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Unique solved — lijunyi

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

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Filters: none

Count: 1,457

1.

2035A

[Sliding](#) · [Tutorial](#)

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[lijunyi's solution](#)

2.

1879A

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Quality: 24,518 global accepts · Rating: 800 · first AC: 2026-04-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy
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3.

2157A

[Dungeon Equilibrium](#) · [Tutorial](#)

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4.

2207A

[1-1](#) · [Tutorial](#)

Quality: 13,682 global accepts · Rating: 800 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings
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5.

2183A

[Binary Array Game](#) · [Tutorial](#)

Quality: 23,668 global accepts · Rating: 800 · first AC: 2026-01-07 · C++17 (GCC 7-32) (first AC) · Tags: games
[lijunyi's solution](#)

6.

2152A

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

Quality: 22,304 global accepts · Rating: 800 · first AC: 2025-10-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[lijunyi's solution](#)

7.

2127A

[Mix Mex Max](#) · [Tutorial](#)

Quality: 19,641 global accepts · Rating: 800 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math
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8.

2122A

[Greedy Grid](#) · [Tutorial](#)

Quality: 19,205 global accepts · Rating: 800 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy
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9.

1942A

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Quality: 18,506 global accepts · Rating: 800 · first AC: 2025-07-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math
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10.

2124A

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Quality: 19,197 global accepts · Rating: 800 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings
[lijunyi's solution](#)

11.

2039A

[Shohag Loves Mod](#) · [Tutorial](#)

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12.

2034A

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13.

2096A

[Wonderful Sticks](#) · [Tutorial](#)

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14.

2084A

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15.

1896A

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16.

2057A

[MEX Table](#) · [Tutorial](#)

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17.

2002A

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18.

1987A

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19.

1991A

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

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[lijunyi's solution](#)

20.

1793A

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

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21.

1497A

[Meximization](#) · [Tutorial](#)

Quality: 26,091 global accepts · Rating: 800 · first AC: 2022-12-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, sortings

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22.

1754B

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

Quality: 19,713 global accepts · Rating: 800 · first AC: 2022-10-23 · last AC: 2022-10-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[lijunyi's solution](#)

23.

1754A

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

Quality: 24,868 global accepts · Rating: 800 · first AC: 2022-10-23 · last AC: 2022-10-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy

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24.

1493A

[Anti-knapsack](#) · [Tutorial](#)

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25.

954A

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26.

873A

[Chores](#) · [Tutorial](#)

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27.

1270A

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28.

1720B

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29.

1649A

[Game](#) · [Tutorial](#)

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30.

1642A

[Hard Way](#) · [Tutorial](#)

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31.

1598A

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32.

1581A

[CQXYM Count Permutations](#) · [Tutorial](#)

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33.

900A

[Find Extra One](#) · [Tutorial](#)

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34.

1092B

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35.

1092A

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36.

1131A

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[lijunyi's solution](#)

37.

1091A

[New Year and the Christmas Ornament](#) · [Tutorial](#)

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38.

1428A

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39.

1557A

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40.

1539B

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41.

1526A

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42.

1478A

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Quality: 28,012 global accepts · Rating: 800 · first AC: 2021-01-30 · GNU C++11 (first AC) · Tags: brute force, greedy

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43.

1466B

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Quality: 23,595 global accepts · Rating: 800 · first AC: 2021-01-02 · last AC: 2021-01-02 · GNU C++11 (first AC) · Tags: dp, greedy

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44.

1466A

[Bovine Dilemma](#) · [Tutorial](#)

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45.

1352A

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

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46.

1452C

[Two Brackets](#) · [Tutorial](#)

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47.

1452A

[Robot Program](#) · [Tutorial](#)

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48.

965A

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[lijunyi's solution](#)

49.

1389A

[LCM Problem](#) · [Tutorial](#)

Quality: 49,876 global accepts · Rating: 800 · first AC: 2020-08-19 · last AC: 2020-08-19 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, number theory

[lijunyi's solution](#)

50.

1398B

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

Quality: 25,903 global accepts · Rating: 800 · first AC: 2020-08-16 · last AC: 2020-08-16 · GNU C++11 (first AC) · Tags: games, greedy, sortings

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51.

1398A

[Bad Triangle](#) · [Tutorial](#)

Quality: 28,789 global accepts · Rating: 800 · first AC: 2020-08-16 · last AC: 2020-08-16 · GNU C++11 (first AC) · Tags: geometry, math

[lijunyi's solution](#)

52.

1391B

[Fix You](#) · [Tutorial](#)

Quality: 29,783 global accepts · Rating: 800 · first AC: 2020-08-12 · last AC: 2020-08-12 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation

[lijunyi's solution](#)

53.

1391A

[Subarrays](#) · [Tutorial](#)

Quality: 25,062 global accepts · Rating: 800 · first AC: 2020-08-12 · last AC: 2020-08-12 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[lijunyi's solution](#)

54.

1399B

[Gifts Fixing](#) · [Tutorial](#)

Quality: 46,809 global accepts · Rating: 800 · first AC: 2020-08-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[lijunyi's solution](#)

55.

1399A

[Remove Smallest](#) · [Tutorial](#)

Quality: 80,592 global accepts · Rating: 800 · first AC: 2020-08-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[lijunyi's solution](#)

56.

1369A

[FashionableLee](#) · [Tutorial](#)

Quality: 39,125 global accepts · Rating: 800 · first AC: 2020-07-30 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[lijunyi's solution](#)

57.

1372A

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Quality: 33,482 global accepts · Rating: 800 · first AC: 2020-07-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

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58.

2035B

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

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[lijunyi's solution](#)

59.

1879B

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Quality: 25,077 global accepts · Rating: 900 · first AC: 2026-04-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

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60.

2157B

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Quality: 12,865 global accepts · Rating: 900 · first AC: 2026-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

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61.

2102B

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62.

2102A

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Quality: 21,463 global accepts · Rating: 900 · first AC: 2026-03-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[lijunyi's solution](#)

63.

1896B

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64.

1732B

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65.

1720A

[Burenka Plays with Fractions](#) · [Tutorial](#)

Quality: 24,364 global accepts · Rating: 900 · first AC: 2022-08-19 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

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66.

1642B

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[lijunyi's solution](#)

67.

6A

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Quality: 22,847 global accepts · Rating: 900 · first AC: 2021-12-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry

[lijunyi's solution](#)

68.

981A

[Antipalindrome](#) · [Tutorial](#)

Quality: 10,328 global accepts · Rating: 900 · first AC: 2021-10-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

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69.

276A

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Quality: 30,064 global accepts · Rating: 900 · first AC: 2021-09-23 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[lijunyi's solution](#)

70.

1555A

[PizzaForces](#) · [Tutorial](#)

Quality: 30,345 global accepts · Rating: 900 · first AC: 2021-09-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

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71.

1559A

[Mocha and Math](#) · [Tutorial](#)

Quality: 45,584 global accepts · Rating: 900 · first AC: 2021-09-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[lijunyi's solution](#)

72.

1559B

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

Quality: 24,137 global accepts · Rating: 900 · first AC: 2021-09-10 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[lijunyi's solution](#)

73.

1829D

[Gold Rush](#) · [Tutorial](#)

Quality: 34,167 global accepts · Rating: 1000 · first AC: 2026-03-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp,

implementation

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74.

2124B

[Minimise Sum](#) · [Tutorial](#)

Quality: 20,271 global accepts · Rating: 1000 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

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75.

2039B

[Shohag Loves Strings](#) · [Tutorial](#)

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[lijunyi's solution](#)

76.

2034B

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77.

2057B

[Gorilla and the Exam](#) · [Tutorial](#)

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[lijunyi's solution](#)

78.

2002B

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[lijunyi's solution](#)

79.

1987B

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80.

652B

[z-sort](#) · [Tutorial](#)

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81.

1732A

[Bestie](#) · [Tutorial](#)

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82.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,198 global accepts · Rating: 1000 · first AC: 2021-05-29 · last AC: 2022-09-28 · GNU C++11 (first AC) · Tags: math

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83.

888B

[Buggy Robot](#) · [Tutorial](#)

Quality: 10,724 global accepts · Rating: 1000 · first AC: 2022-09-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[lijunyi's solution](#)

84.

1153A

[Serval and Bus](#) · [Tutorial](#)

Quality: 12,106 global accepts · Rating: 1000 · first AC: 2022-09-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math
[lijunyi's solution](#)

85.

1117B

[Emotes](#) · [Tutorial](#)

Quality: 15,736 global accepts · Rating: 1000 · first AC: 2022-06-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings
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86.

920A

[Water The Garden](#) · [Tutorial](#)

Quality: 8,196 global accepts · Rating: 1000 · first AC: 2021-11-06 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[lijunyi's solution](#)

87.

1177A

[Digits Sequence \(Easy Edition\)](#) · [Tutorial](#)

Quality: 6,770 global accepts · Rating: 1000 · first AC: 2021-11-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation
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88.

1598B

[Groups](#) · [Tutorial](#)

Quality: 16,938 global accepts · Rating: 1000 · first AC: 2021-10-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
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89.

981B

[Businessmen Problems](#) · [Tutorial](#)

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90.

1101A

[Minimum Integer](#) · [Tutorial](#)

Quality: 18,814 global accepts · Rating: 1000 · first AC: 2021-09-29 · C++14 (GCC 6-32) (first AC) · Tags: math
[lijunyi's solution](#)

91.

1100A

[Roman and Browser](#) · [Tutorial](#)

Quality: 10,674 global accepts · Rating: 1000 · first AC: 2021-09-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation
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92.

1539A

[Contest Start](#) · [Tutorial](#)

Quality: 21,528 global accepts · Rating: 1000 · first AC: 2021-06-20 · GNU C++11 (first AC) · Tags: combinatorics, geometry, greedy, math
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93.

1395A

[Boboniu Likes to Color Balls](#) · [Tutorial](#)

Quality: 25,495 global accepts · Rating: 1000 · first AC: 2020-08-13 · last AC: 2020-08-13 · GNU C++11 (first AC) · Tags: brute force, math
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94.

1829E

[The Lakes](#) · [Tutorial](#)

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95.

2183B

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

Quality: 16,174 global accepts · Rating: 1100 · first AC: 2026-01-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
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96.

2138A

[Cake Assignment](#) · [Tutorial](#)

Quality: 16,998 global accepts · Rating: 1100 · first AC: 2025-09-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy
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97.

2122B

[Pile Shuffling](#) · [Tutorial](#)

Quality: 15,216 global accepts · Rating: 1100 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math
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98.

1942B

[Bessie and MEX](#) · [Tutorial](#)

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99.

2096B

[Wonderful Gloves](#) · [Tutorial](#)

Quality: 16,570 global accepts · Rating: 1100 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings
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100.

2084B

[MIN = GCD](#) · [Tutorial](#)

Quality: 16,616 global accepts · Rating: 1100 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory
[lijunyi's solution](#)

101.

1991B

[AND Reconstruction](#) · [Tutorial](#)

Quality: 18,903 global accepts · Rating: 1100 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy
[lijunyi's solution](#)

102.

1793B

[Fedya and Array](#) · [Tutorial](#)

Quality: 17,096 global accepts · Rating: 1100 · first AC: 2023-02-12 · last AC: 2023-02-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[lijunyi's solution](#)

103.

845A

[Chess Tourney](#) · [Tutorial](#)

Quality: 8,479 global accepts · Rating: 1100 · first AC: 2022-09-15 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings
[lijunyi's solution](#)

104.

911A

[Nearest Minimums](#) · [Tutorial](#)

Quality: 12,309 global accepts · Rating: 1100 · first AC: 2022-06-27 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[lijunyi's solution](#)

105.

1117A

[Best Subsegment](#) · [Tutorial](#)

Quality: 11,457 global accepts · Rating: 1100 · first AC: 2022-06-25 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math
[lijunyi's solution](#)

106.

1428C

[ABBB](#) · [Tutorial](#)

Quality: 22,644 global accepts · Rating: 1100 · first AC: 2020-10-17 · last AC: 2021-09-13 · GNU C++11 (first AC) · Tags: brute force, data structures, greedy, strings
[lijunyi's solution](#)

107.

1557B

[Moamen and k-subarrays](#) · [Tutorial](#)

Quality: 24,611 global accepts · Rating: 1100 · first AC: 2021-08-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[lijunyi's solution](#)

108.

552B

[Vanya and Books](#) · [Tutorial](#)

Quality: 16,072 global accepts · Rating: 1200 · first AC: 2026-04-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math
[lijunyi's solution](#)

109.

1315C

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

Quality: 10,656 global accepts · Rating: 1200 · first AC: 2026-03-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[lijunyi's solution](#)

110.

2174A

[Needle in a Haystack](#) · [Tutorial](#)

Quality: 14,302 global accepts · Rating: 1200 · first AC: 2025-12-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings, two pointers
[lijunyi's solution](#)

111.

2039C1

[Shohag Loves XOR \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,520 global accepts · Rating: 1200 · first AC: 2025-07-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, math, number theory
[lijunyi's solution](#)

112.

2002C

[Black Circles](#) · [Tutorial](#)

Quality: 17,705 global accepts · Rating: 1200 · first AC: 2024-08-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, greedy, math
[lijunyi's solution](#)

113.

1987C

[Basil's Garden](#) · [Tutorial](#)

Quality: 20,764 global accepts · Rating: 1200 · first AC: 2024-08-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy
[lijunyi's solution](#)

114.

1793C

[Dora and Search](#) · [Tutorial](#)

Quality: 33,098 global accepts · Rating: 1200 · first AC: 2023-02-12 · last AC: 2023-02-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, two pointers
[lijunyi's solution](#)

115.

1497C1

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

Quality: 29,227 global accepts · Rating: 1200 · first AC: 2022-12-01 · last AC: 2022-12-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[lijunyi's solution](#)

116.

1497B

[M-arrays](#) · [Tutorial](#)

Quality: 27,353 global accepts · Rating: 1200 · first AC: 2022-12-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[lijunyi's solution](#)

117.

632A

[Grandma Laura and Apples](#) · [Tutorial](#)

Quality: 4,920 global accepts · Rating: 1200 · first AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[lijunyi's solution](#)

118.

1641A

[Great Sequence](#) · [Tutorial](#)

Quality: 18,983 global accepts · Rating: 1200 · first AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[lijunyi's solution](#)

119.

1153B

[Serval and Toy Bricks](#) · [Tutorial](#)

Quality: 9,403 global accepts · Rating: 1200 · first AC: 2022-09-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[lijunyi's solution](#)

120.

1270B

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

Quality: 17,374 global accepts · Rating: 1200 · first AC: 2022-09-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[lijunyi's solution](#)

121.

1720C

[Corners](#) · [Tutorial](#)

Quality: 18,230 global accepts · Rating: 1200 · first AC: 2022-08-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[lijunyi's solution](#)

122.

911B

[Two Cakes](#) · [Tutorial](#)

Quality: 12,807 global accepts · Rating: 1200 · first AC: 2022-06-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, implementation

[lijunyi's solution](#)

123.

802M1

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

Quality: 3,677 global accepts · Rating: 1200 · first AC: 2022-04-08 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[lijunyi's solution](#)

124.

1642C

[Great Sequence](#) · [Tutorial](#)

Rating: 1200 · first AC: 2022-02-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[lijunyi's solution](#)

125.

920B

[Tea Queue](#) · [Tutorial](#)

Quality: 8,114 global accepts · Rating: 1200 · first AC: 2021-11-06 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[lijunyi's solution](#)

126.

1598C

[Delete Two Elements](#) · [Tutorial](#)

Quality: 23,654 global accepts · Rating: 1200 · first AC: 2021-10-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation, math, two pointers

[lijunyi's solution](#)

127.

1581B

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

Quality: 12,482 global accepts · Rating: 1200 · first AC: 2021-09-30 · last AC: 2021-10-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, math

[lijunyi's solution](#)

128.

1100C

[NN and the Optical Illusion](#) · [Tutorial](#)

Quality: 10,931 global accepts · Rating: 1200 · first AC: 2021-09-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry, math

[lijunyi's solution](#)

129.

1000A

[Codehorses T-shirts](#) · [Tutorial](#)

Quality: 9,368 global accepts · Rating: 1200 · first AC: 2021-09-17 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[lijunyi's solution](#)

130.

1131C

[Birthday](#) · [Tutorial](#)

Quality: 15,659 global accepts · Rating: 1200 · first AC: 2021-09-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings

[lijunyi's solution](#)

131.

1091B

[New Year and the Treasure Geolocation](#) · [Tutorial](#)

Quality: 11,012 global accepts · Rating: 1200 · first AC: 2021-09-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[lijunyi's solution](#)

132.

1428B

[Belted Rooms](#) · [Tutorial](#)

Quality: 15,184 global accepts · Rating: 1200 · first AC: 2020-10-17 · last AC: 2021-09-13 · GNU C++11 (first AC) · Tags: graphs, implementation

[lijunyi's solution](#)

133.

1559C

[Mocha and Hiking](#) · [Tutorial](#)

Quality: 22,811 global accepts · Rating: 1200 · first AC: 2021-09-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs

[lijunyi's solution](#)

134.

1539C

[Stable Groups](#) · [Tutorial](#)

Quality: 31,462 global accepts · Rating: 1200 · first AC: 2021-06-20 · GNU C++11 (first AC) · Tags: greedy, sortings

[lijunyi's solution](#)

135.

483C

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

Rating: 1200 · first AC: 2021-06-05 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[lijunyi's solution](#)

136.

1352C

[K-th Not Divisible by n](#) · [Tutorial](#)

Quality: 69,769 global accepts · Rating: 1200 · first AC: 2020-11-24 · GNU C++11 (first AC) · Tags: binary search, math
[lijunyi's solution](#)

137.

1352B

[Same Parity Summands](#) · [Tutorial](#)

Quality: 44,819 global accepts · Rating: 1200 · first AC: 2020-11-24 · GNU C++11 (first AC) · Tags: constructive algorithms, math
[lijunyi's solution](#)

138.

1399C

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

Quality: 32,653 global accepts · Rating: 1200 · first AC: 2020-08-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, two pointers
[lijunyi's solution](#)

139.

1369B

[AccurateLee](#) · [Tutorial](#)

Quality: 25,571 global accepts · Rating: 1200 · first AC: 2020-07-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings
[lijunyi's solution](#)

140.

1879C

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

Quality: 27,114 global accepts · Rating: 1300 · first AC: 2026-04-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy
[lijunyi's solution](#)

141.

2102C

[Mex in the Grid](#) · [Tutorial](#)

Rating: 1300 · first AC: 2026-03-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[lijunyi's solution](#)

142.

1829F

[Forever Winter](#) · [Tutorial](#)

Quality: 21,851 global accepts · Rating: 1300 · first AC: 2026-03-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, math
[lijunyi's solution](#)

143.

2152B

[Catching the Krug](#) · [Tutorial](#)

Quality: 12,853 global accepts · Rating: 1300 · first AC: 2025-10-03 · C++17 (GCC 7-32) (first AC) · Tags: games
[lijunyi's solution](#)

144.

2127B

[Hamiid, Haaamid... Hamid?](#) · [Tutorial](#)

Quality: 13,493 global accepts · Rating: 1300 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy
[lijunyi's solution](#)

145.

1942C1

[Bessie's Birthday Cake \(Easy Version\)](#) · [Tutorial](#)

Quality: 12,423 global accepts · Rating: 1300 · first AC: 2025-07-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, greedy, math
[lijunyi's solution](#)

146.

2124C

[Subset Multiplication](#) · [Tutorial](#)

Quality: 14,592 global accepts · Rating: 1300 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory
[lijunyi's solution](#)

147.

1991C

[Absolute Zero](#) · [Tutorial](#)

Quality: 17,706 global accepts · Rating: 1300 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[lijunyi's solution](#)

148.

1753A1

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

Quality: 16,452 global accepts · Rating: 1300 · first AC: 2022-10-24 · last AC: 2022-10-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy

[lijunyi's solution](#)

149.

1754C1

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

Rating: 1300 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[lijunyi's solution](#)

150.

1493B

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

Quality: 12,568 global accepts · Rating: 1300 · first AC: 2022-10-18 · last AC: 2022-10-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[lijunyi's solution](#)

151.

1649B

[Game of Ball Passing](#) · [Tutorial](#)

Quality: 13,959 global accepts · Rating: 1300 · first AC: 2022-03-06 · last AC: 2022-03-11 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[lijunyi's solution](#)

152.

1372B

[Omkar and Last Class of Math](#) · [Tutorial](#)

Quality: 36,392 global accepts · Rating: 1300 · first AC: 2020-07-24 · last AC: 2021-12-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[lijunyi's solution](#)

153.

1101B

[Accordion](#) · [Tutorial](#)

Quality: 11,117 global accepts · Rating: 1300 · first AC: 2021-09-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[lijunyi's solution](#)

154.

1100B

[Build a Contest](#) · [Tutorial](#)

Quality: 11,775 global accepts · Rating: 1300 · first AC: 2021-09-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[lijunyi's solution](#)

155.

900B

[Position in Fraction](#) · [Tutorial](#)

Quality: 8,377 global accepts · Rating: 1300 · first AC: 2021-09-28 · last AC: 2021-09-28 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[lijunyi's solution](#)

156.

276B

[Little Girl and Game](#) · [Tutorial](#)

Quality: 32,109 global accepts · Rating: 1300 · first AC: 2021-09-23 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy

[lijunyi's solution](#)

157.

1555B

[Two Tables](#) · [Tutorial](#)

Quality: 17,249 global accepts · Rating: 1300 · first AC: 2021-09-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force

[lijunyi's solution](#)

158.

1466C

[Canine poetry](#) · [Tutorial](#)

Quality: 18,728 global accepts · Rating: 1300 · first AC: 2021-01-02 · last AC: 2021-01-02 · GNU C++11 (first AC) · Tags: dp, greedy, strings

[lijunyi's solution](#)

159.

965B

[Battleship](#) · [Tutorial](#)

Quality: 4,767 global accepts · Rating: 1300 · first AC: 2020-10-17 · last AC: 2020-10-17 · GNU C++11 (first AC) · Tags: implementation

[lijunyi's solution](#)

160.

2035C

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

Quality: 11,530 global accepts · Rating: 1400 · first AC: 2026-05-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, math

[lijunyi's solution](#)

161.

2157C

[Meximum Array 2](#) · [Tutorial](#)

Quality: 9,247 global accepts · Rating: 1400 · first AC: 2026-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[lijunyi's solution](#)

162.

2152C

[Triple Removal](#) · [Tutorial](#)

Quality: 12,220 global accepts · Rating: 1400 · first AC: 2025-10-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math

[lijunyi's solution](#)

163.

2127C

[Trip Shopping](#) · [Tutorial](#)

Quality: 12,383 global accepts · Rating: 1400 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, sortings

[lijunyi's solution](#)

164.

2034C

[Trapped in the Witch's Labyrinth](#) · [Tutorial](#)

Quality: 9,139 global accepts · Rating: 1400 · first AC: 2025-06-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation

[lijunyi's solution](#)

165.

2084C

[You Soared Afar With Grace](#) · [Tutorial](#)

Quality: 11,712 global accepts · Rating: 1400 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[lijunyi's solution](#)

166.

1896C

[Matching Arrays](#) · [Tutorial](#)

Quality: 11,598 global accepts · Rating: 1400 · first AC: 2025-03-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[lijunyi's solution](#)

167.

652A

[Gabriel and Caterpillar](#) · [Tutorial](#)

Quality: 5,265 global accepts · Rating: 1400 · first AC: 2022-11-02 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
[lijunyi's solution](#)

168.

632B

[Alice, Bob, Two Teams](#) · [Tutorial](#)

Quality: 4,391 global accepts · Rating: 1400 · first AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms
[lijunyi's solution](#)

169.

954B

[String Typing](#) · [Tutorial](#)

Quality: 7,790 global accepts · Rating: 1400 · first AC: 2022-09-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[lijunyi's solution](#)

170.

1270C

[Make Good](#) · [Tutorial](#)

Quality: 15,040 global accepts · Rating: 1400 · first AC: 2022-09-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math
[lijunyi's solution](#)

171.

911C

[Three Garlands](#) · [Tutorial](#)

Quality: 7,333 global accepts · Rating: 1400 · first AC: 2022-06-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms
[lijunyi's solution](#)

172.

1648A

[Weird Sum](#) · [Tutorial](#)

Quality: 18,768 global accepts · Rating: 1400 · first AC: 2022-03-11 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, geometry, math, matrices, sortings
[lijunyi's solution](#)

173.

1649C

[Weird Sum](#) · [Tutorial](#)

Rating: 1400 · first AC: 2022-03-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math, matrices
[lijunyi's solution](#)

174.

920C

[Swap Adjacent Elements](#) · [Tutorial](#)

Quality: 9,974 global accepts · Rating: 1400 · first AC: 2021-11-06 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, greedy, math, sortings, two pointers
[lijunyi's solution](#)

175.

981C

[Useful Decomposition](#) · [Tutorial](#)

Quality: 6,857 global accepts · Rating: 1400 · first AC: 2021-10-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation, trees
[lijunyi's solution](#)

176.

1131B

[Draw!](#) · [Tutorial](#)

Quality: 10,390 global accepts · Rating: 1400 · first AC: 2021-09-15 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation
[lijunyi's solution](#)

177.

1091C

[New Year and the Sphere Transmission](#) · [Tutorial](#)

Quality: 10,558 global accepts · Rating: 1400 · first AC: 2021-09-14 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[lijunyi's solution](#)

178.

1559D1

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

Quality: 16,031 global accepts · Rating: 1400 · first AC: 2021-08-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, trees

[lijunyi's solution](#)

179.

