's solution](#)

478.

103860A

[Mash](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[lichangrong's solution](#)

479.

103860F

[Modulo](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[lichangrong's solution](#)

480.

103729L

[Chtholly and the Broken Chronograph](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-03 · last AC: 2022-07-03 · C++17 (GCC 7-32) (first AC) · Tags: —
[lichangrong's solution](#)

481.

1662F

[Antennas](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: — · first AC: 2022-05-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, shortest paths
[lichangrong's solution](#)

482.

103055B

[Restore Atlantis](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[lichangrong's solution](#)

483.

103055D

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

Rating: — · first AC: 2022-05-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[lichangrong's solution](#)

484.

103055A

[League of Legends](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-04 · C++17 (GCC 7-32) (first AC) · Tags: —
[lichangrong's solution](#)

485.

102785F

[Pebbles](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[lichangrong's solution](#)

486.

102785J

[R u really ready?](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[lichangrong's solution](#)

487.

102785B

[Gremlins attack!](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[lichangrong's solution](#)

488.

102785H

[A self-describing sequence](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[lichangrong's solution](#)

489.

102785D

[We were trying to share an orange ...](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[lichangrong's solution](#)

490.

102785C

[Dimensions](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[lichangrong's solution](#)

491.

102785A

[A lazy controller](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[lichangrong's solution](#)

492.

1662L

[Il Derby della Madonnina](#) · [Tutorial](#)

Quality: 1,332 global accepts · Rating: — · first AC: 2022-04-26 · last AC: 2022-04-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, math

[lichangrong's solution](#)

493.

1662O

[Circular Maze](#) · [Tutorial](#)

Quality: 1,592 global accepts · Rating: — · first AC: 2022-04-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[lichangrong's solution](#)

494.

1662I

[Ice Cream Shop](#) · [Tutorial](#)

Quality: 2,468 global accepts · Rating: — · first AC: 2022-04-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, sortings

[lichangrong's solution](#)

495.

1662D

[Evolution of Weasels](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: — · first AC: 2022-04-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings

[lichangrong's solution](#)

496.

1662H

[Boundary](#) · [Tutorial](#)

Quality: 3,368 global accepts · Rating: — · first AC: 2022-04-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[lichangrong's solution](#)

497.

1662M

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

Quality: 3,877 global accepts · Rating: — · first AC: 2022-04-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[lichangrong's solution](#)

498.

1662A

[Organizing SWERC](#) · [Tutorial](#)

Quality: 4,841 global accepts · Rating: — · first AC: 2022-04-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[lichangrong's solution](#)

499.

103486H

[Visit the Park](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[lichangrong's solution](#)

500.

103486C

[Random Number Generator](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-03 · C++17 (GCC 7-32) (first AC) · Tags: —
[lichangrong's solution](#)

501.

103447G

[Damaged Bicycle](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[lichangrong's solution](#)

502.

103447B

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

Rating: — · first AC: 2022-03-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[lichangrong's solution](#)

503.

103535C

[Fall with Trees](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[lichangrong's solution](#)

504.

102012G

[Rikka with Intersections of Paths](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[lichangrong's solution](#)

505.

103069A

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

Rating: — · first AC: 2022-03-08 · last AC: 2022-03-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[lichangrong's solution](#)

506.

101161G

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