1526B

[I Hate 1111](#) · [Tutorial](#)

Quality: 36,734 global accepts · Rating: 1400 · first AC: 2021-05-29 · GNU C++11 (first AC) · Tags: dp, math, number theory

[lijunyi's solution](#)

180.

1452B

[Toy Blocks](#) · [Tutorial](#)

Quality: 15,492 global accepts · Rating: 1400 · first AC: 2020-11-21 · last AC: 2020-11-21 · GNU C++11 (first AC) · Tags: binary search, greedy, math, sortings

[lijunyi's solution](#)

181.

1369C

[RationalLee](#) · [Tutorial](#)

Quality: 20,872 global accepts · Rating: 1400 · first AC: 2020-07-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings, two pointers

[lijunyi's solution](#)

182.

1242A

[Tile Painting](#) · [Tutorial](#)

Quality: 13,267 global accepts · Rating: 1500 · first AC: 2026-03-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[lijunyi's solution](#)

183.

2169D1

[Removal of a Sequence \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,545 global accepts · Rating: 1500 · first AC: 2026-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, implementation, math, number theory

[lijunyi's solution](#)

184.

2183D1

[Tree Coloring \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,855 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[lijunyi's solution](#)

185.

2183C

[War Strategy](#) · [Tutorial](#)

Quality: 10,669 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, two pointers

[lijunyi's solution](#)

186.

2115A

[Gellyfish and Flaming Peony](#) · [Tutorial](#)

Quality: 14,954 global accepts · Rating: 1500 · first AC: 2025-09-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, math, number theory

[lijunyi's solution](#)

187.

2057C

[Trip to the Olympiad](#) · [Tutorial](#)

Quality: 13,801 global accepts · Rating: 1500 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[lijunyi's solution](#)

188.

1167D

[Bicolored RBS](#) · [Tutorial](#)

Quality: 7,370 global accepts · Rating: 1500 · first AC: 2022-10-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[lijunyi's solution](#)

189.

1732D1

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

Quality: 9,901 global accepts · Rating: 1500 · first AC: 2022-10-23 · last AC: 2022-10-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation, number theory

[lijunyi's solution](#)

190.

1753A2

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

Quality: 11,607 global accepts · Rating: 1500 · first AC: 2022-10-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy

[lijunyi's solution](#)

191.

1754C2

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

Rating: 1500 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[lijunyi's solution](#)

192.

873B

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

Quality: 9,110 global accepts · Rating: 1500 · first AC: 2022-09-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[lijunyi's solution](#)

193.

1070H

[BerOS File Suggestion](#) · [Tutorial](#)

Quality: 3,854 global accepts · Rating: 1500 · first AC: 2022-01-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[lijunyi's solution](#)

194.

770C

[Online Courses In BSU](#) · [Tutorial](#)

Quality: 2,936 global accepts · Rating: 1500 · first AC: 2022-01-12 · C++14 (GCC 6-32) (first AC) · Tags: *special, dfs and similar, graphs, implementation

[lijunyi's solution](#)

195.

264B

[Good Sequences](#) · [Tutorial](#)

Quality: 12,022 global accepts · Rating: 1500 · first AC: 2021-11-17 · C++17 (GCC 9-64) (first AC) · Tags: dp, number theory

[lijunyi's solution](#)

196.

1080C

[Masha and two friends](#) · [Tutorial](#)

Quality: 4,220 global accepts · Rating: 1500 · first AC: 2021-10-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[lijunyi's solution](#)

197.

1101C

[Division and Union](#) · [Tutorial](#)

Quality: 12,034 global accepts · Rating: 1500 · first AC: 2021-09-29 · C++14 (GCC 6-32) (first AC) · Tags: sortings

[lijunyi's solution](#)

198.

1101E

[Polycarp's New Job](#) · [Tutorial](#)

Quality: 8,259 global accepts · Rating: 1500 · first AC: 2021-09-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[lijunyi's solution](#)

199.

1000B

[Light It Up](#) · [Tutorial](#)

Quality: 6,162 global accepts · Rating: 1500 · first AC: 2021-09-20 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[lijunyi's solution](#)

200.

276C

[Little Girl and Maximum Sum](#) · [Tutorial](#)

Quality: 39,550 global accepts · Rating: 1500 · first AC: 2021-09-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation, sortings

[lijunyi's solution](#)

201.

845C

[Two TVs](#) · [Tutorial](#)

Quality: 13,735 global accepts · Rating: 1500 · first AC: 2021-09-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings

[lijunyi's solution](#)

202.

1338A

[Powered Addition](#) · [Tutorial](#)

Quality: 30,345 global accepts · Rating: 1500 · first AC: 2021-09-10 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[lijunyi's solution](#)

203.

611C

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

Quality: 9,012 global accepts · Rating: 1500 · first AC: 2021-09-06 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation

[lijunyi's solution](#)

204.

1005D

[Polycarp and Div 3](#) · [Tutorial](#)

Quality: 11,284 global accepts · Rating: 1500 · first AC: 2021-08-25 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, number theory

[lijunyi's solution](#)

205.

268C

[Beautiful Sets of Points](#) · [Tutorial](#)

Quality: 14,639 global accepts · Rating: 1500 · first AC: 2021-06-05 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[lijunyi's solution](#)

206.

1526C1

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

Quality: 27,189 global accepts · Rating: 1500 · first AC: 2021-05-29 · GNU C++11 (first AC) · Tags: brute force, data structures, dp, greedy

[lijunyi's solution](#)

207.

1466D

[13th Labour of Heracles](#) · [Tutorial](#)

Quality: 14,632 global accepts · Rating: 1500 · first AC: 2021-01-02 · last AC: 2021-01-02 · GNU C++11 (first AC) · Tags: data structures, greedy, sortings, trees

[lijunyi's solution](#)

208.

1389C

[Good String](#) · [Tutorial](#)

Quality: 20,565 global accepts · Rating: 1500 · first AC: 2020-08-19 · last AC: 2020-08-19 · GNU C++11 (first AC) · Tags: brute force, dp,

greedy, two pointers

[lijunyi's solution](#)

209.

1391C

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

Quality: 16,027 global accepts · Rating: 1500 · first AC: 2020-08-12 · last AC: 2020-08-12 · GNU C++11 (first AC) · Tags: combinatorics, dp, graphs, math

[lijunyi's solution](#)

210.

1399D

[Binary String To Subsequences](#) · [Tutorial](#)

Quality: 19,902 global accepts · Rating: 1500 · first AC: 2020-08-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[lijunyi's solution](#)

211.

1372C

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

Quality: 19,091 global accepts · Rating: 1500 · first AC: 2020-07-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[lijunyi's solution](#)

212.

2157D

[Billion Players Game](#) · [Tutorial](#)

Quality: 6,005 global accepts · Rating: 1600 · first AC: 2026-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, sortings, ternary search, two pointers

[lijunyi's solution](#)

213.

2196B

[Another Problem about Beautiful Pairs](#) · [Tutorial](#)

Quality: 8,582 global accepts · Rating: 1600 · first AC: 2026-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, two pointers

[lijunyi's solution](#)

214.

2194D

[Table Cut](#) · [Tutorial](#)

Quality: 7,854 global accepts · Rating: 1600 · first AC: 2026-03-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation

[lijunyi's solution](#)

215.

2182D

[Christmas Tree Decoration](#) · [Tutorial](#)

Quality: 8,949 global accepts · Rating: 1600 · first AC: 2026-03-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math

[lijunyi's solution](#)

216.

1243B2

[Character Swap \(Hard Version\)](#) · [Tutorial](#)

Quality: 7,307 global accepts · Rating: 1600 · first AC: 2026-03-18 · C++20 (GCC 13-64) (first AC) · Tags: strings

[lijunyi's solution](#)

217.

2181F

[Fragmented Nim](#) · [Tutorial](#)

Quality: 3,520 global accepts · Rating: 1600 · first AC: 2026-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games

[lijunyi's solution](#)

218.

2207C

[Where's My Water?](#) · [Tutorial](#)

Quality: 5,445 global accepts · Rating: 1600 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dp, math

[lijunyi's solution](#)

219.

2207B

[One Night At Freddy's](#) · [Tutorial](#)

Quality: 5,808 global accepts · Rating: 1600 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, sortings

[lijunyi's solution](#)

220.

1829G

[Hits Different](#) · [Tutorial](#)

Quality: 15,127 global accepts · Rating: 1600 · first AC: 2026-03-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, math

[lijunyi's solution](#)

221.

2167F

[Tree, TREE!!!](#) · [Tutorial](#)

Quality: 7,133 global accepts · Rating: 1600 · first AC: 2026-03-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, math, trees

[lijunyi's solution](#)

222.

2193F

[Pizza Delivery](#) · [Tutorial](#)

Quality: 8,460 global accepts · Rating: 1600 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[lijunyi's solution](#)

223.

2184D

[Unfair Game](#) · [Tutorial](#)

Quality: 9,499 global accepts · Rating: 1600 · first AC: 2026-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[lijunyi's solution](#)

224.

2094F

[Trulimero Trulicina](#) · [Tutorial](#)

Quality: 11,413 global accepts · Rating: 1600 · first AC: 2026-02-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[lijunyi's solution](#)

225.

2172F

[Cluster Computing System](#) · [Tutorial](#)

Quality: 3,893 global accepts · Rating: 1600 · first AC: 2026-02-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, greedy, math

[lijunyi's solution](#)

226.

2034D

[Darius' Wisdom](#) · [Tutorial](#)

Quality: 6,606 global accepts · Rating: 1600 · first AC: 2025-06-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[lijunyi's solution](#)

227.

2084D

[Arcology On Permafrost](#) · [Tutorial](#)

Quality: 8,842 global accepts · Rating: 1600 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[lijunyi's solution](#)

228.

2018A

[Cards Partition](#) · [Tutorial](#)

Quality: 12,617 global accepts · Rating: 1600 · first AC: 2024-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, brute force, greedy, implementation, math

[lijunyi's solution](#)

229.

1801A

[The Very Beautiful Blanket](#) · [Tutorial](#)

Quality: 9,747 global accepts · Rating: 1600 · first AC: 2023-03-09 · last AC: 2023-03-15 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[lijunyi's solution](#)

230.

1497C2

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

Quality: 19,478 global accepts · Rating: 1600 · first AC: 2022-12-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[lijunyi's solution](#)

231.

1753B

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

Quality: 14,996 global accepts · Rating: 1600 · first AC: 2022-10-24 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[lijunyi's solution](#)

232.

1754D

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

Rating: 1600 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: math

[lijunyi's solution](#)

233.

845B

[Luba And The Ticket](#) · [Tutorial](#)

Quality: 5,540 global accepts · Rating: 1600 · first AC: 2022-09-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation

[lijunyi's solution](#)

234.

954D

[Fight Against Traffic](#) · [Tutorial](#)

Quality: 7,899 global accepts · Rating: 1600 · first AC: 2022-09-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[lijunyi's solution](#)

235.

873C

[Strange Game On Matrix](#) · [Tutorial](#)

Quality: 3,610 global accepts · Rating: 1600 · first AC: 2022-09-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, two pointers

[lijunyi's solution](#)

236.

1077D

[Cutting Out](#) · [Tutorial](#)

Quality: 10,475 global accepts · Rating: 1600 · first AC: 2022-07-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, sortings

[lijunyi's solution](#)

237.

830B

[Cards Sorting](#) · [Tutorial](#)

Quality: 3,055 global accepts · Rating: 1600 · first AC: 2022-01-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, sortings

[lijunyi's solution](#)

238.

1031C

[Cram Time](#) · [Tutorial](#)

Quality: 5,608 global accepts · Rating: 1600 · first AC: 2022-01-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[lijunyi's solution](#)

239.

848A

[From Y to Y](#) · [Tutorial](#)

Quality: 5,346 global accepts · Rating: 1600 · first AC: 2022-01-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[lijunyi's solution](#)

240.

1045I

[Palindrome Pairs](#) · [Tutorial](#)

Quality: 5,463 global accepts · Rating: 1600 · first AC: 2021-12-13 · C++14 (GCC 6-32) (first AC) · Tags: hashing, strings

[lijunyi's solution](#)

241.

1028C

[Rectangles](#) · [Tutorial](#)

Quality: 5,052 global accepts · Rating: 1600 · first AC: 2021-11-08 · C++17 (GCC 9-64) (first AC) · Tags: geometry, implementation, sortings

[lijunyi's solution](#)

242.

407B

[Long Path](#) · [Tutorial](#)

Quality: 7,162 global accepts · Rating: 1600 · first AC: 2021-10-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[lijunyi's solution](#)

243.

1140C

[Playlist](#) · [Tutorial](#)

Quality: 10,400 global accepts · Rating: 1600 · first AC: 2021-10-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, sortings

[lijunyi's solution](#)

244.

232A

[Cycles](#) · [Tutorial](#)

Quality: 2,842 global accepts · Rating: 1600 · first AC: 2021-10-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, graphs, greedy

[lijunyi's solution](#)

245.

446A

[DZY Loves Sequences](#) · [Tutorial](#)

Quality: 13,530 global accepts · Rating: 1600 · first AC: 2021-10-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, two pointers

[lijunyi's solution](#)

246.

1085C

[Connect Three](#) · [Tutorial](#)

Quality: 5,643 global accepts · Rating: 1600 · first AC: 2021-10-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[lijunyi's solution](#)

247.

235A

[LCM Challenge](#) · [Tutorial](#)

Quality: 20,983 global accepts · Rating: 1600 · first AC: 2021-10-04 · C++14 (GCC 6-32) (first AC) · Tags: number theory

[lijunyi's solution](#)

248.

1555D

[Say No to Palindromes](#) · [Tutorial](#)

Quality: 15,469 global accepts · Rating: 1600 · first AC: 2021-09-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dp, strings

[lijunyi's solution](#)

249.

835C

[Star sky](#) · [Tutorial](#)

Quality: 9,389 global accepts · Rating: 1600 · first AC: 2021-09-06 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation

[lijunyi's solution](#)

250.

1539D

[PriceFixed](#) · [Tutorial](#)

Quality: 12,723 global accepts · Rating: 1600 · first AC: 2021-06-20 · GNU C++11 (first AC) · Tags: binary search, greedy, implementation, sortings, two pointers

[lijunyi's solution](#)

251.

1526C2

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

Quality: 29,735 global accepts · Rating: 1600 · first AC: 2021-05-29 · GNU C++11 (first AC) · Tags: data structures, greedy

[lijunyi's solution](#)

252.

1452D

[Radio Towers](#) · [Tutorial](#)

Quality: 8,685 global accepts · Rating: 1600 · first AC: 2020-11-21 · last AC: 2020-11-21 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[lijunyi's solution](#)

253.

1389B

[Array Walk](#) · [Tutorial](#)

Quality: 20,349 global accepts · Rating: 1600 · first AC: 2020-08-19 · last AC: 2020-08-19 · GNU C++11 (first AC) · Tags: brute force, dp, greedy

[lijunyi's solution](#)

254.

1398C

[Good Subarrays](#) · [Tutorial](#)

Quality: 36,606 global accepts · Rating: 1600 · first AC: 2020-08-16 · last AC: 2020-08-16 · GNU C++11 (first AC) · Tags: data structures, dp, math

[lijunyi's solution](#)

255.

1395C

[Boboniu and Bit Operations](#) · [Tutorial](#)

Quality: 15,209 global accepts · Rating: 1600 · first AC: 2020-08-13 · last AC: 2020-08-16 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp, greedy

[lijunyi's solution](#)

256.

1879D

[Sum of XOR Functions](#) · [Tutorial](#)

Quality: 10,491 global accepts · Rating: 1700 · first AC: 2026-04-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, divide and conquer, dp, math

[lijunyi's solution](#)

257.

1314A

[Recommendations](#) · [Tutorial](#)

Rating: 1700 · first AC: 2026-03-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[lijunyi's solution](#)

258.

2201A2

[Lost Civilization \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,085 global accepts · Rating: 1700 · first AC: 2026-03-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[lijunyi's solution](#)

259.

2201B

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

Quality: 4,953 global accepts · Rating: 1700 · first AC: 2026-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[lijunyi's solution](#)

260.

2150B

[Grid Counting](#) · [Tutorial](#)

Quality: 6,049 global accepts · Rating: 1700 · first AC: 2026-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, implementation, math

[lijunyi's solution](#)

261.

2161B

[Make Connected](#) · [Tutorial](#)

Quality: 5,372 global accepts · Rating: 1700 · first AC: 2026-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation

[lijunyi's solution](#)

262.

1550C

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

Quality: 10,847 global accepts · Rating: 1700 · first AC: 2026-03-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, greedy, implementation

[lijunyi's solution](#)

263.

1829H

[Don't Blame Me](#) · [Tutorial](#)

Quality: 10,799 global accepts · Rating: 1700 · first AC: 2026-03-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[lijunyi's solution](#)

264.

2178D

[Xmas or Hysteria](#) · [Tutorial](#)

Quality: 6,697 global accepts · Rating: 1700 · first AC: 2026-03-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[lijunyi's solution](#)

265.

2185F

[BattleCows](#) · [Tutorial](#)

Quality: 5,009 global accepts · Rating: 1700 · first AC: 2026-02-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, implementation

[lijunyi's solution](#)

266.

2181M

[Medical Parity](#) · [Tutorial](#)

Quality: 3,493 global accepts · Rating: 1700 · first AC: 2026-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, strings

[lijunyi's solution](#)

267.

2147D

[Game on Array](#) · [Tutorial](#)

Quality: 7,488 global accepts · Rating: 1700 · first AC: 2026-02-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy

[lijunyi's solution](#)

268.

2163B

[Siga ta Kymata](#) · [Tutorial](#)

Quality: 9,132 global accepts · Rating: 1700 · first AC: 2026-02-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[lijunyi's solution](#)

269.

2159A

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

Quality: 8,131 global accepts · Rating: 1700 · first AC: 2025-10-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, interactive

[lijunyi's solution](#)

270.

2152D

[Division Versus Addition](#) · [Tutorial](#)

Quality: 6,748 global accepts · Rating: 1700 · first AC: 2025-10-03 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math

[lijunyi's solution](#)

271.

2122C

[Manhattan Pairs](#) · [Tutorial](#)

Quality: 8,395 global accepts · Rating: 1700 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[lijunyi's solution](#)

272.

1942C2

[Bessie's Birthday Cake \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,874 global accepts · Rating: 1700 · first AC: 2025-07-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, greedy, math

[lijunyi's solution](#)

273.

2124D

[Make a Palindrome](#) · [Tutorial](#)

Quality: 8,094 global accepts · Rating: 1700 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings, two pointers

[lijunyi's solution](#)

274.

2039D

[Shohag Loves GCD](#) · [Tutorial](#)

Quality: 6,969 global accepts · Rating: 1700 · first AC: 2025-07-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[lijunyi's solution](#)

275.

2096C

[Wonderful City](#) · [Tutorial](#)

Quality: 8,226 global accepts · Rating: 1700 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[lijunyi's solution](#)

276.

2089A

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

Quality: 7,194 global accepts · Rating: 1700 · first AC: 2025-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, number theory

[lijunyi's solution](#)

277.

1896D

[Ones and Twos](#) · [Tutorial](#)

Quality: 7,006 global accepts · Rating: 1700 · first AC: 2025-03-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, divide and conquer, math, two pointers

[lijunyi's solution](#)

278.

2018C

[Tree Pruning](#) · [Tutorial](#)

Quality: 9,645 global accepts · Rating: 1700 · first AC: 2024-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, greedy, sortings, trees

[lijunyi's solution](#)

279.

1497E1

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

Quality: 9,112 global accepts · Rating: 1700 · first AC: 2022-12-03 · last AC: 2022-12-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[lijunyi's solution](#)

280.

316G1

[Good Substrings](#) · [Tutorial](#)

Quality: 1,085 global accepts · Rating: 1700 · first AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: hashing, strings

[lijunyi's solution](#)

281.

1023D

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

Quality: 4,282 global accepts · Rating: 1700 · first AC: 2022-10-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures
[lijunyi's solution](#)

282.

632C

[The Smallest String Concatenation](#) · [Tutorial](#)

Quality: 10,431 global accepts · Rating: 1700 · first AC: 2022-10-18 · C++20 (GCC 11-64) (first AC) · Tags: sortings, strings
[lijunyi's solution](#)

283.

1185D

[Extra Element](#) · [Tutorial](#)

Quality: 7,059 global accepts · Rating: 1700 · first AC: 2022-10-10 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
[lijunyi's solution](#)

284.

1144F

[Graph Without Long Directed Paths](#) · [Tutorial](#)

Quality: 14,118 global accepts · Rating: 1700 · first AC: 2022-09-24 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs
[lijunyi's solution](#)

285.

954C

[Matrix Walk](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 1700 · first AC: 2022-09-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[lijunyi's solution](#)

286.

1153C

[Serval and Parenthesis Sequence](#) · [Tutorial](#)

Quality: 7,793 global accepts · Rating: 1700 · first AC: 2022-09-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings
[lijunyi's solution](#)

287.

1118E

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

Quality: 4,456 global accepts · Rating: 1700 · first AC: 2022-04-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation
[lijunyi's solution](#)

288.

949B

[A Leapfrog in the Array](#) · [Tutorial](#)

Quality: 3,834 global accepts · Rating: 1700 · first AC: 2022-01-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[lijunyi's solution](#)

289.

813C

[The Tag Game](#) · [Tutorial](#)

Quality: 8,140 global accepts · Rating: 1700 · first AC: 2022-01-21 · last AC: 2022-01-21 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs
[lijunyi's solution](#)

290.

1056C

[Pick Heroes](#) · [Tutorial](#)

Quality: 2,579 global accepts · Rating: 1700 · first AC: 2022-01-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, interactive, sortings
[lijunyi's solution](#)

291.

1111C

[Creative Snap](#) · [Tutorial](#)

Quality: 7,011 global accepts · Rating: 1700 · first AC: 2021-11-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, divide and conquer, math

[lijunyi's solution](#)

292.

1182C

[Beautiful Lyrics](#) · [Tutorial](#)

Quality: 4,591 global accepts · Rating: 1700 · first AC: 2021-11-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, strings

[lijunyi's solution](#)

293.

507C

[Guess Your Way Out!](#) · [Tutorial](#)

Quality: 4,560 global accepts · Rating: 1700 · first AC: 2021-10-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, trees

[lijunyi's solution](#)

294.

1118C

[Palindromic Matrix](#) · [Tutorial](#)

Quality: 6,101 global accepts · Rating: 1700 · first AC: 2021-10-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[lijunyi's solution](#)

295.

696B

[Puzzles](#) · [Tutorial](#)

Quality: 3,801 global accepts · Rating: 1700 · first AC: 2021-10-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, math, probabilities, trees

[lijunyi's solution](#)

296.

590A

[Median Smoothing](#) · [Tutorial](#)

Quality: 4,283 global accepts · Rating: 1700 · first AC: 2021-10-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[lijunyi's solution](#)

297.

546D

[Soldier and Number Game](#) · [Tutorial](#)

Quality: 13,770 global accepts · Rating: 1700 · first AC: 2021-10-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, math, number theory

[lijunyi's solution](#)

298.

627A

[XOR Equation](#) · [Tutorial](#)

Quality: 4,798 global accepts · Rating: 1700 · first AC: 2021-10-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[lijunyi's solution](#)

299.

1598D

[Training Session](#) · [Tutorial](#)

Quality: 10,485 global accepts · Rating: 1700 · first AC: 2021-10-12 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, geometry, implementation, math

[lijunyi's solution](#)

300.

126B

[Password](#) · [Tutorial](#)

Quality: 24,767 global accepts · Rating: 1700 · first AC: 2021-10-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, hashing, string suffix structures, strings

[lijunyi's solution](#)

301.

1312D

[Count the Arrays](#) · [Tutorial](#)

Quality: 10,528 global accepts · Rating: 1700 · first AC: 2021-10-12 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math
[lijunyi's solution](#)

302.

1176E

[Cover it!](#) · [Tutorial](#)

Quality: 13,568 global accepts · Rating: 1700 · first AC: 2021-10-11 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, shortest paths, trees

[lijunyi's solution](#)

303.

1580A

[Portal](#) · [Tutorial](#)

Quality: 3,924 global accepts · Rating: 1700 · first AC: 2021-10-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[lijunyi's solution](#)

304.

1581C

[Portal](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-09-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation

[lijunyi's solution](#)

305.

900C

[Remove Extra One](#) · [Tutorial](#)

Quality: 5,006 global accepts · Rating: 1700 · first AC: 2021-09-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, math

[lijunyi's solution](#)

306.

1000C

[Covered Points Count](#) · [Tutorial](#)

Quality: 8,437 global accepts · Rating: 1700 · first AC: 2021-09-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, sortings

[lijunyi's solution](#)

307.

276D

[Little Girl and Maximum XOR](#) · [Tutorial](#)

Quality: 16,370 global accepts · Rating: 1700 · first AC: 2021-09-23 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, greedy, implementation, math

[lijunyi's solution](#)

308.

1562D1

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

Quality: 6,650 global accepts · Rating: 1700 · first AC: 2021-09-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, math

[lijunyi's solution](#)

309.

1092C

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

Quality: 6,347 global accepts · Rating: 1700 · first AC: 2021-09-15 · C++17 (GCC 9-64) (first AC) · Tags: strings

[lijunyi's solution](#)

310.

1131F

[Asya And Kittens](#) · [Tutorial](#)

Quality: 7,750 global accepts · Rating: 1700 · first AC: 2021-09-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dsu

[lijunyi's solution](#)

311.

1091D

[New Year and the Permutation Concatenation](#) · [Tutorial](#)

Quality: 7,476 global accepts · Rating: 1700 · first AC: 2021-09-14 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[lijunyi's solution](#)

312.

711C

[Coloring Trees](#) · [Tutorial](#)

Quality: 9,345 global accepts · Rating: 1700 · first AC: 2021-09-08 · C++17 (GCC 9-64) (first AC) · Tags: dp

[lijunyi's solution](#)

313.

467C

[George and Job](#) · [Tutorial](#)

Quality: 16,582 global accepts · Rating: 1700 · first AC: 2021-09-07 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation

[lijunyi's solution](#)

314.

1557C

[Moamen and XOR](#) · [Tutorial](#)

Quality: 10,501 global accepts · Rating: 1700 · first AC: 2021-08-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, matrices

[lijunyi's solution](#)

315.

1006D

[Two Strings Swaps](#) · [Tutorial](#)

Quality: 6,477 global accepts · Rating: 1700 · first AC: 2021-08-25 · last AC: 2021-08-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[lijunyi's solution](#)

316.

931C

[Laboratory Work](#) · [Tutorial](#)

Quality: 3,488 global accepts · Rating: 1700 · first AC: 2021-06-05 · GNU C++11 (first AC) · Tags: implementation, math

[lijunyi's solution](#)

317.

2035D

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

Quality: 5,829 global accepts · Rating: 1800 · first AC: 2026-05-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation, math

[lijunyi's solution](#)

318.

2179E

[Blackslex and Girls](#) · [Tutorial](#)

Quality: 5,783 global accepts · Rating: 1800 · first AC: 2026-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, math

[lijunyi's solution](#)

319.

2192D

[Cost of Tree](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 1800 · first AC: 2026-03-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, trees

[lijunyi's solution](#)

320.

2182E

[New Year's Gifts](#) · [Tutorial](#)

Quality: 5,566 global accepts · Rating: 1800 · first AC: 2026-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers

[lijunyi's solution](#)

321.

2187B

[Shortest Statement Ever](#) · [Tutorial](#)

Quality: 5,287 global accepts · Rating: 1800 · first AC: 2026-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[lijunyi's solution](#)

322.

2102D

[Quartet Swapping](#) · [Tutorial](#)

Rating: 1800 · first AC: 2026-03-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[lijunyi's solution](#)

323.

2185G

[Mixing MEXes](#) · [Tutorial](#)

Quality: 3,307 global accepts · Rating: 1800 · first AC: 2026-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, math

[lijunyi's solution](#)

324.

2189C2

[XOR-convenience \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,209 global accepts · Rating: 1800 · first AC: 2026-02-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, math

[lijunyi's solution](#)

325.

2184E

[Exquisite Array](#) · [Tutorial](#)

Quality: 5,773 global accepts · Rating: 1800 · first AC: 2026-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dsu, sortings

[lijunyi's solution](#)

326.

2145D

[Inversion Value of a Permutation](#) · [Tutorial](#)

Quality: 6,661 global accepts · Rating: 1800 · first AC: 2026-02-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dp

[lijunyi's solution](#)

327.

2164D

[Copy String](#) · [Tutorial](#)

Quality: 4,964 global accepts · Rating: 1800 · first AC: 2026-02-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, strings, two pointers

[lijunyi's solution](#)

328.

2138C1

[Maple and Tree Beauty \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,425 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

[lijunyi's solution](#)

329.

2127D

[Root was Built by Love, Broken by Destiny](#) · [Tutorial](#)

Quality: 6,186 global accepts · Rating: 1800 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[lijunyi's solution](#)

330.

2039C2

[Shohag Loves XOR \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,969 global accepts · Rating: 1800 · first AC: 2025-07-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, math, number theory

[lijunyi's solution](#)

331.

1987D

[World is Mine](#) · [Tutorial](#)

Quality: 8,700 global accepts · Rating: 1800 · first AC: 2024-08-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, games

[lijunyi's solution](#)

332.

1801B

[Buying gifts](#) · [Tutorial](#)

Quality: 7,547 global accepts · Rating: 1800 · first AC: 2023-03-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings

[lijunyi's solution](#)

333.

1793D

[Moscow Gorillas](#) · [Tutorial](#)

Quality: 7,134 global accepts · Rating: 1800 · first AC: 2023-02-12 · last AC: 2023-02-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, implementation, math, two pointers

[lijunyi's solution](#)

334.

1107D

[Compression](#) · [Tutorial](#)

Quality: 3,904 global accepts · Rating: 1800 · first AC: 2022-11-24 · last AC: 2022-11-24 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation, math, number theory

[lijunyi's solution](#)

335.

543A

[Writing Code](#) · [Tutorial](#)

Quality: 8,837 global accepts · Rating: 1800 · first AC: 2022-11-16 · C++20 (GCC 11-64) (first AC) · Tags: dp

[lijunyi's solution](#)

336.

623A

[Graph and String](#) · [Tutorial](#)

Quality: 4,789 global accepts · Rating: 1800 · first AC: 2022-11-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs

[lijunyi's solution](#)

337.

652C

[Foe Pairs](#) · [Tutorial](#)

Quality: 3,759 global accepts · Rating: 1800 · first AC: 2022-11-02 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, sortings, two pointers

[lijunyi's solution](#)

338.

652D

[Nested Segments](#) · [Tutorial](#)

Quality: 4,797 global accepts · Rating: 1800 · first AC: 2022-11-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings

[lijunyi's solution](#)

339.

1732C1

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

Quality: 7,574 global accepts · Rating: 1800 · first AC: 2022-10-23 · last AC: 2022-10-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, greedy, two pointers

[lijunyi's solution](#)

340.

1136D

[Nastya Is Buying Lunch](#) · [Tutorial](#)

Quality: 4,001 global accepts · Rating: 1800 · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[lijunyi's solution](#)

341.

873D

[Merge Sort](#) · [Tutorial](#)

Quality: 4,028 global accepts · Rating: 1800 · first AC: 2022-09-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, divide and conquer

[lijunyi's solution](#)

342.

1466E

[Apollo versus Pan](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1800 · first AC: 2022-09-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, math
[lijunyi's solution](#)

343.

1720D1

[Xor-Subsequence \(easy version\)](#) · [Tutorial](#)

Quality: 6,710 global accepts · Rating: 1800 · first AC: 2022-08-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, strings, trees, two pointers
[lijunyi's solution](#)

344.

1077E

[Thematic Contests](#) · [Tutorial](#)

Quality: 5,094 global accepts · Rating: 1800 · first AC: 2022-07-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[lijunyi's solution](#)

345.

911D

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

Quality: 5,107 global accepts · Rating: 1800 · first AC: 2022-06-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math
[lijunyi's solution](#)

346.

802A1

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

Quality: 1,602 global accepts · Rating: 1800 · first AC: 2022-04-06 · C++17 (GCC 9-64) (first AC) · Tags: greedy
[lijunyi's solution](#)

347.

1648B

[Integral Array](#) · [Tutorial](#)

Quality: 7,260 global accepts · Rating: 1800 · first AC: 2022-03-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, data structures, math
[lijunyi's solution](#)

348.

1649D

[Integral Array](#) · [Tutorial](#)

Rating: 1800 · first AC: 2022-03-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, math, sortings
[lijunyi's solution](#)

349.

869C

[The Intriguing Obsession](#) · [Tutorial](#)

Quality: 5,203 global accepts · Rating: 1800 · first AC: 2022-03-05 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math
[lijunyi's solution](#)

350.

1090D

[Similar Arrays](#) · [Tutorial](#)

Quality: 2,364 global accepts · Rating: 1800 · first AC: 2022-01-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[lijunyi's solution](#)

351.

1109B

[Sasha and One More Name](#) · [Tutorial](#)

Quality: 4,537 global accepts · Rating: 1800 · first AC: 2022-01-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, hashing, strings
[lijunyi's solution](#)

352.

706D

[Vasiliy's Multiset](#) · [Tutorial](#)

Quality: 12,585 global accepts · Rating: 1800 · first AC: 2022-01-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, data structures, trees

[lijunyi's solution](#)

353.

1030D

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

Quality: 6,254 global accepts · Rating: 1800 · first AC: 2022-01-02 · C++14 (GCC 6-32) (first AC) · Tags: geometry, number theory

[lijunyi's solution](#)

354.

612D

[The Union of k-Segments](#) · [Tutorial](#)

Quality: 4,362 global accepts · Rating: 1800 · first AC: 2021-12-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[lijunyi's solution](#)

355.

220B

[Little Elephant and Array](#) · [Tutorial](#)

Quality: 12,884 global accepts · Rating: 1800 · first AC: 2021-11-17 · last AC: 2021-11-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures

[lijunyi's solution](#)

356.

914C

[Travelling Salesman and Special Numbers](#) · [Tutorial](#)

Quality: 4,209 global accepts · Rating: 1800 · first AC: 2021-11-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp

[lijunyi's solution](#)

357.

700B

[Connecting Universities](#) · [Tutorial](#)

Quality: 4,641 global accepts · Rating: 1800 · first AC: 2021-11-12 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[lijunyi's solution](#)

358.

167B

[Wizards and Huge Prize](#) · [Tutorial](#)

Quality: 2,452 global accepts · Rating: 1800 · first AC: 2021-11-09 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, probabilities

[lijunyi's solution](#)

359.

1177B

[Digits Sequence \(Hard Edition\)](#) · [Tutorial](#)

Quality: 2,941 global accepts · Rating: 1800 · first AC: 2021-11-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, divide and conquer, implementation

[lijunyi's solution](#)

360.

459D

[Pashmak and Parmida's problem](#) · [Tutorial](#)

Quality: 12,808 global accepts · Rating: 1800 · first AC: 2021-10-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, sortings

[lijunyi's solution](#)

361.

1477A

[Nezzar and Board](#) · [Tutorial](#)

Quality: 6,526 global accepts · Rating: 1800 · first AC: 2021-10-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[lijunyi's solution](#)

362.

580D

[Kefa and Dishes](#) · [Tutorial](#)

Quality: 11,874 global accepts · Rating: 1800 · first AC: 2021-10-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[lijunyi's solution](#)

363.

73C

[LionAge II](#) · [Tutorial](#)

Quality: 2,488 global accepts · Rating: 1800 · first AC: 2021-10-21 · C++14 (GCC 6-32) (first AC) · Tags: dp

[lijunyi's solution](#)

364.

610C

[Harmony Analysis](#) · [Tutorial](#)

Quality: 2,963 global accepts · Rating: 1800 · first AC: 2021-10-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[lijunyi's solution](#)

365.

148D

[Bag of mice](#) · [Tutorial](#)

Quality: 8,908 global accepts · Rating: 1800 · first AC: 2021-10-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, games, math, probabilities

[lijunyi's solution](#)

366.

46D

[Parking Lot](#) · [Tutorial](#)

Quality: 1,094 global accepts · Rating: 1800 · first AC: 2021-10-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[lijunyi's solution](#)

367.

442B

[Andrey and Problem](#) · [Tutorial](#)

Quality: 6,110 global accepts · Rating: 1800 · first AC: 2021-10-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, probabilities

[lijunyi's solution](#)

368.

1179B

[Tolik and His Uncle](#) · [Tutorial](#)

Quality: 4,593 global accepts · Rating: 1800 · first AC: 2021-10-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[lijunyi's solution](#)

369.

1176D

[Recover it!](#) · [Tutorial](#)

Quality: 5,701 global accepts · Rating: 1800 · first AC: 2021-10-11 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy, number theory, sortings

[lijunyi's solution](#)

370.

482B

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

Quality: 7,729 global accepts · Rating: 1800 · first AC: 2021-10-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, trees

[lijunyi's solution](#)

371.

161D

[Distance in Tree](#) · [Tutorial](#)

Quality: 19,178 global accepts · Rating: 1800 · first AC: 2021-09-27 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[lijunyi's solution](#)

372.

1338B

[Edge Weight Assignment](#) · [Tutorial](#)

Quality: 9,523 global accepts · Rating: 1800 · first AC: 2021-09-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, greedy, math, trees

[lijunyi's solution](#)

373.

1398D

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

Quality: 12,542 global accepts · Rating: 1800 · first AC: 2020-08-16 · last AC: 2020-08-16 · GNU C++11 (first AC) · Tags: dp, greedy, sortings
[lijunyi's solution](#)

374.

2157E

[Adjusting Drones](#) · [Tutorial](#)

Quality: 3,568 global accepts · Rating: 1900 · first AC: 2026-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, implementation, sortings
[lijunyi's solution](#)

375.

552D

[Vanya and Triangles](#) · [Tutorial](#)

Quality: 4,851 global accepts · Rating: 1900 · first AC: 2026-04-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, data structures, geometry, math, sortings
[lijunyi's solution](#)

376.

552C

[Vanya and Scales](#) · [Tutorial](#)

Quality: 5,875 global accepts · Rating: 1900 · first AC: 2026-04-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, math, meet-in-the-middle, number theory
[lijunyi's solution](#)

377.

2173D

[Taiga's Carry Chains](#) · [Tutorial](#)

Quality: 3,639 global accepts · Rating: 1900 · first AC: 2026-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, greedy, math
[lijunyi's solution](#)

378.

2180C

[XOR-factorization](#) · [Tutorial](#)

Quality: 6,463 global accepts · Rating: 1900 · first AC: 2026-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, number theory
[lijunyi's solution](#)

379.

1242B

[0-1 MST](#) · [Tutorial](#)

Quality: 9,246 global accepts · Rating: 1900 · first AC: 2026-03-18 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs, sortings
[lijunyi's solution](#)

380.

2184G

[Nastiness of Segments](#) · [Tutorial](#)

Quality: 2,965 global accepts · Rating: 1900 · first AC: 2026-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures
[lijunyi's solution](#)

381.

2189D1

[Little String \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,960 global accepts · Rating: 1900 · first AC: 2026-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math, number theory
[lijunyi's solution](#)

382.

2190B2

[Sub-RBS \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,180 global accepts · Rating: 1900 · first AC: 2026-03-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games, implementation, strings
[lijunyi's solution](#)

383.

2180D

[Insolvable Disks](#) · [Tutorial](#)

Quality: 4,254 global accepts · Rating: 1900 · first AC: 2026-03-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy, math

[lijunyi's solution](#)

384.

2184F

[Cherry Tree](#) · [Tutorial](#)

Quality: 3,895 global accepts · Rating: 1900 · first AC: 2026-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, trees

[lijunyi's solution](#)

385.

2154D

[Catshock](#) · [Tutorial](#)

Quality: 4,764 global accepts · Rating: 1900 · first AC: 2026-02-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees, two pointers

[lijunyi's solution](#)

386.

2165B

[Marble Council](#) · [Tutorial](#)

Quality: 4,538 global accepts · Rating: 1900 · first AC: 2026-02-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, sortings

[lijunyi's solution](#)

387.

2174B

[Wishing Cards](#) · [Tutorial](#)

Quality: 3,970 global accepts · Rating: 1900 · first AC: 2025-12-06 · C++17 (GCC 7-32) (first AC) · Tags: dp

[lijunyi's solution](#)

388.

2138B

[Antiamuny Wants to Learn Swap](#) · [Tutorial](#)

Quality: 5,333 global accepts · Rating: 1900 · first AC: 2025-09-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, two pointers

[lijunyi's solution](#)

389.

2089B1

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

Quality: 3,234 global accepts · Rating: 1900 · first AC: 2025-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, flows, greedy, two pointers

[lijunyi's solution](#)

390.

2009G1

[Yunli's Subarray Queries \(easy version\)](#) · [Tutorial](#)

Quality: 5,368 global accepts · Rating: 1900 · first AC: 2025-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, two pointers

[lijunyi's solution](#)

391.

2018B

[Speedbreaker](#) · [Tutorial](#)

Quality: 5,189 global accepts · Rating: 1900 · first AC: 2024-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[lijunyi's solution](#)

392.

2002D1

[DFS Checker \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,089 global accepts · Rating: 1900 · first AC: 2024-08-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, hashing, trees

[lijunyi's solution](#)

393.

1991E

[Coloring Game](#) · [Tutorial](#)

Quality: 5,125 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, interactive

[lijunyi's solution](#)

394.

1991D

[Prime XOR Coloring](#) · [Tutorial](#)

Quality: 7,886 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, math, number theory

[lijunyi's solution](#)

395.

1801C

[Music Festival](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 1900 · first AC: 2023-03-09 · last AC: 2023-03-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings

[lijunyi's solution](#)

396.

1089F

[Fractions](#) · [Tutorial](#)

Quality: 2,150 global accepts · Rating: 1900 · first AC: 2022-11-13 · last AC: 2022-11-13 · C++20 (GCC 11-64) (first AC) · Tags: math

[lijunyi's solution](#)

397.

1076E

[Vasya and a Tree](#) · [Tutorial](#)

Quality: 4,153 global accepts · Rating: 1900 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees

[lijunyi's solution](#)

398.

223C

[Partial Sums](#) · [Tutorial](#)

Quality: 1,755 global accepts · Rating: 1900 · first AC: 2022-09-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[lijunyi's solution](#)

399.

1270D

[Strange Device](#) · [Tutorial](#)

Quality: 4,869 global accepts · Rating: 1900 · first AC: 2022-09-06 · last AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, math, sortings

[lijunyi's solution](#)

400.

229C

[Triangles](#) · [Tutorial](#)

Quality: 1,783 global accepts · Rating: 1900 · first AC: 2022-07-22 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, graphs, math

[lijunyi's solution](#)

401.

1117C

[Magic Ship](#) · [Tutorial](#)

Quality: 9,114 global accepts · Rating: 1900 · first AC: 2022-06-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search

[lijunyi's solution](#)

402.

961E

[Tufurama](#) · [Tutorial](#)

Quality: 4,234 global accepts · Rating: 1900 · first AC: 2022-04-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[lijunyi's solution](#)

403.

691E

[Xor-sequences](#) · [Tutorial](#)

Quality: 3,089 global accepts · Rating: 1900 · first AC: 2022-04-12 · C++17 (GCC 9-64) (first AC) · Tags: matrices

[lijunyi's solution](#)

404.

711D

[Directed Roads](#) · [Tutorial](#)

Quality: 4,971 global accepts · Rating: 1900 · first AC: 2022-04-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, graphs, math

[lijunyi's solution](#)

405.

1648C

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

Quality: 3,340 global accepts · Rating: 1900 · first AC: 2022-03-11 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, implementation

[lijunyi's solution](#)

406.

1055C

[Lucky Days](#) · [Tutorial](#)

Quality: 2,055 global accepts · Rating: 1900 · first AC: 2022-03-10 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[lijunyi's solution](#)

407.

1649E

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

Rating: 1900 · first AC: 2022-03-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, dp, math

[lijunyi's solution](#)

408.

818E

[Card Game Again](#) · [Tutorial](#)

Quality: 2,680 global accepts · Rating: 1900 · first AC: 2022-03-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, number theory, two pointers

[lijunyi's solution](#)

409.

817D

[Imbalanced Array](#) · [Tutorial](#)

Quality: 6,288 global accepts · Rating: 1900 · first AC: 2022-02-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dsu, sortings

[lijunyi's solution](#)

410.

553B

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

Quality: 2,265 global accepts · Rating: 1900 · first AC: 2022-02-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, greedy, implementation, math

[lijunyi's solution](#)

411.

1157D

[N Problems During K Days](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 1900 · first AC: 2022-01-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[lijunyi's solution](#)

412.

832D

[Misha, Grisha and Underground](#) · [Tutorial](#)

Quality: 4,481 global accepts · Rating: 1900 · first AC: 2022-01-14 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[lijunyi's solution](#)

413.

848B

[Router's Song](#) · [Tutorial](#)

Quality: 2,003 global accepts · Rating: 1900 · first AC: 2022-01-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, geometry, implementation, sortings, two pointers

[lijunyi's solution](#)

414.

1153D

[Serval and Rooted Tree](#) · [Tutorial](#)

Quality: 5,541 global accepts · Rating: 1900 · first AC: 2021-12-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[lijunyi's solution](#)

415.

1168B

[Good Triple](#) · [Tutorial](#)

Quality: 3,811 global accepts · Rating: 1900 · first AC: 2021-12-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, two pointers

[lijunyi's solution](#)

416.

1036C

[Classy Numbers](#) · [Tutorial](#)

Quality: 13,378 global accepts · Rating: 1900 · first AC: 2021-11-09 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp

[lijunyi's solution](#)

417.

459E

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

Quality: 5,971 global accepts · Rating: 1900 · first AC: 2021-11-09 · C++17 (GCC 9-64) (first AC) · Tags: dp, sortings

[lijunyi's solution](#)

418.

1120A

[Diana and Liana](#) · [Tutorial](#)

Quality: 1,737 global accepts · Rating: 1900 · first AC: 2021-11-08 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, two pointers

[lijunyi's solution](#)

419.

455B

[A Lot of Games](#) · [Tutorial](#)

Quality: 6,850 global accepts · Rating: 1900 · first AC: 2021-11-08 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, games, implementation, strings, trees

[lijunyi's solution](#)

420.

510D

[Fox And Jumping](#) · [Tutorial](#)

Quality: 6,413 global accepts · Rating: 1900 · first AC: 2021-11-07 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, math

[lijunyi's solution](#)

421.

1147B

[Chladni Figure](#) · [Tutorial](#)

Quality: 3,110 global accepts · Rating: 1900 · first AC: 2021-11-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, strings

[lijunyi's solution](#)

422.

476D

[Dreamoon and Sets](#) · [Tutorial](#)

Quality: 5,033 global accepts · Rating: 1900 · first AC: 2021-11-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[lijunyi's solution](#)

423.

1174D

[Ehab and the Expected XOR Problem](#) · [Tutorial](#)

Quality: 5,042 global accepts · Rating: 1900 · first AC: 2021-11-02 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms

[lijunyi's solution](#)

424.

1067A

[Array Without Local Maximums](#) · [Tutorial](#)

Quality: 3,133 global accepts · Rating: 1900 · first AC: 2021-10-31 · C++14 (GCC 6-32) (first AC) · Tags: dp

[lijunyi's solution](#)

425.

109C

[Lucky Tree](#) · [Tutorial](#)

Quality: 4,119 global accepts · Rating: 1900 · first AC: 2021-10-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, dsu, trees

[lijunyi's solution](#)

426.

739B

[Alyona and a tree](#) · [Tutorial](#)

Quality: 5,120 global accepts · Rating: 1900 · first AC: 2021-10-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, trees

[lijunyi's solution](#)

427.

417D

[Cunning Gena](#) · [Tutorial](#)

Quality: 2,915 global accepts · Rating: 1900 · first AC: 2021-10-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy, sortings

[lijunyi's solution](#)

428.

149D

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

Quality: 4,611 global accepts · Rating: 1900 · first AC: 2021-10-26 · C++14 (GCC 6-32) (first AC) · Tags: dp

[lijunyi's solution](#)

429.

258B

[Little Elephant and Elections](#) · [Tutorial](#)

Quality: 1,604 global accepts · Rating: 1900 · first AC: 2021-10-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp

[lijunyi's solution](#)

430.

232B

[Table](#) · [Tutorial](#)

Quality: 1,679 global accepts · Rating: 1900 · first AC: 2021-10-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[lijunyi's solution](#)

431.

550D

[Regular Bridge](#) · [Tutorial](#)

Quality: 3,781 global accepts · Rating: 1900 · first AC: 2021-10-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, implementation

[lijunyi's solution](#)

432.

500D

[New Year Santa Network](#) · [Tutorial](#)

Quality: 3,277 global accepts · Rating: 1900 · first AC: 2021-10-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[lijunyi's solution](#)

433.

708B

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

Quality: 3,440 global accepts · Rating: 1900 · first AC: 2021-10-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[lijunyi's solution](#)

434.

613A

[Peter and Snow Blower](#) · [Tutorial](#)

Quality: 3,429 global accepts · Rating: 1900 · first AC: 2021-10-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry, ternary search

[lijunyi's solution](#)

435.

687C

[The Values You Can Make](#) · [Tutorial](#)

Quality: 8,345 global accepts · Rating: 1900 · first AC: 2021-10-15 · C++14 (GCC 6-32) (first AC) · Tags: dp

[lijunyi's solution](#)

436.

437D

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

Quality: 3,667 global accepts · Rating: 1900 · first AC: 2021-10-14 · C++14 (GCC 6-32) (first AC) · Tags: dsu, sortings

[lijunyi's solution](#)

437.

535D

[Tavas and Malekas](#) · [Tutorial](#)

Quality: 4,679 global accepts · Rating: 1900 · first AC: 2021-10-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, hashing, string suffix structures, strings

[lijunyi's solution](#)

438.

613B

[Skills](#) · [Tutorial](#)

Quality: 2,476 global accepts · Rating: 1900 · first AC: 2021-10-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp, greedy, sortings, two pointers

[lijunyi's solution](#)

439.

1081E

[Missing Numbers](#) · [Tutorial](#)

Quality: 2,820 global accepts · Rating: 1900 · first AC: 2021-10-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory

[lijunyi's solution](#)

440.

633C

[Spy Syndrome 2](#) · [Tutorial](#)

Quality: 3,376 global accepts · Rating: 1900 · first AC: 2021-10-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, hashing, implementation, sortings, string suffix structures, strings

[lijunyi's solution](#)

441.

1043E

[Train Hard, Win Easy](#) · [Tutorial](#)

Quality: 3,461 global accepts · Rating: 1900 · first AC: 2021-10-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[lijunyi's solution](#)

442.

1012C

[Hills](#) · [Tutorial](#)

Quality: 3,827 global accepts · Rating: 1900 · first AC: 2021-10-13 · C++14 (GCC 6-32) (first AC) · Tags: dp

[lijunyi's solution](#)

443.

463C

[Gargari and Bishops](#) · [Tutorial](#)

Quality: 9,182 global accepts · Rating: 1900 · first AC: 2021-10-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, hashing, implementation

[lijunyi's solution](#)

444.

1095F

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

Quality: 7,572 global accepts · Rating: 1900 · first AC: 2021-10-11 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, greedy
[lijunyi's solution](#)

445.

404D

[Minesweeper 1D](#) · [Tutorial](#)

Quality: 2,466 global accepts · Rating: 1900 · first AC: 2021-10-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation
[lijunyi's solution](#)

446.

819B

[Mister B and PR Shifts](#) · [Tutorial](#)

Quality: 1,794 global accepts · Rating: 1900 · first AC: 2021-10-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, math
[lijunyi's solution](#)

447.

14E

[Camels](#) · [Tutorial](#)

Quality: 2,061 global accepts · Rating: 1900 · first AC: 2021-10-08 · C++14 (GCC 6-32) (first AC) · Tags: dp
[lijunyi's solution](#)

448.

981D

[Bookshelves](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 1900 · first AC: 2021-10-01 · last AC: 2021-10-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy
[lijunyi's solution](#)

449.

1092F

[Tree with Maximum Cost](#) · [Tutorial](#)

Quality: 10,844 global accepts · Rating: 1900 · first AC: 2021-09-15 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, trees
[lijunyi's solution](#)

450.

1428D

[Bouncing Boomerangs](#) · [Tutorial](#)

Quality: 4,723 global accepts · Rating: 1900 · first AC: 2021-09-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation
[lijunyi's solution](#)

451.

1000D

[Yet Another Problem On a Subsequence](#) · [Tutorial](#)

Quality: 5,044 global accepts · Rating: 1900 · first AC: 2021-08-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp
[lijunyi's solution](#)

452.

2201C

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

Quality: 1,989 global accepts · Rating: 2000 · first AC: 2026-03-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy
[lijunyi's solution](#)

453.

2194E

[The Turtle Strikes Back](#) · [Tutorial](#)

Quality: 2,614 global accepts · Rating: 2000 · first AC: 2026-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graphs, greedy, implementation
[lijunyi's solution](#)

454.

2171G

[Sakura Adachi and Optimal Sequences](#) · [Tutorial](#)

Quality: 2,324 global accepts · Rating: 2000 · first AC: 2026-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, greedy, math

[lijunyi's solution](#)

455.

2178E

[Flatten or Concatenate](#) · [Tutorial](#)

Quality: 3,687 global accepts · Rating: 2000 · first AC: 2026-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, interactive

[lijunyi's solution](#)

456.

2179F

[Blackslex and Another RGB Walking](#) · [Tutorial](#)

Quality: 2,748 global accepts · Rating: 2000 · first AC: 2026-03-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: communication, constructive algorithms, graphs, interactive, number theory, trees

[lijunyi's solution](#)

457.

2165C

[Binary Wine](#) · [Tutorial](#)

Quality: 3,521 global accepts · Rating: 2000 · first AC: 2026-02-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, math

[lijunyi's solution](#)

458.

2181D

[Doorway](#) · [Tutorial](#)

Quality: 1,357 global accepts · Rating: 2000 · first AC: 2026-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, sortings

[lijunyi's solution](#)

459.

2114F

[Small Operations](#) · [Tutorial](#)

Quality: 5,505 global accepts · Rating: 2000 · first AC: 2026-02-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dfs and similar, dp, math, number theory, sortings

[lijunyi's solution](#)

460.

2172I

[Birthday](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2000 · first AC: 2026-02-06 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[lijunyi's solution](#)

461.

2138C2

[Maple and Tree Beauty \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,369 global accepts · Rating: 2000 · first AC: 2025-09-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, fft, trees

[lijunyi's solution](#)

462.

2096D

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

Quality: 5,602 global accepts · Rating: 2000 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[lijunyi's solution](#)

463.

2057D

[Gifts Order](#) · [Tutorial](#)

Quality: 5,413 global accepts · Rating: 2000 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation, math, matrices

[lijunyi's solution](#)

464.

1987E

[Wonderful Tree!](#) · [Tutorial](#)

Quality: 4,068 global accepts · Rating: 2000 · first AC: 2024-08-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, greedy, trees

[lijunyi's solution](#)

465.

1753C

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

Quality: 5,281 global accepts · Rating: 2000 · first AC: 2022-10-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[lijunyi's solution](#)

466.

1754E

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

Rating: 2000 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: dp, probabilities

[lijunyi's solution](#)

467.

1493C

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

Quality: 4,948 global accepts · Rating: 2000 · first AC: 2022-10-18 · last AC: 2022-10-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, strings

[lijunyi's solution](#)

468.

954G

[Castle Defense](#) · [Tutorial](#)

Quality: 2,401 global accepts · Rating: 2000 · first AC: 2022-09-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, two pointers

[lijunyi's solution](#)

469.

954E

[Water Taps](#) · [Tutorial](#)

Quality: 2,096 global accepts · Rating: 2000 · first AC: 2022-09-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings

[lijunyi's solution](#)

470.

1616D

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

Quality: 5,566 global accepts · Rating: 2000 · first AC: 2022-09-08 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math

[lijunyi's solution](#)

471.

891B

[Gluttony](#) · [Tutorial](#)

Quality: 3,241 global accepts · Rating: 2000 · first AC: 2022-07-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[lijunyi's solution](#)

472.

911E

[Stack Sorting](#) · [Tutorial](#)

Quality: 2,853 global accepts · Rating: 2000 · first AC: 2022-06-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[lijunyi's solution](#)

473.

863E

[Turn Off The TV](#) · [Tutorial](#)

Quality: 4,061 global accepts · Rating: 2000 · first AC: 2022-04-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings

[lijunyi's solution](#)

474.

730I

[Olympiad in Programming and Sports](#) · [Tutorial](#)

Quality: 2,743 global accepts · Rating: 2000 · first AC: 2022-04-07 · C++17 (GCC 9-64) (first AC) · Tags: dp, flows, graphs, greedy
[lijunyi's solution](#)

475.

952E

[Cheese Board](#) · [Tutorial](#)

Quality: 679 global accepts · Rating: 2000 · first AC: 2022-03-30 · C++17 (GCC 9-64) (first AC) · Tags: *special
[lijunyi's solution](#)

476.

786A

[Berzerk](#) · [Tutorial](#)

Quality: 2,842 global accepts · Rating: 2000 · first AC: 2022-03-03 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, games
[lijunyi's solution](#)

477.

1082E

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

Quality: 6,343 global accepts · Rating: 2000 · first AC: 2022-03-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy
[lijunyi's solution](#)

478.

689E

[Mike and Geometry Problem](#) · [Tutorial](#)

Quality: 2,131 global accepts · Rating: 2000 · first AC: 2022-03-01 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, dp, geometry, implementation
[lijunyi's solution](#)

479.

814D

[An overnight dance in discotheque](#) · [Tutorial](#)

Quality: 2,581 global accepts · Rating: 2000 · first AC: 2022-02-26 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, geometry, greedy, trees
[lijunyi's solution](#)

480.

156C

[Cipher](#) · [Tutorial](#)

Quality: 2,625 global accepts · Rating: 2000 · first AC: 2022-02-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp
[lijunyi's solution](#)

481.

128C

[Games with Rectangle](#) · [Tutorial](#)

Quality: 3,244 global accepts · Rating: 2000 · first AC: 2022-02-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp
[lijunyi's solution](#)

482.

337D

[Book of Evil](#) · [Tutorial](#)

Quality: 6,907 global accepts · Rating: 2000 · first AC: 2022-02-24 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, trees
[lijunyi's solution](#)

483.

1030E

[Vasya and Good Sequences](#) · [Tutorial](#)

Quality: 3,350 global accepts · Rating: 2000 · first AC: 2022-02-22 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp
[lijunyi's solution](#)

484.

803F

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

Quality: 4,638 global accepts · Rating: 2000 · first AC: 2022-01-23 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, number theory

[lijunyi's solution](#)

485.

1019B

[The hat](#) · [Tutorial](#)

Quality: 2,112 global accepts · Rating: 2000 · first AC: 2022-01-18 · last AC: 2022-01-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive

[lijunyi's solution](#)

486.

899E

[Segments Removal](#) · [Tutorial](#)

Quality: 3,518 global accepts · Rating: 2000 · first AC: 2022-01-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, flows, implementation, two pointers

[lijunyi's solution](#)

487.

758D

[Ability To Convert](#) · [Tutorial](#)

Quality: 2,935 global accepts · Rating: 2000 · first AC: 2022-01-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy, math, strings

[lijunyi's solution](#)

488.

18E

[Flag 2](#) · [Tutorial](#)

Quality: 1,269 global accepts · Rating: 2000 · first AC: 2022-01-02 · C++14 (GCC 6-32) (first AC) · Tags: dp

[lijunyi's solution](#)

489.

1029F

[Multicolored Markers](#) · [Tutorial](#)

Quality: 2,754 global accepts · Rating: 2000 · first AC: 2022-01-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, math, number theory

[lijunyi's solution](#)

490.

842C

[Ilya And The Tree](#) · [Tutorial](#)

Quality: 3,762 global accepts · Rating: 2000 · first AC: 2021-12-16 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, math, number theory, trees

[lijunyi's solution](#)

491.

1156C

[Match Points](#) · [Tutorial](#)

Quality: 6,669 global accepts · Rating: 2000 · first AC: 2021-11-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings, ternary search, two pointers

[lijunyi's solution](#)

492.

359D

[Pair of Numbers](#) · [Tutorial](#)

Quality: 5,724 global accepts · Rating: 2000 · first AC: 2021-11-09 · last AC: 2021-11-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, math, two pointers

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493.

1142B

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494.

615D

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495.

522D

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496.

920F

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497.

877E

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498.

895C

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499.

797E

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500.

346B

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501.

258C

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502.

15C

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503.

578C

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504.

468B

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505.

494B

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506.

1129B

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507.

555B

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508.

696C

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509.

453B

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510.

487B

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511.

514C

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512.

432D

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513.

545E

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514.

1070C

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515.

475D

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516.

842D

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517.

514D

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518.

383C

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519.

1408D

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520.

1416B

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Quality: 6,687 global accepts · Rating: 2000 · first AC: 2021-10-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math
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521.

1244C

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522.

446B

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Quality: 3,856 global accepts · Rating: 2000 · first AC: 2021-10-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy
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523.

235B

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524.

1101D

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525.

1131D

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526.

1103B

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527.

900D

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528.

474E

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529.

242E

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530.

965C

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531.

1391D

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532.

1399E1

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533.

2161D

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534.

552E

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535.

551D

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536.

2170E

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537.

2207E1

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538.

2169D2

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539.

2162F

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540.

2193G

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541.

2172K

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542.

2183D2

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543.

2183E

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544.

2159B

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545.

2152E

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546.

2115B

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547.

2127E

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548.

1942D

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549.

2124E

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550.

1896E

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551.

1801D

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1185G1

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1108F

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554.

231E

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graphs, trees

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543B

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556.

1167E

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557.

1732C2

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558.

1493D

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559.

1146D

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560.

734E

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561.

754D

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562.

229D

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563.

954F

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564.

111C

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565.

1056E

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566.

1332E

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567.

1006F

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568.

1117D

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569.

1614D1

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Quality: 4,478 global accepts · Rating: 2100 · first AC: 2022-03-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, number theory

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570.

474F

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Quality: 11,595 global accepts · Rating: 2100 · first AC: 2022-03-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math, number theory

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571.

955C

[Sad powers](#) · [Tutorial](#)

Quality: 2,891 global accepts · Rating: 2100 · first AC: 2022-03-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math, number theory

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572.

1151E

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

Quality: 3,770 global accepts · Rating: 2100 · first AC: 2022-03-02 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, dp, math

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573.

859E

[Desk Disorder](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2100 · first AC: 2022-03-01 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, trees

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574.

797D

[Broken BST](#) · [Tutorial](#)

Quality: 2,185 global accepts · Rating: 2100 · first AC: 2022-03-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar

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575.

852D

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Quality: 1,246 global accepts · Rating: 2100 · first AC: 2022-02-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, flows, graph matchings, shortest paths

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576.

960D

[Full Binary Tree Queries](#) · [Tutorial](#)

Quality: 1,946 global accepts · Rating: 2100 · first AC: 2022-02-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, trees

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577.

546E

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

Quality: 4,310 global accepts · Rating: 2100 · first AC: 2022-02-05 · C++17 (GCC 9-64) (first AC) · Tags: flows, graphs, math

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578.

609E

[Minimum spanning tree for each edge](#) · [Tutorial](#)

Quality: 10,270 global accepts · Rating: 2100 · first AC: 2022-01-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, trees

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579.

1023E

[Down or Right](#) · [Tutorial](#)

Quality: 2,223 global accepts · Rating: 2100 · first AC: 2022-01-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, matrices

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580.

439E

[Devu and Birthday Celebration](#) · [Tutorial](#)

Quality: 1,838 global accepts · Rating: 2100 · first AC: 2022-01-15 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[lijunyi's solution](#)

581.

321C

[Ciel the Commander](#) · [Tutorial](#)

Quality: 9,391 global accepts · Rating: 2100 · first AC: 2022-01-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, greedy, trees

[lijunyi's solution](#)

582.

788B

[Weird journey](#) · [Tutorial](#)

Quality: 2,887 global accepts · Rating: 2100 · first AC: 2021-12-28 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, dfs and similar, dsu, graphs

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583.

703D

[Mishka and Interesting sum](#) · [Tutorial](#)

Quality: 4,063 global accepts · Rating: 2100 · first AC: 2021-11-17 · last AC: 2021-11-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures

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584.

771C

[Bear and Tree Jumps](#) · [Tutorial](#)

Quality: 3,552 global accepts · Rating: 2100 · first AC: 2021-11-15 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, trees

[lijunyi's solution](#)

585.

1152D

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

Quality: 2,579 global accepts · Rating: 2100 · first AC: 2021-11-12 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, trees

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586.

525E

[Anya and Cubes](#) · [Tutorial](#)

Quality: 4,180 global accepts · Rating: 2100 · first AC: 2021-11-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, dp, math, meet-in-the-middle

[lijunyi's solution](#)

587.

980D

[Perfect Groups](#) · [Tutorial](#)

Quality: 3,006 global accepts · Rating: 2100 · first AC: 2021-11-07 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, number theory

[lijunyi's solution](#)

588.

1025D

[Recovering BST](#) · [Tutorial](#)

Quality: 4,138 global accepts · Rating: 2100 · first AC: 2021-11-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math, number theory, trees

[lijunyi's solution](#)

589.

128B

[String](#) · [Tutorial](#)

Quality: 2,873 global accepts · Rating: 2100 · first AC: 2021-11-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, hashing, implementation, string suffix structures, strings

[lijunyi's solution](#)

590.

354C

[Vasya and Beautiful Arrays](#) · [Tutorial](#)

Quality: 3,332 global accepts · Rating: 2100 · first AC: 2021-10-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, number theory

[lijunyi's solution](#)

591.

960F

[Pathwalks](#) · [Tutorial](#)

Quality: 3,383 global accepts · Rating: 2100 · first AC: 2021-10-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, graphs

[lijunyi's solution](#)

592.

498C

[Array and Operations](#) · [Tutorial](#)

Quality: 4,188 global accepts · Rating: 2100 · first AC: 2021-10-21 · C++14 (GCC 6-32) (first AC) · Tags: flows, graph matchings, number theory

[lijunyi's solution](#)

593.

457C

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Quality: 945 global accepts · Rating: 2100 · first AC: 2021-10-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[lijunyi's solution](#)

594.

39C

[Moon Craters](#) · [Tutorial](#)

Quality: 697 global accepts · Rating: 2100 · first AC: 2021-10-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings

[lijunyi's solution](#)

595.

50D

[Bombing](#) · [Tutorial](#)

Quality: 707 global accepts · Rating: 2100 · first AC: 2021-10-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, probabilities

[lijunyi's solution](#)

596.

631D

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Quality: 2,390 global accepts · Rating: 2100 · first AC: 2021-10-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing, implementation, string suffix structures, strings

[lijunyi's solution](#)

597.

1598E

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Quality: 2,496 global accepts · Rating: 2100 · first AC: 2021-10-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, dp, implementation, math

[lijunyi's solution](#)

598.

576C

[Points on Plane](#) · [Tutorial](#)

Quality: 4,179 global accepts · Rating: 2100 · first AC: 2021-10-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, divide and conquer, geometry, greedy, sortings

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599.

519E

[A and B and Lecture Rooms](#) · [Tutorial](#)

Quality: 8,356 global accepts · Rating: 2100 · first AC: 2021-10-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, trees

[lijunyi's solution](#)

600.

431D

[Random Task](#) · [Tutorial](#)

Quality: 2,873 global accepts · Rating: 2100 · first AC: 2021-10-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, combinatorics, dp, math

[lijunyi's solution](#)

601.

486D

[Valid Sets](#) · [Tutorial](#)

Quality: 4,380 global accepts · Rating: 2100 · first AC: 2021-10-08 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, math, trees

[lijunyi's solution](#)

602.

1454F

[Array Partition](#) · [Tutorial](#)

Quality: 4,668 global accepts · Rating: 2100 · first AC: 2021-10-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, two pointers

[lijunyi's solution](#)

603.

276E

[Little Girl and Problem on Trees](#) · [Tutorial](#)

Quality: 1,859 global accepts · Rating: 2100 · first AC: 2021-09-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, graphs, trees

[lijunyi's solution](#)

604.

1000E

[We Need More Bosses](#) · [Tutorial](#)

Quality: 6,506 global accepts · Rating: 2100 · first AC: 2021-09-17 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, trees

[lijunyi's solution](#)

605.

165D

[Beard Graph](#) · [Tutorial](#)

Quality: 1,929 global accepts · Rating: 2100 · first AC: 2021-09-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, trees

[lijunyi's solution](#)

606.

1389D

[Segment Intersections](#) · [Tutorial](#)

Quality: 4,554 global accepts · Rating: 2100 · first AC: 2021-09-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation, math

[lijunyi's solution](#)

607.

1098B

[Nice table](#) · [Tutorial](#)

Quality: 1,797 global accepts · Rating: 2100 · first AC: 2021-09-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[lijunyi's solution](#)

608.

900E

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

Quality: 1,393 global accepts · Rating: 2100 · first AC: 2021-09-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, strings

[lijunyi's solution](#)

609.

620E

[New Year Tree](#) · [Tutorial](#)

Quality: 7,088 global accepts · Rating: 2100 · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, trees

[lijunyi's solution](#)

610.

343D

[Water Tree](#) · [Tutorial](#)

Quality: 6,849 global accepts · Rating: 2100 · first AC: 2020-12-01 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, graphs, trees

[lijunyi's solution](#)

611.

2170D

[Almost Roman](#) · [Tutorial](#)

Quality: 1,682 global accepts · Rating: 2200 · first AC: 2026-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation

[lijunyi's solution](#)

612.

2179G

[Blackslex and Penguin Migration](#) · [Tutorial](#)

Quality: 1,208 global accepts · Rating: 2200 · first AC: 2026-03-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, interactive, math

[lijunyi's solution](#)

613.

2102E

[23 Kingdom](#) · [Tutorial](#)

Rating: 2200 · first AC: 2026-03-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, ternary search, two pointers

[lijunyi's solution](#)

614.

2207D

[Boxed Like a Fish](#) · [Tutorial](#)

Quality: 2,111 global accepts · Rating: 2200 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, games, shortest paths, trees

[lijunyi's solution](#)

615.

1535E

[Gold Transfer](#) · [Tutorial](#)

Quality: 3,066 global accepts · Rating: 2200 · first AC: 2026-03-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, interactive, trees

[lijunyi's solution](#)

616.

2179H

[Blackslex and Plants](#) · [Tutorial](#)

Quality: 1,302 global accepts · Rating: 2200 · first AC: 2026-03-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, dp, implementation, math

[lijunyi's solution](#)

617.

2189D2

[Little String \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,944 global accepts · Rating: 2200 · first AC: 2026-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math, number theory

[lijunyi's solution](#)

618.

2178F

[Conquer or of Forest](#) · [Tutorial](#)

Quality: 1,824 global accepts · Rating: 2200 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, trees

[lijunyi's solution](#)

619.

2173E

[Shiro's Mirror Duel](#) · [Tutorial](#)

Quality: 1,537 global accepts · Rating: 2200 · first AC: 2026-02-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, interactive, probabilities, sortings

[lijunyi's solution](#)

620.

2039E

[Shohag Loves Inversions](#) · [Tutorial](#)

Quality: 2,372 global accepts · Rating: 2200 · first AC: 2025-07-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, implementation, math

[lijunyi's solution](#)

621.

2034E

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

Quality: 2,019 global accepts · Rating: 2200 · first AC: 2025-06-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, greedy, hashing, math

[lijunyi's solution](#)

622.

2089C1

[Key of Like \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,458 global accepts · Rating: 2200 · first AC: 2025-06-22 · last AC: 2025-06-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games, math, probabilities

[lijunyi's solution](#)

623.

2009G2

[Yunli's Subarray Queries \(hard version\)](#) · [Tutorial](#)

Quality: 1,752 global accepts · Rating: 2200 · first AC: 2025-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp

[lijunyi's solution](#)

624.

2018D

[Max Plus Min Plus Size](#) · [Tutorial](#)

Quality: 2,192 global accepts · Rating: 2200 · first AC: 2024-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, dsu, greedy, implementation, matrices, sortings

[lijunyi's solution](#)

625.

1991F

[Triangle Formation](#) · [Tutorial](#)

Quality: 2,778 global accepts · Rating: 2200 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math, sortings

[lijunyi's solution](#)

626.

1765H

[Hospital Queue](#) · [Tutorial](#)

Quality: 1,533 global accepts · Rating: 2200 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, graphs, greedy, implementation

[lijunyi's solution](#)

627.

908D

[New Year and Arbitrary Arrangement](#) · [Tutorial](#)

Quality: 2,607 global accepts · Rating: 2200 · first AC: 2021-09-18 · last AC: 2024-07-14 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, probabilities

[lijunyi's solution](#)

628.

280C

[Game on Tree](#) · [Tutorial](#)

Quality: 5,130 global accepts · Rating: 2200 · first AC: 2022-11-24 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math, probabilities, trees

[lijunyi's solution](#)

629.

915D

[Almost Acyclic Graph](#) · [Tutorial](#)

Quality: 4,056 global accepts · Rating: 2200 · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs

[lijunyi's solution](#)

630.

316G2

[Good Substrings](#) · [Tutorial](#)

Quality: 518 global accepts · Rating: 2200 · first AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: string suffix structures

[lijunyi's solution](#)

631.

678E

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

Quality: 2,726 global accepts · Rating: 2200 · first AC: 2022-11-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, math, probabilities

[lijunyi's solution](#)

632.

622E

[Ants in Leaves](#) · [Tutorial](#)

Quality: 2,455 global accepts · Rating: 2200 · first AC: 2022-11-10 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, greedy, sortings, trees

[lijunyi's solution](#)

633.

461C

[Appleman and a Sheet of Paper](#) · [Tutorial](#)

Quality: 1,393 global accepts · Rating: 2200 · first AC: 2022-11-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[lijunyi's solution](#)

634.

526D

[Om Nom and Necklace](#) · [Tutorial](#)

Quality: 2,445 global accepts · Rating: 2200 · first AC: 2022-11-08 · C++20 (GCC 11-64) (first AC) · Tags: hashing, string suffix structures, strings

[lijunyi's solution](#)

635.

1178F1

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

Quality: 2,286 global accepts · Rating: 2200 · first AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp

[lijunyi's solution](#)

636.

1166D

[Cute Sequences](#) · [Tutorial](#)

Quality: 2,285 global accepts · Rating: 2200 · first AC: 2022-10-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math

[lijunyi's solution](#)

637.

1140E

[Palindrome-less Arrays](#) · [Tutorial](#)

Quality: 2,112 global accepts · Rating: 2200 · first AC: 2022-10-10 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dp

[lijunyi's solution](#)

638.

1136E

[Nastya Hasn't Written a Legend](#) · [Tutorial](#)

Quality: 1,188 global accepts · Rating: 2200 · first AC: 2022-10-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures

[lijunyi's solution](#)

639.

1158B

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

Quality: 2,382 global accepts · Rating: 2200 · first AC: 2022-09-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, strings

[lijunyi's solution](#)

640.

593C

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

Quality: 325 global accepts · Rating: 2200 · first AC: 2022-09-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[lijunyi's solution](#)

641.

954I

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

Quality: 1,304 global accepts · Rating: 2200 · first AC: 2022-09-15 · last AC: 2022-09-15 · C++20 (GCC 11-64) (first AC) · Tags: fft, math

[lijunyi's solution](#)

642.

1153E

[Serval and Snake](#) · [Tutorial](#)

Quality: 1,756 global accepts · Rating: 2200 · first AC: 2022-09-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, interactive

[lijunyi's solution](#)

643.

1045D

[Interstellar battle](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2200 · first AC: 2022-07-13 · C++20 (GCC 11-64) (first AC) · Tags: math, probabilities, trees

[lijunyi's solution](#)

644.

1117E

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

Quality: 1,641 global accepts · Rating: 2200 · first AC: 2022-06-26 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, interactive, math

[lijunyi's solution](#)

645.

1295E

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

Quality: 2,772 global accepts · Rating: 2200 · first AC: 2022-06-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer

[lijunyi's solution](#)

646.

1155E

[Guess the Root](#) · [Tutorial](#)

Quality: 1,600 global accepts · Rating: 2200 · first AC: 2022-04-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, interactive, math
[lijunyi's solution](#)

647.

903F

[Clear The Matrix](#) · [Tutorial](#)

Quality: 772 global accepts · Rating: 2200 · first AC: 2022-04-13 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp
[lijunyi's solution](#)

648.

364B

[Free Market](#) · [Tutorial](#)

Quality: 1,252 global accepts · Rating: 2200 · first AC: 2022-04-13 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy
[lijunyi's solution](#)

649.

922E

[Birds](#) · [Tutorial](#)

Quality: 2,462 global accepts · Rating: 2200 · first AC: 2022-04-13 · C++17 (GCC 9-64) (first AC) · Tags: dp
[lijunyi's solution](#)

650.

514E

[Darth Vader and Tree](#) · [Tutorial](#)

Quality: 1,729 global accepts · Rating: 2200 · first AC: 2022-04-12 · C++17 (GCC 9-64) (first AC) · Tags: dp, matrices
[lijunyi's solution](#)

651.

958E2

[Guard Duty \(medium\)](#) · [Tutorial](#)

Quality: 1,169 global accepts · Rating: 2200 · first AC: 2022-04-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy, sortings
[lijunyi's solution](#)

652.

1227F1

[Wrong Answer on test 233 \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,057 global accepts · Rating: 2200 · first AC: 2022-03-24 · C++17 (GCC 9-64) (first AC) · Tags: dp
[lijunyi's solution](#)

653.

712D

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

Quality: 1,993 global accepts · Rating: 2200 · first AC: 2022-03-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math
[lijunyi's solution](#)

654.

332C

[Students' Revenge](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2200 · first AC: 2022-03-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings
[lijunyi's solution](#)

655.

1234F

[Yet Another Substring Reverse](#) · [Tutorial](#)

Quality: 2,973 global accepts · Rating: 2200 · first AC: 2022-02-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp
[lijunyi's solution](#)

656.

863F

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

Quality: 1,525 global accepts · Rating: 2200 · first AC: 2022-02-16 · C++17 (GCC 9-64) (first AC) · Tags: flows
[lijunyi's solution](#)

657.

387D

[George and Interesting Graph](#) · [Tutorial](#)

Quality: 1,169 global accepts · Rating: 2200 · first AC: 2022-02-10 · C++17 (GCC 9-64) (first AC) · Tags: graph matchings

[lijunyi's solution](#)

658.

553C

[Love Triangles](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2200 · first AC: 2022-02-07 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs

[lijunyi's solution](#)

659.

45G

[Prime Problem](#) · [Tutorial](#)

Quality: 1,221 global accepts · Rating: 2200 · first AC: 2022-02-04 · C++17 (GCC 9-64) (first AC) · Tags: number theory

[lijunyi's solution](#)

660.

1485D

[Multiples and Power Differences](#) · [Tutorial](#)

Quality: 5,641 global accepts · Rating: 2200 · first AC: 2022-01-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, math, number theory

[lijunyi's solution](#)

661.

453C

[Little Pony and Summer Sun Celebration](#) · [Tutorial](#)

Quality: 1,742 global accepts · Rating: 2200 · first AC: 2021-12-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[lijunyi's solution](#)

662.

1110E

[Magic Stones](#) · [Tutorial](#)

Quality: 4,720 global accepts · Rating: 2200 · first AC: 2021-12-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, sortings

[lijunyi's solution](#)

663.

86D

[Powerful array](#) · [Tutorial](#)

Quality: 16,876 global accepts · Rating: 2200 · first AC: 2021-11-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, math, two pointers

[lijunyi's solution](#)

664.

616E

[Sum of Remainders](#) · [Tutorial](#)

Quality: 3,500 global accepts · Rating: 2200 · first AC: 2021-11-12 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math, number theory

[lijunyi's solution](#)

665.

507D

[The Maths Lecture](#) · [Tutorial](#)

Quality: 2,125 global accepts · Rating: 2200 · first AC: 2021-11-12 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation

[lijunyi's solution](#)

666.

875D

[High Cry](#) · [Tutorial](#)

Quality: 2,495 global accepts · Rating: 2200 · first AC: 2021-11-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, combinatorics, data structures, divide and conquer

[lijunyi's solution](#)

667.

28C

[Bath Queue](#) · [Tutorial](#)

Quality: 1,288 global accepts · Rating: 2200 · first AC: 2021-11-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, probabilities

[lijunyi's solution](#)

668.

1149B

[Three Religions](#) · [Tutorial](#)

Quality: 2,045 global accepts · Rating: 2200 · first AC: 2021-11-08 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation, strings
[lijunyi's solution](#)

669.

575B

[Bribes](#) · [Tutorial](#)

Quality: 1,239 global accepts · Rating: 2200 · first AC: 2021-11-07 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, trees
[lijunyi's solution](#)

670.

920G

[List Of Integers](#) · [Tutorial](#)

Quality: 1,998 global accepts · Rating: 2200 · first AC: 2021-11-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, math, number theory
[lijunyi's solution](#)

671.

555C

[Case of Chocolate](#) · [Tutorial](#)

Quality: 2,061 global accepts · Rating: 2200 · first AC: 2021-10-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[lijunyi's solution](#)

672.

1156E

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

Quality: 4,032 global accepts · Rating: 2200 · first AC: 2021-10-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dsu, two pointers
[lijunyi's solution](#)

673.

1156D

[0-1-Tree](#) · [Tutorial](#)

Quality: 4,667 global accepts · Rating: 2200 · first AC: 2021-10-29 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, dsu, trees
[lijunyi's solution](#)

674.

508E

[Arthur and Brackets](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2200 · first AC: 2021-10-28 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy
[lijunyi's solution](#)

675.

243C

[Colorado Potato Beetle](#) · [Tutorial](#)

Quality: 563 global accepts · Rating: 2200 · first AC: 2021-10-21 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, implementation
[lijunyi's solution](#)

676.

587C

[Duff in the Army](#) · [Tutorial](#)

Quality: 4,735 global accepts · Rating: 2200 · first AC: 2021-10-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees
[lijunyi's solution](#)

677.

505D

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

Quality: 2,930 global accepts · Rating: 2200 · first AC: 2021-10-21 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar
[lijunyi's solution](#)

678.

650C

[Table Compression](#) · [Tutorial](#)

Quality: 2,180 global accepts · Rating: 2200 · first AC: 2021-10-19 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy
[lijunyi's solution](#)

679.

662B

[Graph Coloring](#) · [Tutorial](#)

Quality: 1,658 global accepts · Rating: 2200 · first AC: 2021-10-18 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs
[lijunyi's solution](#)

680.

628D

[Magic Numbers](#) · [Tutorial](#)

Quality: 8,278 global accepts · Rating: 2200 · first AC: 2021-10-17 · C++14 (GCC 6-32) (first AC) · Tags: dp
[lijunyi's solution](#)

681.

839D

[Winter is here](#) · [Tutorial](#)

Quality: 3,552 global accepts · Rating: 2200 · first AC: 2021-10-12 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory
[lijunyi's solution](#)

682.

1039C

[Network Safety](#) · [Tutorial](#)

Quality: 1,492 global accepts · Rating: 2200 · first AC: 2021-10-10 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, math, sortings
[lijunyi's solution](#)

683.

76A

[Gift](#) · [Tutorial](#)

Quality: 2,263 global accepts · Rating: 2200 · first AC: 2021-10-07 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, sortings, trees
[lijunyi's solution](#)

684.

13C

[Sequence](#) · [Tutorial](#)

Quality: 5,469 global accepts · Rating: 2200 · first AC: 2021-10-07 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings
[lijunyi's solution](#)

685.

617E

[XOR and Favorite Number](#) · [Tutorial](#)

Quality: 10,613 global accepts · Rating: 2200 · first AC: 2021-10-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[lijunyi's solution](#)

686.

427D

[Match & Catch](#) · [Tutorial](#)

Quality: 2,424 global accepts · Rating: 2200 · first AC: 2021-06-25 · last AC: 2021-10-05 · GNU C++11 (first AC) · Tags: dp, string suffix structures, strings
[lijunyi's solution](#)

687.

1100E

[Andrew and Taxi](#) · [Tutorial](#)

Quality: 2,630 global accepts · Rating: 2200 · first AC: 2021-09-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, graphs
[lijunyi's solution](#)

688.

559C

[Gerald and Giant Chess](#) · [Tutorial](#)

Quality: 8,095 global accepts · Rating: 2200 · first AC: 2021-05-06 · last AC: 2021-09-27 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, number theory
[lijunyi's solution](#)

689.

1562D2

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

Quality: 2,245 global accepts · Rating: 2200 · first AC: 2021-09-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math
[lijunyi's solution](#)

690.

1567E

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

Quality: 4,135 global accepts · Rating: 2200 · first AC: 2021-09-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, math
[lijunyi's solution](#)

691.

1092D2

[Great Vova Wall \(Version 2\)](#) · [Tutorial](#)

Quality: 3,377 global accepts · Rating: 2200 · first AC: 2021-09-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation
[lijunyi's solution](#)

692.

1092D1

[Great Vova Wall \(Version 1\)](#) · [Tutorial](#)

Quality: 5,677 global accepts · Rating: 2200 · first AC: 2021-09-15 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math
[lijunyi's solution](#)

693.

1428E

[Carrots for Rabbits](#) · [Tutorial](#)

Quality: 4,208 global accepts · Rating: 2200 · first AC: 2021-09-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings
[lijunyi's solution](#)

694.

1338C

[Perfect Triples](#) · [Tutorial](#)

Quality: 3,440 global accepts · Rating: 2200 · first AC: 2021-09-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, math
[lijunyi's solution](#)

695.

1559E

[Mocha and Stars](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2200 · first AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math, number theory
[lijunyi's solution](#)

696.

1557D

[Ezzat and Grid](#) · [Tutorial](#)

Quality: 3,002 global accepts · Rating: 2200 · first AC: 2021-08-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy
[lijunyi's solution](#)

697.

431E

[Chemistry Experiment](#) · [Tutorial](#)

Quality: 1,187 global accepts · Rating: 2200 · first AC: 2021-08-14 · last AC: 2021-08-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, ternary search
[lijunyi's solution](#)

698.

570D

[Tree Requests](#) · [Tutorial](#)

Quality: 9,042 global accepts · Rating: 2200 · first AC: 2020-11-28 · GNU C++11 (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees
[lijunyi's solution](#)

699.

1389E

[Calendar Ambiguity](#) · [Tutorial](#)

Quality: 3,724 global accepts · Rating: 2200 · first AC: 2020-08-19 · last AC: 2020-08-19 · GNU C++11 (first AC) · Tags: math, number theory
[lijunyi's solution](#)

700.

2035E

[Monster](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2300 · first AC: 2026-05-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation, math, ternary search
[lijunyi's solution](#)

701.

1314D

[Tourism](#) · [Tutorial](#)

Rating: 2300 · first AC: 2026-03-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, graphs, probabilities
[lijunyi's solution](#)

702.

2172J

[Sliding Tiles](#) · [Tutorial](#)

Quality: 562 global accepts · Rating: 2300 · first AC: 2026-03-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dsu
[lijunyi's solution](#)

703.

2172L

[Maximum Color Segment](#) · [Tutorial](#)

Quality: 802 global accepts · Rating: 2300 · first AC: 2026-03-12 · last AC: 2026-03-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation
[lijunyi's solution](#)

704.

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
[lijunyi's solution](#)

705.

2190C

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

Quality: 1,291 global accepts · Rating: 2300 · first AC: 2026-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, interactive, sortings, two pointers
[lijunyi's solution](#)

706.

2181J

[Jinx or Jackpot](#) · [Tutorial](#)

Quality: 708 global accepts · Rating: 2300 · first AC: 2026-03-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math, probabilities
[lijunyi's solution](#)

707.

2187C

[Jerry and Tom](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: 2300 · first AC: 2026-03-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, games, graphs, greedy, trees
[lijunyi's solution](#)

708.

2180E

[No Effect XOR](#) · [Tutorial](#)

Quality: 1,737 global accepts · Rating: 2300 · first AC: 2026-02-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, divide and conquer, dp, greedy, math

[lijunyi's solution](#)

709.

2159C

[Twin Polynomials](#) · [Tutorial](#)

Quality: 1,688 global accepts · Rating: 2300 · first AC: 2025-10-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graph matchings, math

[lijunyi's solution](#)

710.

1942E

[Farm Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2025-07-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, games

[lijunyi's solution](#)

711.

2124F1

[Appending Permutations \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,559 global accepts · Rating: 2300 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[lijunyi's solution](#)

712.

2057E1

[Another Exercise on Graphs \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dp, dsu, graphs, shortest paths, sortings

[lijunyi's solution](#)

713.

1870E

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

Quality: 2,961 global accepts · Rating: 2300 · first AC: 2024-09-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, shortest paths

[lijunyi's solution](#)

714.

2002E

[Cosmic Rays](#) · [Tutorial](#)

Quality: 2,920 global accepts · Rating: 2300 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp

[lijunyi's solution](#)

715.

2002D2

[DFS Checker \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,866 global accepts · Rating: 2300 · first AC: 2024-08-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, hashing, trees

[lijunyi's solution](#)

716.

1151F

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

Quality: 1,457 global accepts · Rating: 2300 · first AC: 2022-03-07 · last AC: 2024-07-14 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, matrices, probabilities

[lijunyi's solution](#)

717.

1172C1

[Nauuo and Pictures \(easy version\)](#) · [Tutorial](#)

Quality: 1,225 global accepts · Rating: 2300 · first AC: 2023-02-10 · C++14 (GCC 6-32) (first AC) · Tags: dp, probabilities

[lijunyi's solution](#)

718.

1198D

[Rectangle Painting 1](#) · [Tutorial](#)

Quality: 3,744 global accepts · Rating: 2300 · first AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: dp

[lijunyi's solution](#)

719.

891C

[Envy](#) · [Tutorial](#)

Quality: 3,006 global accepts · Rating: 2300 · first AC: 2023-01-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, graphs
[lijunyi's solution](#)

720.

808G

[Anthem of Berland](#) · [Tutorial](#)

Quality: 3,769 global accepts · Rating: 2300 · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: dp, strings
[lijunyi's solution](#)

721.

808E

[Selling Souvenirs](#) · [Tutorial](#)

Quality: 2,191 global accepts · Rating: 2300 · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, ternary search
[lijunyi's solution](#)

722.

543D

[Road Improvement](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2300 · first AC: 2022-11-17 · C++20 (GCC 11-64) (first AC) · Tags: dp, trees
[lijunyi's solution](#)

723.

623B

[Array GCD](#) · [Tutorial](#)

Quality: 2,370 global accepts · Rating: 2300 · first AC: 2022-11-15 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, number theory
[lijunyi's solution](#)

724.

628E

[Zbazi in Zeydabad](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2300 · first AC: 2022-11-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation
[lijunyi's solution](#)

725.

660E

[Different Subsets For All Tuples](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2022-11-09 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math
[lijunyi's solution](#)

726.

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,020 global accepts · Rating: 2300 · first AC: 2022-11-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, shortest paths
[lijunyi's solution](#)

727.

557E

[Ann and Half-Palindrome](#) · [Tutorial](#)

Quality: 1,217 global accepts · Rating: 2300 · first AC: 2022-11-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, graphs, string suffix structures, strings, trees
[lijunyi's solution](#)

728.

652E

[Pursuit For Artifacts](#) · [Tutorial](#)

Quality: 2,865 global accepts · Rating: 2300 · first AC: 2022-11-02 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, trees
[lijunyi's solution](#)

729.

1292C

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

Quality: 2,252 global accepts · Rating: 2300 · first AC: 2022-10-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, greedy, trees

[lijunyi's solution](#)

730.

690A2

[Collective Mindsets \(medium\)](#) · [Tutorial](#)

Quality: 747 global accepts · Rating: 2300 · first AC: 2022-09-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[lijunyi's solution](#)

731.

141E

[Clearing Up](#) · [Tutorial](#)

Quality: 1,366 global accepts · Rating: 2300 · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, dsu, graphs

[lijunyi's solution](#)

732.

727F

[Polycarp's problems](#) · [Tutorial](#)

Quality: 957 global accepts · Rating: 2300 · first AC: 2022-09-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy

[lijunyi's solution](#)

733.

845G

[Shortest Path Problem?](#) · [Tutorial](#)

Quality: 2,162 global accepts · Rating: 2300 · first AC: 2022-09-16 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, math

[lijunyi's solution](#)

734.

873E

[Awards For Contestants](#) · [Tutorial](#)

Quality: 793 global accepts · Rating: 2300 · first AC: 2022-09-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp

[lijunyi's solution](#)

735.

1270E

[Divide Points](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2300 · first AC: 2022-08-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, geometry, math

[lijunyi's solution](#)

736.

596D

[Wilbur and Trees](#) · [Tutorial](#)

Quality: 729 global accepts · Rating: 2300 · first AC: 2022-07-27 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, probabilities, sortings

[lijunyi's solution](#)

737.

1156F

[Card Bag](#) · [Tutorial](#)

Quality: 1,715 global accepts · Rating: 2300 · first AC: 2022-07-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[lijunyi's solution](#)

738.

1204E

[Natasha, Sasha and the Prefix Sums](#) · [Tutorial](#)

Quality: 2,070 global accepts · Rating: 2300 · first AC: 2022-07-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory

[lijunyi's solution](#)

739.

802G3

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

Quality: 1,838 global accepts · Rating: 2300 · first AC: 2022-07-18 · C++14 (GCC 6-32) (first AC) · Tags: string suffix structures

[lijunyi's solution](#)

740.

1070J

[Streets and Avenues in Berhattan](#) · [Tutorial](#)

Quality: 786 global accepts · Rating: 2300 · first AC: 2022-04-13 · C++17 (GCC 9-64) (first AC) · Tags: dp
[lijunyi's solution](#)

741.

510E

[Fox And Dinner](#) · [Tutorial](#)

Quality: 2,423 global accepts · Rating: 2300 · first AC: 2022-04-06 · C++17 (GCC 9-64) (first AC) · Tags: flows
[lijunyi's solution](#)

742.

1614D2

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

Quality: 2,742 global accepts · Rating: 2300 · first AC: 2022-03-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, number theory
[lijunyi's solution](#)

743.

126D

[Fibonacci Sums](#) · [Tutorial](#)

Quality: 946 global accepts · Rating: 2300 · first AC: 2022-03-24 · C++17 (GCC 9-64) (first AC) · Tags: dp, math
[lijunyi's solution](#)

744.

1182E

[Product Oriented Recurrence](#) · [Tutorial](#)

Quality: 3,328 global accepts · Rating: 2300 · first AC: 2022-03-11 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, matrices, number theory
[lijunyi's solution](#)

745.

830C

[Bamboo Partition](#) · [Tutorial](#)

Quality: 1,312 global accepts · Rating: 2300 · first AC: 2022-03-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation, math, number theory, sortings, two pointers
[lijunyi's solution](#)

746.

327E

[Axis Walking](#) · [Tutorial](#)

Quality: 1,583 global accepts · Rating: 2300 · first AC: 2022-03-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, meet-in-the-middle
[lijunyi's solution](#)

747.

1139D

[Steps to One](#) · [Tutorial](#)

Quality: 2,702 global accepts · Rating: 2300 · first AC: 2022-02-08 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, number theory, probabilities
[lijunyi's solution](#)

748.

311E

[Biologist](#) · [Tutorial](#)

Quality: 1,575 global accepts · Rating: 2300 · first AC: 2022-02-08 · C++17 (GCC 9-64) (first AC) · Tags: flows
[lijunyi's solution](#)

749.

960E

[Alternating Tree](#) · [Tutorial](#)

Quality: 2,271 global accepts · Rating: 2300 · first AC: 2022-02-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, divide and conquer, dp, probabilities, trees
[lijunyi's solution](#)

750.

487C

[Prefix Product Sequence](#) · [Tutorial](#)

Quality: 3,080 global accepts · Rating: 2300 · first AC: 2022-02-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[lijunyi's solution](#)

751.

1495C

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

Quality: 2,905 global accepts · Rating: 2300 · first AC: 2022-01-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs

[lijunyi's solution](#)

752.

451E

[Devu and Flowers](#) · [Tutorial](#)

Quality: 4,542 global accepts · Rating: 2300 · first AC: 2021-12-22 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, number theory

[lijunyi's solution](#)

753.

444B

[DZY Loves FFT](#) · [Tutorial](#)

Quality: 1,175 global accepts · Rating: 2300 · first AC: 2021-12-02 · C++17 (GCC 9-64) (first AC) · Tags: probabilities

[lijunyi's solution](#)

754.

142C

[Help Caretaker](#) · [Tutorial](#)

Quality: 997 global accepts · Rating: 2300 · first AC: 2021-11-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp

[lijunyi's solution](#)

755.

877F

[Ann and Books](#) · [Tutorial](#)

Quality: 2,334 global accepts · Rating: 2300 · first AC: 2021-11-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, flows, hashing

[lijunyi's solution](#)

756.

547C

[Mike and Foam](#) · [Tutorial](#)

Quality: 3,401 global accepts · Rating: 2300 · first AC: 2021-11-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[lijunyi's solution](#)

757.

1073E

[Segment Sum](#) · [Tutorial](#)

Quality: 3,574 global accepts · Rating: 2300 · first AC: 2021-11-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[lijunyi's solution](#)

758.

1268C

[K Integers](#) · [Tutorial](#)

Quality: 1,953 global accepts · Rating: 2300 · first AC: 2021-11-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures

[lijunyi's solution](#)

759.

1096F

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

Quality: 2,060 global accepts · Rating: 2300 · first AC: 2021-11-07 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, probabilities

[lijunyi's solution](#)

760.

515E

[Drazil and Park](#) · [Tutorial](#)

Quality: 2,434 global accepts · Rating: 2300 · first AC: 2021-11-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[lijunyi's solution](#)

761.

438D

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

Quality: 11,597 global accepts · Rating: 2300 · first AC: 2021-10-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math
[lijunyi's solution](#)

762.

915G

[Coprime Arrays](#) · [Tutorial](#)

Quality: 1,453 global accepts · Rating: 2300 · first AC: 2021-10-26 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[lijunyi's solution](#)

763.

601C

[Kleofáš and the n-thlon](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2300 · first AC: 2021-10-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities
[lijunyi's solution](#)

764.

594A

[Warrior and Archer](#) · [Tutorial](#)

Quality: 1,874 global accepts · Rating: 2300 · first AC: 2021-10-21 · C++14 (GCC 6-32) (first AC) · Tags: games
[lijunyi's solution](#)

765.

915E

[Physical Education Lessons](#) · [Tutorial](#)

Quality: 5,569 global accepts · Rating: 2300 · first AC: 2021-10-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, sortings
[lijunyi's solution](#)

766.

762D

[Maximum path](#) · [Tutorial](#)

Quality: 1,810 global accepts · Rating: 2300 · first AC: 2021-10-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation
[lijunyi's solution](#)

767.

713C

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

Quality: 6,533 global accepts · Rating: 2300 · first AC: 2021-10-07 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings
[lijunyi's solution](#)

768.

598C

[Nearest vectors](#) · [Tutorial](#)

Quality: 5,402 global accepts · Rating: 2300 · first AC: 2021-10-04 · last AC: 2021-10-04 · C++14 (GCC 6-32) (first AC) · Tags: geometry, sortings
[lijunyi's solution](#)

769.

817F

[MEX Queries](#) · [Tutorial](#)

Quality: 3,362 global accepts · Rating: 2300 · first AC: 2021-08-15 · last AC: 2021-09-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, trees
[lijunyi's solution](#)

770.

1101G

[\(Zero XOR Subset\)-less](#) · [Tutorial](#)

Quality: 2,208 global accepts · Rating: 2300 · first AC: 2021-09-29 · C++14 (GCC 6-32) (first AC) · Tags: math, matrices
[lijunyi's solution](#)

771.

123D

[String](#) · [Tutorial](#)

Quality: 1,431 global accepts · Rating: 2300 · first AC: 2021-06-25 · last AC: 2021-09-27 · GNU C++11 (first AC) · Tags: string suffix structures
[lijunyi's solution](#)

772.

167C

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

Quality: 740 global accepts · Rating: 2300 · first AC: 2021-09-25 · C++17 (GCC 9-64) (first AC) · Tags: games, math
[lijunyi's solution](#)

773.

803G

[Periodic RMQ Problem](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2300 · first AC: 2021-09-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures
[lijunyi's solution](#)

774.

1131E

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

Quality: 1,262 global accepts · Rating: 2300 · first AC: 2021-09-15 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, strings
[lijunyi's solution](#)

775.

1004D

[Sonya and Matrix](#) · [Tutorial](#)

Quality: 1,499 global accepts · Rating: 2300 · first AC: 2021-08-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, implementation
[lijunyi's solution](#)

776.

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,751 global accepts · Rating: 2300 · first AC: 2020-11-30 · GNU C++11 (first AC) · Tags: data structures, dsu, trees
[lijunyi's solution](#)

777.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,404 global accepts · Rating: 2300 · first AC: 2020-11-28 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, trees
[lijunyi's solution](#)

778.

1879E

[Interactive Game with Coloring](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2400 · first AC: 2026-04-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, implementation, interactive, trees
[lijunyi's solution](#)

779.

2176E

[Remove at the lowest cost](#) · [Tutorial](#)

Quality: 1,276 global accepts · Rating: 2400 · first AC: 2026-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, implementation, trees
[lijunyi's solution](#)

780.

2157F

[Git Gud](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2400 · first AC: 2026-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, math, ternary search
[lijunyi's solution](#)

781.

2171H

[Shiori Miyagi and Maximum Array Score](#) · [Tutorial](#)

Quality: 1,014 global accepts · Rating: 2400 · first AC: 2026-03-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, sortings

[lijunyi's solution](#)

782.

1242C

[Sum Balance](#) · [Tutorial](#)

Quality: 1,948 global accepts · Rating: 2400 · first AC: 2026-03-18 · last AC: 2026-03-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs

[lijunyi's solution](#)

783.

2207E2

[N-MEX \(Counting Version\)](#) · [Tutorial](#)

Quality: 862 global accepts · Rating: 2400 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, math

[lijunyi's solution](#)

784.

2193H

[Remove the Grail Tree](#) · [Tutorial](#)

Quality: 1,043 global accepts · Rating: 2400 · first AC: 2026-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, greedy, implementation, trees

[lijunyi's solution](#)

785.

2181G

[Greta's Game](#) · [Tutorial](#)

Quality: 649 global accepts · Rating: 2400 · first AC: 2026-03-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, graphs, greedy, math

[lijunyi's solution](#)

786.

2176F

[Omega Numbers](#) · [Tutorial](#)

Quality: 1,487 global accepts · Rating: 2400 · first AC: 2026-02-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[lijunyi's solution](#)

787.

2161E

[Left is Always Right](#) · [Tutorial](#)

Quality: 782 global accepts · Rating: 2400 · first AC: 2026-02-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, implementation, math

[lijunyi's solution](#)

788.

2174C1

[Beautiful Patterns \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,166 global accepts · Rating: 2400 · first AC: 2025-12-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities

[lijunyi's solution](#)

789.

1902F

[Trees and XOR Queries Again](#) · [Tutorial](#)

Quality: 1,480 global accepts · Rating: 2400 · first AC: 2025-08-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, divide and conquer, graphs, implementation, math, trees

[lijunyi's solution](#)

790.

1909E

[Multiple Lamps](#) · [Tutorial](#)

Quality: 1,679 global accepts · Rating: 2400 · first AC: 2025-08-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory

[lijunyi's solution](#)

791.

1924C

[Fractal Origami](#) · [Tutorial](#)

Quality: 1,377 global accepts · Rating: 2400 · first AC: 2025-08-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, math, matrices
[lijunyi's solution](#)

792.

1938K

[Tree Quiz](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2400 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[lijunyi's solution](#)

793.

1969E

[Unique Array](#) · [Tutorial](#)

Quality: 1,855 global accepts · Rating: 2400 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy
[lijunyi's solution](#)

794.

2066D1

[Club of Young Aircraft Builders \(easy version\)](#) · [Tutorial](#)

Quality: 1,441 global accepts · Rating: 2400 · first AC: 2025-07-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math
[lijunyi's solution](#)

795.

2096E

[Wonderful Teddy Bears](#) · [Tutorial](#)

Quality: 2,046 global accepts · Rating: 2400 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings
[lijunyi's solution](#)

796.

2001E1

[Deterministic Heap \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,543 global accepts · Rating: 2400 · first AC: 2025-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, trees
[lijunyi's solution](#)

797.

2084E

[Blossom](#) · [Tutorial](#)

Quality: 1,792 global accepts · Rating: 2400 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, dp, implementation, math, two pointers
[lijunyi's solution](#)

798.

1765L

[Project Manager](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 2400 · first AC: 2024-07-23 · last AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation
[lijunyi's solution](#)

799.

1765A

[Access Levels](#) · [Tutorial](#)

Quality: 849 global accepts · Rating: 2400 · first AC: 2024-07-23 · last AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dsu, flows, graph matchings
[lijunyi's solution](#)

800.

1780G

[Delicious Dessert](#) · [Tutorial](#)

Quality: 994 global accepts · Rating: 2400 · first AC: 2023-03-28 · last AC: 2023-03-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dsu, hashing, math, number theory, string suffix structures
[lijunyi's solution](#)

801.

1774F1

[Magician and Pigs \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 2400 · first AC: 2023-03-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures,

implementation

[lijunyi's solution](#)

802.

1542E1

[Abnormal Permutation Pairs \(easy version\)](#) · [Tutorial](#)

Quality: 1,437 global accepts · Rating: 2400 · first AC: 2023-03-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math

[lijunyi's solution](#)

803.

720B

[Cactusophobia](#) · [Tutorial](#)

Quality: 465 global accepts · Rating: 2400 · first AC: 2023-01-26 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, flows

[lijunyi's solution](#)

804.

915F

[Imbalance Value of a Tree](#) · [Tutorial](#)

Quality: 3,052 global accepts · Rating: 2400 · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, graphs, trees

[lijunyi's solution](#)

805.

316G3

[Good Substrings](#) · [Tutorial](#)

Quality: 542 global accepts · Rating: 2400 · first AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: string suffix structures

[lijunyi's solution](#)

806.

808F

[Card Game](#) · [Tutorial](#)

Quality: 1,587 global accepts · Rating: 2400 · first AC: 2022-11-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, flows, graphs

[lijunyi's solution](#)

807.

665F

[Four Divisors](#) · [Tutorial](#)

Quality: 751 global accepts · Rating: 2400 · first AC: 2022-11-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, math, number theory, sortings, two pointers

[lijunyi's solution](#)

808.

1080E

[Sonya and Matrix Beauty](#) · [Tutorial](#)

Quality: 1,313 global accepts · Rating: 2400 · first AC: 2022-11-08 · C++20 (GCC 11-64) (first AC) · Tags: strings

[lijunyi's solution](#)

809.

1032F

[Vasya and Maximum Matching](#) · [Tutorial](#)

Quality: 1,144 global accepts · Rating: 2400 · first AC: 2022-10-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees

[lijunyi's solution](#)

810.

1146E

[Hot is Cold](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2400 · first AC: 2022-10-13 · last AC: 2022-10-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, implementation

[lijunyi's solution](#)

811.

1139E

[Maximize Mex](#) · [Tutorial](#)

Quality: 2,281 global accepts · Rating: 2400 · first AC: 2022-10-13 · C++20 (GCC 11-64) (first AC) · Tags: flows, graph matchings, graphs

[lijunyi's solution](#)

812.

193C

[Hamming Distance](#) · [Tutorial](#)

Quality: 615 global accepts · Rating: 2400 · first AC: 2022-10-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, matrices

[lijunyi's solution](#)

813.

1147D

[Palindrome XOR](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2400 · first AC: 2022-10-13 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs

[lijunyi's solution](#)

814.

1132G

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

Quality: 1,230 global accepts · Rating: 2400 · first AC: 2022-10-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, trees

[lijunyi's solution](#)

815.

1166F

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

Quality: 812 global accepts · Rating: 2400 · first AC: 2022-10-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, graphs, hashing

[lijunyi's solution](#)

816.

1194F

[Crossword Expert](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2400 · first AC: 2022-10-12 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, number theory, probabilities, two pointers

[lijunyi's solution](#)

817.

1061F

[Lost Root](#) · [Tutorial](#)

Quality: 900 global accepts · Rating: 2400 · first AC: 2022-09-26 · C++20 (GCC 11-64) (first AC) · Tags: interactive, probabilities

[lijunyi's solution](#)

818.

690A3

[Collective Mindsets \(hard\)](#) · [Tutorial](#)

Quality: 672 global accepts · Rating: 2400 · first AC: 2022-09-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[lijunyi's solution](#)

819.

1152E

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

Quality: 1,123 global accepts · Rating: 2400 · first AC: 2022-09-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[lijunyi's solution](#)

820.

1626E

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

Quality: 1,857 global accepts · Rating: 2400 · first AC: 2022-09-23 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, greedy, trees

[lijunyi's solution](#)

821.

1264C

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

Quality: 1,322 global accepts · Rating: 2400 · first AC: 2022-09-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, probabilities

[lijunyi's solution](#)

822.

593E

[Strange Calculation and Cats](#) · [Tutorial](#)

Quality: 700 global accepts · Rating: 2400 · first AC: 2022-09-20 · C++20 (GCC 11-64) (first AC) · Tags: dp, matrices

[lijunyi's solution](#)

823.

498B

[Name That Tune](#) · [Tutorial](#)

Quality: 1,300 global accepts · Rating: 2400 · first AC: 2022-09-20 · C++20 (GCC 11-64) (first AC) · Tags: dp, probabilities, two pointers

[lijunyi's solution](#)

824.

1174F

[Ehab and the Big Finale](#) · [Tutorial](#)

Quality: 1,959 global accepts · Rating: 2400 · first AC: 2022-09-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, divide and conquer, graphs, implementation, interactive, trees

[lijunyi's solution](#)

825.

873F

[Forbidden Indices](#) · [Tutorial](#)

Quality: 1,862 global accepts · Rating: 2400 · first AC: 2022-09-14 · C++14 (GCC 6-32) (first AC) · Tags: dsu, string suffix structures, strings

[lijunyi's solution](#)

826.

835E

[The penguin's game](#) · [Tutorial](#)

Quality: 1,349 global accepts · Rating: 2400 · first AC: 2022-09-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[lijunyi's solution](#)

827.

1093F

[Vasya and Array](#) · [Tutorial](#)

Quality: 1,359 global accepts · Rating: 2400 · first AC: 2022-09-14 · C++14 (GCC 6-32) (first AC) · Tags: dp

[lijunyi's solution](#)

828.

1720D2

[Xor-Subsequence \(hard version\)](#) · [Tutorial](#)

Quality: 2,198 global accepts · Rating: 2400 · first AC: 2022-08-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dp, strings, trees

[lijunyi's solution](#)

829.

97C

[Winning Strategy](#) · [Tutorial](#)

Quality: 354 global accepts · Rating: 2400 · first AC: 2022-07-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, graphs, math, shortest paths

[lijunyi's solution](#)

830.

83D

[Numbers](#) · [Tutorial](#)

Quality: 1,033 global accepts · Rating: 2400 · first AC: 2022-07-25 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory

[lijunyi's solution](#)

831.

869E

[The Untended Antiquity](#) · [Tutorial](#)

Quality: 2,061 global accepts · Rating: 2400 · first AC: 2022-07-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing

[lijunyi's solution](#)

832.

295D

[Greg and Caves](#) · [Tutorial](#)

Quality: 740 global accepts · Rating: 2400 · first AC: 2022-07-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[lijunyi's solution](#)

833.

452E

[Three strings](#) · [Tutorial](#)

Quality: 1,199 global accepts · Rating: 2400 · first AC: 2022-07-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, string suffix structures, strings

[lijunyi's solution](#)

834.

932E

[Team Work](#) · [Tutorial](#)

Quality: 3,432 global accepts · Rating: 2400 · first AC: 2022-07-18 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[lijunyi's solution](#)

835.

1667C

[Half Queen Cover](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2400 · first AC: 2022-07-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[lijunyi's solution](#)

836.

717G

[Underfail](#) · [Tutorial](#)

Quality: 732 global accepts · Rating: 2400 · first AC: 2022-04-14 · C++17 (GCC 9-64) (first AC) · Tags: flows

[lijunyi's solution](#)

837.

1620G

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

Quality: 1,156 global accepts · Rating: 2400 · first AC: 2022-04-14 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp

[lijunyi's solution](#)

838.

31E

[TV Game](#) · [Tutorial](#)

Quality: 1,298 global accepts · Rating: 2400 · first AC: 2022-04-14 · C++17 (GCC 9-64) (first AC) · Tags: dp

[lijunyi's solution](#)

839.

1237E

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

Quality: 1,520 global accepts · Rating: 2400 · first AC: 2022-04-13 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

[lijunyi's solution](#)

840.

626F

[Group Projects](#) · [Tutorial](#)

Quality: 3,592 global accepts · Rating: 2400 · first AC: 2022-04-13 · C++17 (GCC 9-64) (first AC) · Tags: dp

[lijunyi's solution](#)

841.

1144G

[Two Merged Sequences](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2022-04-13 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[lijunyi's solution](#)

842.

1106F

[Lunar New Year and a Recursive Sequence](#) · [Tutorial](#)

Quality: 1,182 global accepts · Rating: 2400 · first AC: 2022-04-12 · C++17 (GCC 9-64) (first AC) · Tags: math, matrices, number theory

[lijunyi's solution](#)

843.

802M2

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

Quality: 1,488 global accepts · Rating: 2400 · first AC: 2022-04-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, flows, graphs

[lijunyi's solution](#)

844.

125E

[MST Company](#) · [Tutorial](#)

Quality: 1,424 global accepts · Rating: 2400 · first AC: 2022-04-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, graphs
[lijunyi's solution](#)

845.

164C

[Machine Programming](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2400 · first AC: 2022-04-06 · C++17 (GCC 9-64) (first AC) · Tags: flows, graphs
[lijunyi's solution](#)

846.

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,836 global accepts · Rating: 2400 · first AC: 2022-04-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, trees
[lijunyi's solution](#)

847.

1632E1

[Distance Tree \(easy version\)](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2400 · first AC: 2022-03-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, shortest paths, trees
[lijunyi's solution](#)

848.

1227F2

[Wrong Answer on test 233 \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,920 global accepts · Rating: 2400 · first AC: 2022-03-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math
[lijunyi's solution](#)

849.

749E

[Inversions After Shuffle](#) · [Tutorial](#)

Quality: 1,256 global accepts · Rating: 2400 · first AC: 2022-03-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, probabilities
[lijunyi's solution](#)

850.

911F

[Tree Destruction](#) · [Tutorial](#)

Quality: 2,273 global accepts · Rating: 2400 · first AC: 2022-02-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees
[lijunyi's solution](#)

851.

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,916 global accepts · Rating: 2400 · first AC: 2022-02-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, trees
[lijunyi's solution](#)

852.

449D

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

Quality: 6,138 global accepts · Rating: 2400 · first AC: 2022-02-21 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp
[lijunyi's solution](#)

853.

277E

[Binary Tree on Plane](#) · [Tutorial](#)

Quality: 1,479 global accepts · Rating: 2400 · first AC: 2022-02-17 · C++17 (GCC 9-64) (first AC) · Tags: flows, trees
[lijunyi's solution](#)

854.

1082G

[Petya and Graph](#) · [Tutorial](#)

Quality: 2,699 global accepts · Rating: 2400 · first AC: 2022-02-13 · C++17 (GCC 9-64) (first AC) · Tags: flows, graphs

[lijunyi's solution](#)

855.

698C

[LRU](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2400 · first AC: 2022-01-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, math, probabilities

[lijunyi's solution](#)

856.

209C

[Trails and Glades](#) · [Tutorial](#)

Quality: 875 global accepts · Rating: 2400 · first AC: 2022-01-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy

[lijunyi's solution](#)

857.

1107E

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

Quality: 2,784 global accepts · Rating: 2400 · first AC: 2022-01-24 · C++17 (GCC 9-64) (first AC) · Tags: dp

[lijunyi's solution](#)

858.

1137D

[Cooperative Game](#) · [Tutorial](#)

Quality: 2,152 global accepts · Rating: 2400 · first AC: 2022-01-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, number theory

[lijunyi's solution](#)

859.

786C

[Till I Collapse](#) · [Tutorial](#)

Quality: 3,703 global accepts · Rating: 2400 · first AC: 2021-11-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer

[lijunyi's solution](#)

860.

912E

[Prime Gift](#) · [Tutorial](#)

Quality: 2,045 global accepts · Rating: 2400 · first AC: 2021-11-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, math, meet-in-the-middle, number theory, two pointers

[lijunyi's solution](#)

861.

1036F

[Relatively Prime Powers](#) · [Tutorial](#)

Quality: 1,858 global accepts · Rating: 2400 · first AC: 2021-11-03 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory

[lijunyi's solution](#)

862.

1114F

[Please, another Queries on Array?](#) · [Tutorial](#)

Quality: 2,438 global accepts · Rating: 2400 · first AC: 2021-11-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, math, number theory

[lijunyi's solution](#)

863.

865D

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

Quality: 8,017 global accepts · Rating: 2400 · first AC: 2021-10-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[lijunyi's solution](#)

864.

962F

[Simple Cycles Edges](#) · [Tutorial](#)

Quality: 1,581 global accepts · Rating: 2400 · first AC: 2021-10-19 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[lijunyi's solution](#)

865.

1598F

[RBS](#) · [Tutorial](#)

Quality: 1,633 global accepts · Rating: 2400 · first AC: 2021-10-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp

[lijunyi's solution](#)

866.

444C

[DZY Loves Colors](#) · [Tutorial](#)

Quality: 3,360 global accepts · Rating: 2400 · first AC: 2021-10-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[lijunyi's solution](#)

867.

1101F

[Trucks and Cities](#) · [Tutorial](#)

Quality: 1,631 global accepts · Rating: 2400 · first AC: 2021-09-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp

[lijunyi's solution](#)

868.

24D

[Broken robot](#) · [Tutorial](#)

Quality: 2,652 global accepts · Rating: 2400 · first AC: 2021-09-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[lijunyi's solution](#)

869.

379F

[New Year Tree](#) · [Tutorial](#)

Quality: 2,753 global accepts · Rating: 2400 · first AC: 2021-09-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, trees

[lijunyi's solution](#)

870.

1000F

[One Occurrence](#) · [Tutorial](#)

Quality: 4,836 global accepts · Rating: 2400 · first AC: 2021-09-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer

[lijunyi's solution](#)

871.

1091E

[New Year and the Acquaintance Estimation](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2400 · first AC: 2021-09-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, graphs, greedy, implementation, math, sortings

[lijunyi's solution](#)

872.

1428F

[Fruit Sequences](#) · [Tutorial](#)

Quality: 2,588 global accepts · Rating: 2400 · first AC: 2021-09-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[lijunyi's solution](#)

873.

1008D

[Pave the Parallelepiped](#) · [Tutorial](#)

Rating: 2400 · first AC: 2021-08-27 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[lijunyi's solution](#)

874.

1007B

[Pave the Parallelepiped](#) · [Tutorial](#)

Quality: 1,038 global accepts · Rating: 2400 · first AC: 2021-08-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, combinatorics, math, number theory

[lijunyi's solution](#)

875.

311B

[Cats Transport](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2400 · first AC: 2021-01-04 · last AC: 2021-01-04 · GNU C++11 (first AC) · Tags: data structures, dp
[lijunyi's solution](#)

876.

246E

[Blood Cousins Return](#) · [Tutorial](#)

Quality: 4,518 global accepts · Rating: 2400 · first AC: 2020-11-30 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, dp, sortings
[lijunyi's solution](#)

877.

2035F

[Tree Operations](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2500 · first AC: 2026-05-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dfs and similar, dp, trees
[lijunyi's solution](#)

878.

1767E

[Algebra Flash](#) · [Tutorial](#)

Quality: 1,255 global accepts · Rating: 2500 · first AC: 2026-04-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, graphs, math, meet-in-the-middle, trees
[lijunyi's solution](#)

879.

2163D2

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

Quality: 1,500 global accepts · Rating: 2500 · first AC: 2026-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, interactive, math, sortings
[lijunyi's solution](#)

880.

551E

[GukiZ and GukiZiana](#) · [Tutorial](#)

Quality: 2,141 global accepts · Rating: 2500 · first AC: 2026-04-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, implementation
[lijunyi's solution](#)

881.

2172H

[Shuffling Cards with Problem Solver 68!](#) · [Tutorial](#)

Quality: 302 global accepts · Rating: 2500 · first AC: 2026-03-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: hashing, string suffix structures, strings
[lijunyi's solution](#)

882.

2102F

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

Rating: 2500 · first AC: 2026-03-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy
[lijunyi's solution](#)

883.

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
[lijunyi's solution](#)

884.

2185H

[BattleCows 2](#) · [Tutorial](#)

Quality: 680 global accepts · Rating: 2500 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, greedy

[lijunyi's solution](#)

885.

2190D

[Prufer Vertex](#) · [Tutorial](#)

Quality: 956 global accepts · Rating: 2500 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dsu, number theory, probabilities, trees

[lijunyi's solution](#)

886.

2165D

[Path Split](#) · [Tutorial](#)

Quality: 896 global accepts · Rating: 2500 · first AC: 2026-02-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graph matchings, greedy

[lijunyi's solution](#)

887.

2183F

[Jumping Man](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2500 · first AC: 2026-01-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees

[lijunyi's solution](#)

888.

2174C2

[Beautiful Patterns \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 2500 · first AC: 2025-12-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities

[lijunyi's solution](#)

889.

2159D1

[Inverse Minimum Partition \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,021 global accepts · Rating: 2500 · first AC: 2025-10-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, geometry, greedy, math, two pointers

[lijunyi's solution](#)

890.

2152F

[Triple Attack](#) · [Tutorial](#)

Quality: 1,036 global accepts · Rating: 2500 · first AC: 2025-10-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[lijunyi's solution](#)

891.

1990E1

[Catch the Mole\(Easy Version\)](#) · [Tutorial](#)

Quality: 1,140 global accepts · Rating: 2500 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dfs and similar, interactive, trees

[lijunyi's solution](#)

892.

1906K

[Deck-Building Game](#) · [Tutorial](#)

Quality: 573 global accepts · Rating: 2500 · first AC: 2025-07-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: divide and conquer, math

[lijunyi's solution](#)

893.

2034F1

[Khayyam's Royal Decree \(Easy Version\)](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2500 · first AC: 2025-06-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, sortings

[lijunyi's solution](#)

894.

2113F

[Two Arrays](#) · [Tutorial](#)

Quality: 952 global accepts · Rating: 2500 · first AC: 2025-06-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[lijunyi's solution](#)

895.

2059E1

[Stop Gaming \(Easy Version\)](#) · [Tutorial](#)

Quality: 886 global accepts · Rating: 2500 · first AC: 2025-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, hashing, strings

[lijunyi's solution](#)

896.

1920F1

[Smooth Sailing \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,198 global accepts · Rating: 2500 · first AC: 2025-03-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dsu, graphs, shortest paths

[lijunyi's solution](#)

897.

1625E1

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

Quality: 1,149 global accepts · Rating: 2500 · first AC: 2023-03-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, divide and conquer, dp, graphs, trees

[lijunyi's solution](#)

898.

1701F

[Points](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2500 · first AC: 2023-02-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, implementation, math, matrices

[lijunyi's solution](#)

899.

1771F

[Hossam and Range Minimum Query](#) · [Tutorial](#)

Quality: 1,550 global accepts · Rating: 2500 · first AC: 2023-02-15 · last AC: 2023-02-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, hashing, probabilities, strings, trees

[lijunyi's solution](#)

900.

1725J

[Journey](#) · [Tutorial](#)

Quality: 464 global accepts · Rating: 2500 · first AC: 2023-02-14 · C++20 (GCC 11-64) (first AC) · Tags: dp, trees

[lijunyi's solution](#)

901.

1310B

[Double Elimination](#) · [Tutorial](#)

Quality: 574 global accepts · Rating: 2500 · first AC: 2023-02-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[lijunyi's solution](#)

902.

1548C

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

Quality: 2,042 global accepts · Rating: 2500 · first AC: 2023-02-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, fft, math

[lijunyi's solution](#)

903.

1677D

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

Quality: 1,459 global accepts · Rating: 2500 · first AC: 2023-02-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[lijunyi's solution](#)

904.

1716F

[Bags with Balls](#) · [Tutorial](#)

Quality: 1,365 global accepts · Rating: 2500 · first AC: 2023-02-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory

[lijunyi's solution](#)

905.

1187F

[Expected Square Beauty](#) · [Tutorial](#)

Quality: 1,113 global accepts · Rating: 2500 · first AC: 2023-02-10 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[lijunyi's solution](#)

906.

1198E

[Rectangle Painting 2](#) · [Tutorial](#)

Quality: 1,298 global accepts · Rating: 2500 · first AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: flows, graph matchings, graphs

[lijunyi's solution](#)

907.

543C

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

Quality: 1,555 global accepts · Rating: 2500 · first AC: 2022-11-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp

[lijunyi's solution](#)

908.

609F

[Frogs and mosquitoes](#) · [Tutorial](#)

Quality: 1,511 global accepts · Rating: 2500 · first AC: 2022-11-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[lijunyi's solution](#)

909.

1418G

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

Quality: 2,748 global accepts · Rating: 2500 · first AC: 2022-11-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, hashing, two pointers

[lijunyi's solution](#)

910.

1687C

[Sanae and Giant Robot](#) · [Tutorial](#)

Quality: 1,688 global accepts · Rating: 2500 · first AC: 2022-11-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[lijunyi's solution](#)

911.

976F

[Minimal k-covering](#) · [Tutorial](#)

Quality: 667 global accepts · Rating: 2500 · first AC: 2022-11-07 · C++20 (GCC 11-64) (first AC) · Tags: flows, graphs

[lijunyi's solution](#)

912.

837G

[Functions On The Segments](#) · [Tutorial](#)

Quality: 902 global accepts · Rating: 2500 · first AC: 2022-11-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[lijunyi's solution](#)

913.

1188C

[Array Beauty](#) · [Tutorial](#)

Quality: 2,133 global accepts · Rating: 2500 · first AC: 2022-10-19 · C++14 (GCC 6-32) (first AC) · Tags: dp

[lijunyi's solution](#)

914.

1076F

[Summer Practice Report](#) · [Tutorial](#)

Quality: 726 global accepts · Rating: 2500 · first AC: 2022-09-27 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[lijunyi's solution](#)

915.

986C

[AND Graph](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 2500 · first AC: 2022-09-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs
[lijunyi's solution](#)

916.

734F

[Anton and School](#) · [Tutorial](#)

Quality: 1,402 global accepts · Rating: 2500 · first AC: 2022-09-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, implementation, math

[lijunyi's solution](#)

917.

68D

[Half-decay tree](#) · [Tutorial](#)

Quality: 531 global accepts · Rating: 2500 · first AC: 2022-09-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, math, probabilities

[lijunyi's solution](#)

918.

580E

[Kefa and Watch](#) · [Tutorial](#)

Quality: 2,571 global accepts · Rating: 2500 · first AC: 2022-09-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing, strings

[lijunyi's solution](#)

919.

954H

[Path Counting](#) · [Tutorial](#)

Quality: 763 global accepts · Rating: 2500 · first AC: 2022-09-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

[lijunyi's solution](#)

920.

1637F

[Towers](#) · [Tutorial](#)

Quality: 2,160 global accepts · Rating: 2500 · first AC: 2022-09-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[lijunyi's solution](#)

921.

1174E

[Ehab and the Expected GCD Problem](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2500 · first AC: 2022-07-22 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory

[lijunyi's solution](#)

922.

813F

[Bipartite Checking](#) · [Tutorial](#)

Quality: 1,711 global accepts · Rating: 2500 · first AC: 2022-07-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, graphs

[lijunyi's solution](#)

923.

981F

[Round Marriage](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2500 · first AC: 2022-06-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, graph matchings, greedy

[lijunyi's solution](#)

924.

911G

[Mass Change Queries](#) · [Tutorial](#)

Quality: 3,782 global accepts · Rating: 2500 · first AC: 2022-06-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[lijunyi's solution](#)

925.

1117G

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

Quality: 913 global accepts · Rating: 2500 · first AC: 2022-06-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[lijunyi's solution](#)

926.

1117F

[Crisp String](#) · [Tutorial](#)

Quality: 674 global accepts · Rating: 2500 · first AC: 2022-06-26 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp
[lijunyi's solution](#)

927.

442C

[Artem and Array](#) · [Tutorial](#)

Quality: 1,950 global accepts · Rating: 2500 · first AC: 2022-06-24 · last AC: 2022-06-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy
[lijunyi's solution](#)

928.

1354F

[Summoning Minions](#) · [Tutorial](#)

Quality: 1,477 global accepts · Rating: 2500 · first AC: 2022-04-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, flows, graph matchings, greedy, sortings
[lijunyi's solution](#)

929.

884F

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

Quality: 1,280 global accepts · Rating: 2500 · first AC: 2022-04-14 · C++17 (GCC 9-64) (first AC) · Tags: flows, graphs, greedy
[lijunyi's solution](#)

930.

1187G

[Gang Up](#) · [Tutorial](#)

Quality: 688 global accepts · Rating: 2500 · first AC: 2022-04-07 · C++17 (GCC 9-64) (first AC) · Tags: flows, graphs
[lijunyi's solution](#)

931.

53E

[Dead Ends](#) · [Tutorial](#)

Quality: 1,275 global accepts · Rating: 2500 · first AC: 2022-03-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp
[lijunyi's solution](#)

932.

1368E

[Ski Accidents](#) · [Tutorial](#)

Quality: 2,363 global accepts · Rating: 2500 · first AC: 2022-03-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy
[lijunyi's solution](#)

933.

997C

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

Quality: 2,176 global accepts · Rating: 2500 · first AC: 2022-03-15 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math
[lijunyi's solution](#)

934.

840C

[On the Bench](#) · [Tutorial](#)

Quality: 2,070 global accepts · Rating: 2500 · first AC: 2022-03-11 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp
[lijunyi's solution](#)

935.

628F

[Bear and Fair Set](#) · [Tutorial](#)

Quality: 964 global accepts · Rating: 2500 · first AC: 2022-02-16 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs
[lijunyi's solution](#)

936.

1111E

[Tree](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2500 · first AC: 2022-01-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp,

graphs, trees

[lijunyi's solution](#)

937.

594D

[REQ](#) · [Tutorial](#)

Quality: 2,018 global accepts · Rating: 2500 · first AC: 2021-12-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, number theory

[lijunyi's solution](#)

938.

704B

[Ant Man](#) · [Tutorial](#)

Quality: 2,171 global accepts · Rating: 2500 · first AC: 2021-12-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, greedy

[lijunyi's solution](#)

939.

449C

[Jzzhu and Apples](#) · [Tutorial](#)

Quality: 2,527 global accepts · Rating: 2500 · first AC: 2021-11-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, number theory

[lijunyi's solution](#)

940.

1043F

[Make It One](#) · [Tutorial](#)

Quality: 2,994 global accepts · Rating: 2500 · first AC: 2021-11-17 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory, shortest paths

[lijunyi's solution](#)

941.

468C

[Hack it!](#) · [Tutorial](#)

Quality: 2,739 global accepts · Rating: 2500 · first AC: 2021-11-14 · last AC: 2021-11-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, math

[lijunyi's solution](#)

942.

1305F

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

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2021-11-07 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory, probabilities

[lijunyi's solution](#)

943.

1327F

[AND Segments](#) · [Tutorial](#)

Quality: 2,028 global accepts · Rating: 2500 · first AC: 2021-10-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, data structures, dp, two pointers

[lijunyi's solution](#)

944.

1320D

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

Quality: 1,692 global accepts · Rating: 2500 · first AC: 2021-10-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing, strings

[lijunyi's solution](#)

945.

799E

[Aquarium decoration](#) · [Tutorial](#)

Quality: 1,053 global accepts · Rating: 2500 · first AC: 2021-10-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, two pointers

[lijunyi's solution](#)

946.

1100F

[Ivan and Burgers](#) · [Tutorial](#)

Quality: 3,690 global accepts · Rating: 2500 · first AC: 2021-09-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, greedy, math

[lijunyi's solution](#)

947.

1100D

[Dasha and Chess](#) · [Tutorial](#)

Quality: 916 global accepts · Rating: 2500 · first AC: 2021-09-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, interactive

[lijunyi's solution](#)

948.

185C

[Clever Fat Rat](#) · [Tutorial](#)

Quality: 151 global accepts · Rating: 2500 · first AC: 2021-09-08 · C++17 (GCC 9-64) (first AC) · Tags: dp

[lijunyi's solution](#)

949.

1559D2

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

Quality: 3,065 global accepts · Rating: 2500 · first AC: 2021-08-25 · last AC: 2021-08-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, greedy, trees, two pointers

[lijunyi's solution](#)

950.

840D

[Destiny](#) · [Tutorial](#)

Quality: 3,956 global accepts · Rating: 2500 · first AC: 2021-01-25 · GNU C++11 (first AC) · Tags: data structures, probabilities

[lijunyi's solution](#)

951.

1544F

[Bingo](#) · [Tutorial](#)

Rating: 2600 · first AC: 2026-04-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, probabilities

[lijunyi's solution](#)

952.

2189E

[Majority Wins?](#) · [Tutorial](#)

Quality: 818 global accepts · Rating: 2600 · first AC: 2026-03-14 · last AC: 2026-03-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, strings

[lijunyi's solution](#)

953.

2187D

[Cool Problem](#) · [Tutorial](#)

Quality: 635 global accepts · Rating: 2600 · first AC: 2026-03-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, math

[lijunyi's solution](#)

954.

2138D

[Antiamuny and Slider Movement](#) · [Tutorial](#)

Quality: 640 global accepts · Rating: 2600 · first AC: 2025-09-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, implementation, math, sortings

[lijunyi's solution](#)

955.

1905F

[Field Should Not Be Empty](#) · [Tutorial](#)

Quality: 753 global accepts · Rating: 2600 · first AC: 2025-08-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer

[lijunyi's solution](#)

956.

1990E2

[Catch the Mole\(Hard Version\)](#) · [Tutorial](#)

Quality: 1,109 global accepts · Rating: 2600 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, interactive, trees

[lijunyi's solution](#)

957.

1394C

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

Quality: 1,224 global accepts · Rating: 2600 · first AC: 2025-07-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, geometry, ternary search

[lijunyi's solution](#)

958.

2084G1

[Wish Upon a Satellite \(Easy Version\)](#) · [Tutorial](#)

Quality: 755 global accepts · Rating: 2600 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games

[lijunyi's solution](#)

959.

1896F

[Bracket Xoring](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2600 · first AC: 2025-03-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[lijunyi's solution](#)

960.

2002F1

[Court Blue \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,004 global accepts · Rating: 2600 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, math, number theory

[lijunyi's solution](#)

961.

1765G

[Guess the String](#) · [Tutorial](#)

Quality: 480 global accepts · Rating: 2600 · first AC: 2023-03-03 · last AC: 2024-07-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, probabilities

[lijunyi's solution](#)

962.

1446D1

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

Quality: 2,104 global accepts · Rating: 2600 · first AC: 2023-03-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[lijunyi's solution](#)

963.

1363F

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

Quality: 1,736 global accepts · Rating: 2600 · first AC: 2023-03-03 · C++20 (GCC 11-64) (first AC) · Tags: dp, strings

[lijunyi's solution](#)

964.

1599J

[Bob's Beautiful Array](#) · [Tutorial](#)

Quality: 328 global accepts · Rating: 2600 · first AC: 2023-03-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, greedy

[lijunyi's solution](#)

965.

1773H

[Hot and Cold](#) · [Tutorial](#)

Quality: 496 global accepts · Rating: 2600 · first AC: 2023-03-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive

[lijunyi's solution](#)

966.

1700F

[Puzzle](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2600 · first AC: 2023-03-02 · last AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[lijunyi's solution](#)

967.

1398G

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

Quality: 1,280 global accepts · Rating: 2600 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, fft, math, number theory
[lijunyi's solution](#)

968.

1493F

[Enchanted Matrix](#) · [Tutorial](#)

Quality: 503 global accepts · Rating: 2600 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, interactive, number theory
[lijunyi's solution](#)

969.

1437F

[Emotional Fishermen](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2600 · first AC: 2023-03-01 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, two pointers
[lijunyi's solution](#)

970.

1699E

[Three Days Grace](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2023-03-01 · last AC: 2023-03-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers
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971.

1580B

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972.

1685C

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Quality: 1,339 global accepts · Rating: 2600 · first AC: 2023-02-28 · last AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy
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973.

1599A

[Weights](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2600 · first AC: 2023-02-28 · last AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, two pointers
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974.

1762F

[Good Pairs](#) · [Tutorial](#)

Quality: 888 global accepts · Rating: 2600 · first AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp
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975.

1614E

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Quality: 948 global accepts · Rating: 2600 · first AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures
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976.

1495D

[BFS Trees](#) · [Tutorial](#)

Quality: 1,537 global accepts · Rating: 2600 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, graphs, math, shortest paths, trees
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977.

1684F

[Diverse Segments](#) · [Tutorial](#)

Quality: 1,123 global accepts · Rating: 2600 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, two pointers
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978.

1613F

[Tree Coloring](#) · [Tutorial](#)

Quality: 831 global accepts · Rating: 2600 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, fft
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979.

1584F

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Quality: 1,116 global accepts · Rating: 2600 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, graphs, greedy, strings
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980.

1704F

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Quality: 1,304 global accepts · Rating: 2600 · first AC: 2023-02-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, games
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981.

1515F

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982.

1469F

[Power Sockets](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2600 · first AC: 2023-02-24 · last AC: 2023-02-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy
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983.

1773D

[Dominoes](#) · [Tutorial](#)

Quality: 642 global accepts · Rating: 2600 · first AC: 2023-02-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, flows, graph matchings, greedy
[lijunyi's solution](#)

984.

1530F

[Bingo](#) · [Tutorial](#)

Quality: 992 global accepts · Rating: 2600 · first AC: 2023-02-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, probabilities
[lijunyi's solution](#)

985.

1558D

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Quality: 1,135 global accepts · Rating: 2600 · first AC: 2023-02-20 · last AC: 2023-02-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures
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986.

1661F

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Quality: 827 global accepts · Rating: 2600 · first AC: 2023-02-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy
[lijunyi's solution](#)

987.

1111D

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[lijunyi's solution](#)

988.

1016F

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Quality: 1,028 global accepts · Rating: 2600 · first AC: 2023-02-14 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees
[lijunyi's solution](#)

989.

1185G2

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[lijunyi's solution](#)

990.

1218C

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Quality: 218 global accepts · Rating: 2600 · first AC: 2023-02-13 · C++20 (GCC 11-64) (first AC) · Tags: dp
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991.

1793F

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Quality: 1,631 global accepts · Rating: 2600 · first AC: 2023-02-12 · last AC: 2023-02-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, divide and conquer, implementation
[lijunyi's solution](#)

992.

1425B

[Blue and Red of Our Faculty!](#) · [Tutorial](#)

Quality: 345 global accepts · Rating: 2600 · first AC: 2023-02-13 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp
[lijunyi's solution](#)

993.

1736E

[Swap and Take](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 2600 · first AC: 2023-02-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy
[lijunyi's solution](#)

994.

1793E

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Quality: 1,334 global accepts · Rating: 2600 · first AC: 2023-02-12 · last AC: 2023-02-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers
[lijunyi's solution](#)

995.

1554E

[You](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2023-02-12 · last AC: 2023-02-12 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, math, number theory
[lijunyi's solution](#)

996.

1740F

[Conditional Mix](#) · [Tutorial](#)

Quality: 1,068 global accepts · Rating: 2600 · first AC: 2023-02-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math
[lijunyi's solution](#)

997.

1172C2

[Nauuo and Pictures \(hard version\)](#) · [Tutorial](#)

Quality: 995 global accepts · Rating: 2600 · first AC: 2023-02-09 · last AC: 2023-02-10 · C++20 (GCC 11-64) (first AC) · Tags: dp, probabilities
[lijunyi's solution](#)

998.

1158D

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

Quality: 927 global accepts · Rating: 2600 · first AC: 2023-02-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math

[lijunyi's solution](#)

999.

15E

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Quality: 673 global accepts · Rating: 2600 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

[lijunyi's solution](#)

1000.

1178F2

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Quality: 1,049 global accepts · Rating: 2600 · first AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: dp

[lijunyi's solution](#)

1001.

1031E

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Quality: 572 global accepts · Rating: 2600 · first AC: 2022-09-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[lijunyi's solution](#)

1002.

1227G

[Not Same](#) · [Tutorial](#)

Quality: 1,188 global accepts · Rating: 2600 · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[lijunyi's solution](#)

1003.

1264D1

[Beautiful Bracket Sequence \(easy version\)](#) · [Tutorial](#)

Quality: 1,526 global accepts · Rating: 2600 · first AC: 2022-09-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, probabilities

[lijunyi's solution](#)

1004.

1153F

[Serval and Bonus Problem](#) · [Tutorial](#)

Quality: 929 global accepts · Rating: 2600 · first AC: 2022-09-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[lijunyi's solution](#)

1005.

896C

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

Quality: 4,438 global accepts · Rating: 2600 · first AC: 2022-07-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, probabilities

[lijunyi's solution](#)

1006.

1140F

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Quality: 1,557 global accepts · Rating: 2600 · first AC: 2022-07-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dsu

[lijunyi's solution](#)

1007.

1406E

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Quality: 1,879 global accepts · Rating: 2600 · first AC: 2022-07-12 · C++20 (GCC 11-64) (first AC) · Tags: interactive, math, number theory

[lijunyi's solution](#)

1008.

1326F1

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Quality: 1,007 global accepts · Rating: 2600 · first AC: 2022-07-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[lijunyi's solution](#)

1009.

662C

[Binary Table](#) · [Tutorial](#)

Quality: 2,425 global accepts · Rating: 2600 · first AC: 2022-06-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, fft, math

[lijunyi's solution](#)

1010.

914G

[Sum the Fibonacci](#) · [Tutorial](#)

Quality: 1,136 global accepts · Rating: 2600 · first AC: 2022-06-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, divide and conquer, dp, fft, math

[lijunyi's solution](#)

1011.

140E

[New Year Garland](#) · [Tutorial](#)

Quality: 1,037 global accepts · Rating: 2600 · first AC: 2022-04-14 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp

[lijunyi's solution](#)

1012.

802A3

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

Quality: 700 global accepts · Rating: 2600 · first AC: 2022-04-06 · C++17 (GCC 9-64) (first AC) · Tags: flows, graphs

[lijunyi's solution](#)

1013.

818G

[Four Melodies](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2600 · first AC: 2022-04-06 · C++17 (GCC 9-64) (first AC) · Tags: flows, graphs

[lijunyi's solution](#)

1014.

813D

[Two Melodies](#) · [Tutorial](#)

Quality: 1,154 global accepts · Rating: 2600 · first AC: 2022-04-06 · C++17 (GCC 9-64) (first AC) · Tags: dp, flows

[lijunyi's solution](#)

1015.

917D

[Stranger Trees](#) · [Tutorial](#)

Quality: 1,469 global accepts · Rating: 2600 · first AC: 2022-03-28 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, matrices, trees

[lijunyi's solution](#)

1016.

1523E

[Crypto Lights](#) · [Tutorial](#)

Quality: 1,939 global accepts · Rating: 2600 · first AC: 2022-03-16 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[lijunyi's solution](#)

1017.

1208F

[Bits And Pieces](#) · [Tutorial](#)

Quality: 3,300 global accepts · Rating: 2600 · first AC: 2022-02-21 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy

[lijunyi's solution](#)

1018.

1354G

[Find a Gift](#) · [Tutorial](#)

Quality: 964 global accepts · Rating: 2600 · first AC: 2022-02-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive, probabilities
[lijunyi's solution](#)

1019.

1067C

[Knights](#) · [Tutorial](#)

Quality: 714 global accepts · Rating: 2600 · first AC: 2022-02-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms
[lijunyi's solution](#)

1020.

1592F1

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

Quality: 1,081 global accepts · Rating: 2600 · first AC: 2022-02-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy
[lijunyi's solution](#)

1021.

1368F

[Lamps on a Circle](#) · [Tutorial](#)

Quality: 1,105 global accepts · Rating: 2600 · first AC: 2022-01-14 · C++14 (GCC 6-32) (first AC) · Tags: games, implementation, interactive, math
[lijunyi's solution](#)

1022.

1375F

[Integer Game](#) · [Tutorial](#)

Quality: 2,510 global accepts · Rating: 2600 · first AC: 2021-12-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, interactive, math
[lijunyi's solution](#)

1023.

940F

[Machine Learning](#) · [Tutorial](#)

Quality: 3,376 global accepts · Rating: 2600 · first AC: 2021-11-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures
[lijunyi's solution](#)

1024.

1270F

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

Quality: 1,336 global accepts · Rating: 2600 · first AC: 2021-11-12 · C++17 (GCC 9-64) (first AC) · Tags: math, strings
[lijunyi's solution](#)

1025.

1416D

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

Quality: 2,712 global accepts · Rating: 2600 · first AC: 2021-10-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, implementation, trees
[lijunyi's solution](#)

1026.

1539F

[Strange Array](#) · [Tutorial](#)

Quality: 984 global accepts · Rating: 2600 · first AC: 2021-10-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings
[lijunyi's solution](#)

1027.

1391E

[Pairs of Pairs](#) · [Tutorial](#)

Quality: 1,927 global accepts · Rating: 2600 · first AC: 2021-09-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees
[lijunyi's solution](#)

1028.

1389F

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

Quality: 1,246 global accepts · Rating: 2600 · first AC: 2021-09-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, graph matchings, sortings

[lijunyi's solution](#)

1029.

1091F

[New Year and the Mallard Expedition](#) · [Tutorial](#)

Quality: 892 global accepts · Rating: 2600 · first AC: 2021-09-14 · last AC: 2021-09-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

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1030.

285E

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

Quality: 1,294 global accepts · Rating: 2600 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[lijunyi's solution](#)

1031.

622F

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

Quality: 4,942 global accepts · Rating: 2600 · first AC: 2021-08-19 · C++17 (GCC 9-64) (first AC) · Tags: math

[lijunyi's solution](#)

1032.

2115C

[Gellyfish and Eternal Violet](#) · [Tutorial](#)

Quality: 913 global accepts · Rating: 2700 · first AC: 2025-09-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy, math, probabilities

[lijunyi's solution](#)

1033.

1942F

[Farmer John's Favorite Function](#) · [Tutorial](#)

Quality: 973 global accepts · Rating: 2700 · first AC: 2025-07-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, implementation, math

[lijunyi's solution](#)

1034.

1918G

[Permutation of Given](#) · [Tutorial](#)

Quality: 658 global accepts · Rating: 2700 · first AC: 2025-07-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[lijunyi's solution](#)

1035.

1995E1

[Let Me Teach You a Lesson \(Easy Version\)](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 2700 · first AC: 2025-03-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, data structures, dp, matrices, two pointers

[lijunyi's solution](#)

1036.

1930F

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

Quality: 937 global accepts · Rating: 2700 · first AC: 2025-03-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dfs and similar

[lijunyi's solution](#)

1037.

2009G3

[Yunli's Subarray Queries \(extreme version\)](#) · [Tutorial](#)

Quality: 532 global accepts · Rating: 2700 · first AC: 2025-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, implementation

[lijunyi's solution](#)

1038.

2056F1

[Xor of Median \(Easy Version\)](#) · [Tutorial](#)

Quality: 447 global accepts · Rating: 2700 · first AC: 2025-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force,

combinatorics, dp, math

[lijunyi's solution](#)

1039.

2043F

[Nim](#) · [Tutorial](#)

Quality: 907 global accepts · Rating: 2700 · first AC: 2025-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, games, greedy, implementation, shortest paths

[lijunyi's solution](#)

1040.

1916H2

[Matrix Rank \(Hard Version\)](#) · [Tutorial](#)

Quality: 631 global accepts · Rating: 2700 · first AC: 2025-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, matrices, string suffix structures

[lijunyi's solution](#)

1041.

2032F

[Peanuts](#) · [Tutorial](#)

Quality: 486 global accepts · Rating: 2700 · first AC: 2025-02-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, games, math

[lijunyi's solution](#)

1042.

2049F

[MEX OR Mania](#) · [Tutorial](#)

Quality: 582 global accepts · Rating: 2700 · first AC: 2025-02-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, data structures, dsu, implementation

[lijunyi's solution](#)

1043.

1924D

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

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2025-02-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[lijunyi's solution](#)

1044.

2003E2

[Turtle and Inversions \(Hard Version\)](#) · [Tutorial](#)

Quality: 641 global accepts · Rating: 2700 · first AC: 2025-01-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy, math, two pointers

[lijunyi's solution](#)

1045.

2041J

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

Quality: 265 global accepts · Rating: 2700 · first AC: 2025-01-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dp, dsu, greedy

[lijunyi's solution](#)

1046.

2022D2

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

Quality: 827 global accepts · Rating: 2700 · first AC: 2025-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, interactive

[lijunyi's solution](#)

1047.

1993E

[Xor-Grid Problem](#) · [Tutorial](#)

Quality: 730 global accepts · Rating: 2700 · first AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, implementation

[lijunyi's solution](#)

1048.

933C

[A Colourful Prospect](#) · [Tutorial](#)

Quality: 649 global accepts · Rating: 2700 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: geometry, graphs

[lijunyi's solution](#)

1049.

1799F

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

Quality: 1,082 global accepts · Rating: 2700 · first AC: 2024-08-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, greedy, sortings

[lijunyi's solution](#)

1050.

1849F

[XOR Partition](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2700 · first AC: 2024-08-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, data structures, divide and conquer, greedy, trees

[lijunyi's solution](#)

1051.

1730E

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

Quality: 767 global accepts · Rating: 2700 · first AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, divide and conquer, number theory

[lijunyi's solution](#)

1052.

1866E

[Elevators of Tamem](#) · [Tutorial](#)

Quality: 535 global accepts · Rating: 2700 · first AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: dp

[lijunyi's solution](#)

1053.

1817D

[Toy Machine](#) · [Tutorial](#)

Quality: 1,035 global accepts · Rating: 2700 · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, implementation

[lijunyi's solution](#)

1054.

1991G

[Grid Reset](#) · [Tutorial](#)

Quality: 746 global accepts · Rating: 2700 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[lijunyi's solution](#)

1055.

1344D

[Résumé Review](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2700 · first AC: 2023-03-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math

[lijunyi's solution](#)

1056.

1599G

[Shortest path](#) · [Tutorial](#)

Quality: 408 global accepts · Rating: 2700 · first AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, geometry, math, shortest paths

[lijunyi's solution](#)

1057.

1733E

[Conveyor](#) · [Tutorial](#)

Quality: 1,486 global accepts · Rating: 2700 · first AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, math

[lijunyi's solution](#)

1058.

1574F

[Occurrences](#) · [Tutorial](#)

Quality: 744 global accepts · Rating: 2700 · first AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, fft, graphs

[lijunyi's solution](#)

1059.

1519E

[Off by One](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2700 · first AC: 2023-03-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, geometry, graphs, sortings, trees

[lijunyi's solution](#)

1060.

1553G

[Common Divisor Graph](#) · [Tutorial](#)

Quality: 1,213 global accepts · Rating: 2700 · first AC: 2023-03-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, hashing, math, number theory

[lijunyi's solution](#)

1061.

1510I

[Is It Rated?](#) · [Tutorial](#)

Quality: 587 global accepts · Rating: 2700 · first AC: 2023-03-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, interactive, math, probabilities

[lijunyi's solution](#)

1062.

1572C

[Paint](#) · [Tutorial](#)

Quality: 1,724 global accepts · Rating: 2700 · first AC: 2023-03-08 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[lijunyi's solution](#)

1063.

1578M

[The Mind](#) · [Tutorial](#)

Quality: 515 global accepts · Rating: 2700 · first AC: 2023-03-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, probabilities

[lijunyi's solution](#)

1064.

1515G

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

Quality: 1,356 global accepts · Rating: 2700 · first AC: 2023-03-07 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, math, number theory

[lijunyi's solution](#)

1065.

1671F

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

Quality: 428 global accepts · Rating: 2700 · first AC: 2023-03-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, fft, math

[lijunyi's solution](#)

1066.

1774F2

[Magician and Pigs \(Hard Version\)](#) · [Tutorial](#)

Quality: 866 global accepts · Rating: 2700 · first AC: 2023-03-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, implementation

[lijunyi's solution](#)

1067.

1451F

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

Quality: 1,219 global accepts · Rating: 2700 · first AC: 2023-03-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games

[lijunyi's solution](#)

1068.

1599I

[Desert](#) · [Tutorial](#)

Quality: 132 global accepts · Rating: 2700 · first AC: 2023-03-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs

[lijunyi's solution](#)

1069.

1789F

[Serval and Brain Power](#) · [Tutorial](#)

Quality: 999 global accepts · Rating: 2700 · first AC: 2023-03-06 · last AC: 2023-03-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation, strings

[lijunyi's solution](#)

1070.

1641D

[Two Arrays](#) · [Tutorial](#)

Quality: 1,504 global accepts · Rating: 2700 · first AC: 2023-03-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, combinatorics, greedy, hashing, math, two pointers

[lijunyi's solution](#)

1071.

1511G

[Chips on a Board](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2700 · first AC: 2023-03-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, data structures, dp, games, two pointers

[lijunyi's solution](#)

1072.

1510J

[Japanese Game](#) · [Tutorial](#)

Quality: 561 global accepts · Rating: 2700 · first AC: 2023-03-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[lijunyi's solution](#)

1073.

1303G

[Sum of Prefix Sums](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 2700 · first AC: 2023-03-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, geometry, trees

[lijunyi's solution](#)

1074.

1658F

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

Quality: 924 global accepts · Rating: 2700 · first AC: 2023-03-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[lijunyi's solution](#)

1075.

1542E2

[Abnormal Permutation Pairs \(hard version\)](#) · [Tutorial](#)

Quality: 1,015 global accepts · Rating: 2700 · first AC: 2023-03-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math

[lijunyi's solution](#)

1076.

1795G

[Removal Sequences](#) · [Tutorial](#)

Quality: 817 global accepts · Rating: 2700 · first AC: 2023-03-05 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, graphs

[lijunyi's solution](#)

1077.

1599F

[Mars](#) · [Tutorial](#)

Quality: 409 global accepts · Rating: 2700 · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: hashing

[lijunyi's solution](#)

1078.

1601D

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

Quality: 1,942 global accepts · Rating: 2700 · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, sortings

[lijunyi's solution](#)

1079.

1750F

[Majority](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 2700 · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, strings
[lijunyi's solution](#)

1080.

1621F

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

Quality: 637 global accepts · Rating: 2700 · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation
[lijunyi's solution](#)

1081.

1715F

[Crop Squares](#) · [Tutorial](#)

Quality: 589 global accepts · Rating: 2700 · first AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, geometry, interactive, math
[lijunyi's solution](#)

1082.

48G

[Galaxy Union](#) · [Tutorial](#)

Quality: 324 global accepts · Rating: 2700 · first AC: 2022-11-17 · C++20 (GCC 11-64) (first AC) · Tags: dp, trees, two pointers
[lijunyi's solution](#)

1083.

623D

[Birthday](#) · [Tutorial](#)

Quality: 555 global accepts · Rating: 2700 · first AC: 2022-11-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, probabilities
[lijunyi's solution](#)

1084.

1453F

[Even Harder](#) · [Tutorial](#)

Quality: 970 global accepts · Rating: 2700 · first AC: 2022-11-13 · C++20 (GCC 11-64) (first AC) · Tags: dp
[lijunyi's solution](#)

1085.

1634F

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

Quality: 1,903 global accepts · Rating: 2700 · first AC: 2022-11-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, hashing, implementation, math
[lijunyi's solution](#)

1086.

475E

[Strongly Connected City 2](#) · [Tutorial](#)

Quality: 622 global accepts · Rating: 2700 · first AC: 2022-10-23 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar
[lijunyi's solution](#)

1087.

1491F

[Magnets](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2700 · first AC: 2022-09-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, interactive
[lijunyi's solution](#)

1088.

1202F

[You Are Given Some Letters...](#) · [Tutorial](#)

Quality: 542 global accepts · Rating: 2700 · first AC: 2022-09-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, math
[lijunyi's solution](#)

1089.

901D

[Weighting a Tree](#) · [Tutorial](#)

Quality: 630 global accepts · Rating: 2700 · first AC: 2022-09-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[lijunyi's solution](#)

1090.

1044F

[DFS](#) · [Tutorial](#)

Quality: 683 global accepts · Rating: 2700 · first AC: 2022-09-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[lijunyi's solution](#)

1091.

1034C

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

Quality: 993 global accepts · Rating: 2700 · first AC: 2022-09-14 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, number theory, trees

[lijunyi's solution](#)

1092.

1270G

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

Quality: 2,960 global accepts · Rating: 2700 · first AC: 2022-09-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[lijunyi's solution](#)

1093.

452F

[Permutation](#) · [Tutorial](#)

Quality: 1,794 global accepts · Rating: 2700 · first AC: 2022-08-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, hashing

[lijunyi's solution](#)

1094.

97D

[Robot in Basement](#) · [Tutorial](#)

Quality: 290 global accepts · Rating: 2700 · first AC: 2022-07-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, implementation

[lijunyi's solution](#)

1095.

961F

[k-substrings](#) · [Tutorial](#)

Quality: 946 global accepts · Rating: 2700 · first AC: 2022-07-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, hashing, string suffix structures

[lijunyi's solution](#)

1096.

235C

[Cyclical Quest](#) · [Tutorial](#)

Quality: 2,472 global accepts · Rating: 2700 · first AC: 2022-07-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, string suffix structures, strings

[lijunyi's solution](#)

1097.

1672H

[Zigu Zagu](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2700 · first AC: 2022-07-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[lijunyi's solution](#)

1098.

838D

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

Quality: 1,138 global accepts · Rating: 2700 · first AC: 2022-04-15 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[lijunyi's solution](#)

1099.

1295F

[Good Contest](#) · [Tutorial](#)

Quality: 1,507 global accepts · Rating: 2700 · first AC: 2022-04-14 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, probabilities
[lijunyi's solution](#)

1100.

132E

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

Quality: 569 global accepts · Rating: 2700 · first AC: 2022-04-06 · C++17 (GCC 9-64) (first AC) · Tags: flows, graphs
[lijunyi's solution](#)

1101.

1458C

[Latin Square](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2700 · first AC: 2022-04-02 · C++17 (GCC 9-64) (first AC) · Tags: math, matrices
[lijunyi's solution](#)

1102.

1632E2

[Distance Tree \(hard version\)](#) · [Tutorial](#)

Quality: 1,198 global accepts · Rating: 2700 · first AC: 2022-03-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, shortest paths, trees
[lijunyi's solution](#)

1103.

906D

[Power Tower](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2700 · first AC: 2022-03-25 · C++17 (GCC 9-64) (first AC) · Tags: chinese remainder theorem, math, number theory
[lijunyi's solution](#)

1104.

932F

[Escape Through Leaf](#) · [Tutorial](#)

Quality: 4,115 global accepts · Rating: 2700 · first AC: 2022-03-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, geometry
[lijunyi's solution](#)

1105.

98E

[Help Shrek and Donkey](#) · [Tutorial](#)

Quality: 558 global accepts · Rating: 2700 · first AC: 2022-03-03 · C++17 (GCC 9-64) (first AC) · Tags: dp, games, math, probabilities
[lijunyi's solution](#)

1106.

772D

[Varying Kibibits](#) · [Tutorial](#)

Quality: 753 global accepts · Rating: 2700 · first AC: 2022-02-21 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp
[lijunyi's solution](#)

1107.

383E

[Vowels](#) · [Tutorial](#)

Quality: 4,315 global accepts · Rating: 2700 · first AC: 2022-02-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, dp
[lijunyi's solution](#)

1108.

1264E

[Beautiful League](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2700 · first AC: 2022-02-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, flows, graph matchings
[lijunyi's solution](#)

1109.

1473F

[Strange Set](#) · [Tutorial](#)

Quality: 1,138 global accepts · Rating: 2700 · first AC: 2022-02-16 · C++17 (GCC 9-64) (first AC) · Tags: flows, math

[lijunyi's solution](#)

1110.

949E

[Binary Cards](#) · [Tutorial](#)

Quality: 769 global accepts · Rating: 2700 · first AC: 2022-01-25 · last AC: 2022-01-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force

[lijunyi's solution](#)

1111.

1364E

[X-OR](#) · [Tutorial](#)

Quality: 1,551 global accepts · Rating: 2700 · first AC: 2022-01-22 · last AC: 2022-01-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, interactive, probabilities

[lijunyi's solution](#)

1112.

339E

[Three Swaps](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2700 · first AC: 2022-01-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy

[lijunyi's solution](#)

1113.

13E

[Holes](#) · [Tutorial](#)

Quality: 7,950 global accepts · Rating: 2700 · first AC: 2021-11-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu

[lijunyi's solution](#)

1114.

1000G

[Two-Paths](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2700 · first AC: 2021-09-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, trees

[lijunyi's solution](#)

1115.

1555F

[Good Graph](#) · [Tutorial](#)

Quality: 1,054 global accepts · Rating: 2700 · first AC: 2021-09-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, graphs, trees

[lijunyi's solution](#)

1116.

1338D

[Nested Rubber Bands](#) · [Tutorial](#)

Quality: 1,127 global accepts · Rating: 2700 · first AC: 2021-09-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, math, trees

[lijunyi's solution](#)

1117.

995F

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

Quality: 1,626 global accepts · Rating: 2700 · first AC: 2021-08-19 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, trees

[lijunyi's solution](#)

1118.

2182G

[Short Garland](#) · [Tutorial](#)

Quality: 350 global accepts · Rating: 2800 · first AC: 2026-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, trees

[lijunyi's solution](#)

1119.

2157G

[Isaac's Queries](#) · [Tutorial](#)

Quality: 411 global accepts · Rating: 2800 · first AC: 2026-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, divide and conquer, dp, greedy, interactive, math, pro...

[lijunyi's solution](#)

1120.

1314C

[Au Pont Rouge](#) · [Tutorial](#)

Quality: 2800 · first AC: 2026-03-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, sortings, strings

[lijunyi's solution](#)

1121.

2178G

[deCH OR Dations](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 2800 · first AC: 2026-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, dp, hashing, probabilities

[lijunyi's solution](#)

1122.

2181L

[LLM Training](#) · [Tutorial](#)

Quality: 133 global accepts · Rating: 2800 · first AC: 2026-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, string suffix structures

[lijunyi's solution](#)

1123.

2027E1

[Bit Game \(Easy Version\)](#) · [Tutorial](#)

Quality: 248 global accepts · Rating: 2800 · first AC: 2025-08-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, games, math

[lijunyi's solution](#)

1124.

2127F

[Hamed and AghaBalaSar](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2800 · first AC: 2025-08-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math, probabilities

[lijunyi's solution](#)

1125.

1942G

[Bessie and Cards](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 2800 · first AC: 2025-07-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[lijunyi's solution](#)

1126.

1906D

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

Quality: 169 global accepts · Rating: 2800 · first AC: 2025-07-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, geometry

[lijunyi's solution](#)

1127.

2039F1

[Shohag Loves Counting \(Easy Version\)](#) · [Tutorial](#)

Quality: 506 global accepts · Rating: 2800 · first AC: 2025-07-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, number theory

[lijunyi's solution](#)

1128.

2034F2

[Khayyam's Royal Decree \(Hard Version\)](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: 2800 · first AC: 2025-06-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, sortings

[lijunyi's solution](#)

1129.

850F

[Rainbow Balls](#) · [Tutorial](#)

Quality: 762 global accepts · Rating: 2800 · first AC: 2022-07-27 · last AC: 2025-06-20 · C++20 (GCC 11-64) (first AC) · Tags: math

[lijunyi's solution](#)

1130.

1725I

[Imitating the Key Tree](#) · [Tutorial](#)

Quality: 298 global accepts · Rating: 2800 · first AC: 2025-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dsu, trees
[lijunyi's solution](#)

1131.

1721F

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

Quality: 514 global accepts · Rating: 2800 · first AC: 2025-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, flows, graph matchings, graphs, interactive
[lijunyi's solution](#)

1132.

1990F

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

Quality: 430 global accepts · Rating: 2800 · first AC: 2025-03-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy, two pointers
[lijunyi's solution](#)

1133.

2053I1

[Affectionate Arrays \(Easy Version\)](#) · [Tutorial](#)

Quality: 557 global accepts · Rating: 2800 · first AC: 2025-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy
[lijunyi's solution](#)

1134.

2055E

[Haystacks](#) · [Tutorial](#)

Quality: 481 global accepts · Rating: 2800 · first AC: 2025-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, sortings
[lijunyi's solution](#)

1135.

2052G

[Geometric Balance](#) · [Tutorial](#)

Quality: 207 global accepts · Rating: 2800 · first AC: 2025-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, geometry, implementation
[lijunyi's solution](#)

1136.

1967D

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

Quality: 978 global accepts · Rating: 2800 · first AC: 2025-03-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, graphs, implementation, shortest paths, two pointers
[lijunyi's solution](#)

1137.

2048G

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

Quality: 742 global accepts · Rating: 2800 · first AC: 2025-02-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math
[lijunyi's solution](#)

1138.

1852D

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

Quality: 602 global accepts · Rating: 2800 · first AC: 2025-01-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy
[lijunyi's solution](#)

1139.

2038M

[Royal Flush](#) · [Tutorial](#)

Quality: 331 global accepts · Rating: 2800 · first AC: 2025-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation
[lijunyi's solution](#)

1140.

1819D

[Misha and Apples](#) · [Tutorial](#)

Quality: 840 global accepts · Rating: 2800 · first AC: 2025-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, two pointers

[lijunyi's solution](#)

1141.

1874D

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

Quality: 932 global accepts · Rating: 2800 · first AC: 2025-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: divide and conquer, dp, math, probabilities

[lijunyi's solution](#)

1142.

1943D2

[Counting Is Fun \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,125 global accepts · Rating: 2800 · first AC: 2025-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[lijunyi's solution](#)

1143.

2002F2

[Court Blue \(Hard Version\)](#) · [Tutorial](#)

Quality: 576 global accepts · Rating: 2800 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math, number theory

[lijunyi's solution](#)

1144.

1830D

[Mex Tree](#) · [Tutorial](#)

Quality: 933 global accepts · Rating: 2800 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, trees

[lijunyi's solution](#)

1145.

1809G

[Prediction](#) · [Tutorial](#)

Quality: 558 global accepts · Rating: 2800 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[lijunyi's solution](#)

1146.

1783G

[Weighed Tree Radius](#) · [Tutorial](#)

Quality: 589 global accepts · Rating: 2800 · first AC: 2023-03-18 · last AC: 2023-03-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, implementation, trees

[lijunyi's solution](#)

1147.

1615F

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

Quality: 1,149 global accepts · Rating: 2800 · first AC: 2023-03-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[lijunyi's solution](#)

1148.

1608E

[The Cells on the Paper](#) · [Tutorial](#)

Quality: 486 global accepts · Rating: 2800 · first AC: 2023-03-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, sortings

[lijunyi's solution](#)

1149.

1766F

[MCF](#) · [Tutorial](#)

Quality: 360 global accepts · Rating: 2800 · first AC: 2023-03-16 · C++20 (GCC 11-64) (first AC) · Tags: flows

[lijunyi's solution](#)

1150.

1698F

[Equal Reversal](#) · [Tutorial](#)

Quality: 757 global accepts · Rating: 2800 · first AC: 2023-03-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, implementation, math

[lijunyi's solution](#)

1151.

1633F

[Perfect Matching](#) · [Tutorial](#)

Quality: 370 global accepts · Rating: 2800 · first AC: 2023-03-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, interactive, trees

[lijunyi's solution](#)

1152.

1442D

[Sum](#) · [Tutorial](#)

Quality: 2,916 global accepts · Rating: 2800 · first AC: 2023-03-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[lijunyi's solution](#)

1153.

1578B

[Building Forest Trails](#) · [Tutorial](#)

Quality: 475 global accepts · Rating: 2800 · first AC: 2023-03-16 · last AC: 2023-03-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu

[lijunyi's solution](#)

1154.

1749F

[Distance to the Path](#) · [Tutorial](#)

Quality: 612 global accepts · Rating: 2800 · first AC: 2023-03-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees

[lijunyi's solution](#)

1155.

1765I

[Infinite Chess](#) · [Tutorial](#)

Quality: 263 global accepts · Rating: 2800 · first AC: 2023-03-15 · C++20 (GCC 11-64) (first AC) · Tags: implementation, shortest paths

[lijunyi's solution](#)

1156.

1625E2

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

Quality: 662 global accepts · Rating: 2800 · first AC: 2023-03-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, trees

[lijunyi's solution](#)

1157.

1394D

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

Quality: 1,226 global accepts · Rating: 2800 · first AC: 2023-03-14 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings, trees

[lijunyi's solution](#)

1158.

1142D

[Foreigner](#) · [Tutorial](#)

Quality: 618 global accepts · Rating: 2800 · first AC: 2023-03-14 · C++20 (GCC 11-64) (first AC) · Tags: dp

[lijunyi's solution](#)

1159.

1635F

[Closest Pair](#) · [Tutorial](#)

Quality: 1,392 global accepts · Rating: 2800 · first AC: 2023-03-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[lijunyi's solution](#)

1160.

1606F

[Tree Queries](#) · [Tutorial](#)

Quality: 661 global accepts · Rating: 2800 · first AC: 2023-03-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, trees

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1161.

1491G

[Switch and Flip](#) · [Tutorial](#)

Quality: 1,008 global accepts · Rating: 2800 · first AC: 2023-03-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, math
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1162.

1389G

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Quality: 495 global accepts · Rating: 2800 · first AC: 2023-03-13 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees
[lijunyi's solution](#)

1163.

1572D

[Bridge Club](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 2800 · first AC: 2023-03-13 · C++20 (GCC 11-64) (first AC) · Tags: flows, graph matchings, graphs, greedy
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1164.

1626F

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Quality: 905 global accepts · Rating: 2800 · first AC: 2023-03-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities
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1165.

1473G

[Tiles](#) · [Tutorial](#)

Quality: 455 global accepts · Rating: 2800 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math
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1166.

1436F

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Quality: 623 global accepts · Rating: 2800 · first AC: 2023-03-10 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory
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1167.

1612F

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Quality: 694 global accepts · Rating: 2800 · first AC: 2023-03-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, shortest paths
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1168.

1310C

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Quality: 730 global accepts · Rating: 2800 · first AC: 2023-03-10 · last AC: 2023-03-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, strings
[lijunyi's solution](#)

1169.

1620F

[Bipartite Array](#) · [Tutorial](#)

Quality: 751 global accepts · Rating: 2800 · first AC: 2023-03-10 · last AC: 2023-03-10 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy
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1170.

1732E

[Location](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2800 · first AC: 2023-03-10 · last AC: 2023-03-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, math, number theory
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1171.

620F

[Xors on Segments](#) · [Tutorial](#)

Quality: 884 global accepts · Rating: 2800 · first AC: 2022-11-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, strings, trees
[lijunyi's solution](#)

1172.

1746F

[Kazaee](#) · [Tutorial](#)

Quality: 2,647 global accepts · Rating: 2800 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing, probabilities
[lijunyi's solution](#)

1173.

1067E

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

Quality: 552 global accepts · Rating: 2800 · first AC: 2022-10-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, graph matchings, math, trees
[lijunyi's solution](#)

1174.

983E

[NN country](#) · [Tutorial](#)

Quality: 1,199 global accepts · Rating: 2800 · first AC: 2022-10-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, trees
[lijunyi's solution](#)

1175.

1039D

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Quality: 2,309 global accepts · Rating: 2800 · first AC: 2022-07-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, trees
[lijunyi's solution](#)

1176.

652F

[Ants on a Circle](#) · [Tutorial](#)

Quality: 655 global accepts · Rating: 2800 · first AC: 2022-07-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[lijunyi's solution](#)

1177.

794E

[Choosing Carrot](#) · [Tutorial](#)

Quality: 1,025 global accepts · Rating: 2800 · first AC: 2022-07-05 · C++14 (GCC 6-32) (first AC) · Tags: games, math
[lijunyi's solution](#)

1178.

850E

[Random Elections](#) · [Tutorial](#)

Quality: 533 global accepts · Rating: 2800 · first AC: 2022-06-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, divide and conquer, fft, math
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1179.

1152F1

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

Quality: 756 global accepts · Rating: 2800 · first AC: 2022-04-23 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, matrices
[lijunyi's solution](#)

1180.

1322D

[Reality Show](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2800 · first AC: 2022-04-14 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp
[lijunyi's solution](#)

1181.

79D

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Quality: 1,348 global accepts · Rating: 2800 · first AC: 2022-03-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, shortest paths
[lijunyi's solution](#)

1182.

1208G

[Polygons](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2800 · first AC: 2022-03-11 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory

[lijunyi's solution](#)

1183.

1365G

[Secure Password](#) · [Tutorial](#)

Quality: 1,415 global accepts · Rating: 2800 · first AC: 2022-02-04 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, interactive, math

[lijunyi's solution](#)

1184.

1592F2

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

Quality: 972 global accepts · Rating: 2800 · first AC: 2022-02-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, flows, graph matchings, greedy

[lijunyi's solution](#)

1185.

1375G

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

Quality: 2,187 global accepts · Rating: 2800 · first AC: 2022-01-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graph matchings, graphs, trees

[lijunyi's solution](#)

1186.

613D

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

Quality: 4,035 global accepts · Rating: 2800 · first AC: 2022-01-04 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, sortings, trees

[lijunyi's solution](#)

1187.

1404D

[Game of Pairs](#) · [Tutorial](#)

Quality: 1,271 global accepts · Rating: 2800 · first AC: 2021-12-29 · last AC: 2022-01-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, math, number theory

[lijunyi's solution](#)

1188.

1383E

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

Quality: 1,033 global accepts · Rating: 2800 · first AC: 2021-12-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, dp

[lijunyi's solution](#)

1189.

555E

[Case of Computer Network](#) · [Tutorial](#)

Quality: 2,969 global accepts · Rating: 2800 · first AC: 2021-12-29 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[lijunyi's solution](#)

1190.

1404E

[Bricks](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2800 · first AC: 2021-10-05 · C++14 (GCC 6-32) (first AC) · Tags: flows, graph matchings, graphs

[lijunyi's solution](#)

1191.

2162H

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

Quality: 314 global accepts · Rating: 2900 · first AC: 2026-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[lijunyi's solution](#)

1192.

2207F

[Hanabi](#) · [Tutorial](#)

Quality: 269 global accepts · Rating: 2900 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, dsu, flows, graph matchings, graphs, greedy

[lijunyi's solution](#)

1193.

2115D

[Gellyfish and Forget-Me-Not](#) · [Tutorial](#)

Quality: 1,101 global accepts · Rating: 2900 · first AC: 2025-09-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, games, greedy, math

[lijunyi's solution](#)

1194.

2018F1

[Speedbreaker Counting \(Easy Version\)](#) · [Tutorial](#)

Quality: 329 global accepts · Rating: 2900 · first AC: 2025-09-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy, math

[lijunyi's solution](#)

1195.

1870F

[Lazy Numbers](#) · [Tutorial](#)

Quality: 558 global accepts · Rating: 2900 · first AC: 2025-09-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math

[lijunyi's solution](#)

1196.

611G

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

Quality: 464 global accepts · Rating: 2900 · first AC: 2025-08-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, two pointers

[lijunyi's solution](#)

1197.

886F

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

Quality: 293 global accepts · Rating: 2900 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry

[lijunyi's solution](#)

1198.

1494F

[Delete The Edges](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 2900 · first AC: 2025-08-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, implementation

[lijunyi's solution](#)

1199.

1578F

[Framing Pictures](#) · [Tutorial](#)

Quality: 187 global accepts · Rating: 2900 · first AC: 2025-08-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry

[lijunyi's solution](#)

1200.

1901F

[Landscaping](#) · [Tutorial](#)

Quality: 188 global accepts · Rating: 2900 · first AC: 2025-08-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, geometry, two pointers

[lijunyi's solution](#)

1201.

932G

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

Quality: 1,180 global accepts · Rating: 2900 · first AC: 2025-08-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, string suffix structures, strings

[lijunyi's solution](#)

1202.

2066D2

[Club of Young Aircraft Builders \(hard version\)](#) · [Tutorial](#)

Quality: 620 global accepts · Rating: 2900 · first AC: 2025-07-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math
[lijunyi's solution](#)

1203.

2042E

[Vertex Pairs](#) · [Tutorial](#)

Quality: 524 global accepts · Rating: 2900 · first AC: 2025-07-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, divide and conquer, greedy, implementation, trees
[lijunyi's solution](#)

1204.

2108F

[Fallen Towers](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 2900 · first AC: 2025-07-08 · last AC: 2025-07-08 · Java 8 (first AC) · Tags: binary search, greedy
[lijunyi's solution](#)

1205.

2020F

[Count Leaves](#) · [Tutorial](#)

Quality: 266 global accepts · Rating: 2900 · first AC: 2025-06-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, number theory
[lijunyi's solution](#)

1206.

1450H1

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

Quality: 513 global accepts · Rating: 2900 · first AC: 2025-06-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, fft, math
[lijunyi's solution](#)

1207.

2045K

[GCDDCG](#) · [Tutorial](#)

Quality: 131 global accepts · Rating: 2900 · first AC: 2025-05-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[lijunyi's solution](#)

1208.

2062F

[Traveling Salescat](#) · [Tutorial](#)

Quality: 613 global accepts · Rating: 2900 · first AC: 2025-05-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, geometry, graphs, greedy, math, sortings
[lijunyi's solution](#)

1209.

1713F

[Lost Array](#) · [Tutorial](#)

Quality: 688 global accepts · Rating: 2900 · first AC: 2025-05-09 · last AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, math
[lijunyi's solution](#)

1210.

1221G

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

Quality: 876 global accepts · Rating: 2900 · first AC: 2025-05-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, meet-in-the-middle
[lijunyi's solution](#)

1211.

1198F

[GCD Groups 2](#) · [Tutorial](#)

Quality: 1,076 global accepts · Rating: 2900 · first AC: 2025-04-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, number theory, probabilities
[lijunyi's solution](#)

1212.

2023D

[Many Games](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 2900 · first AC: 2025-04-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, math, probabilities

[lijunyi's solution](#)

1213.

1965D

[Missing Subarray Sum](#) · [Tutorial](#)

Quality: 536 global accepts · Rating: 2900 · first AC: 2025-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[lijunyi's solution](#)

1214.

2030G1

[The Destruction of the Universe \(Easy Version\)](#) · [Tutorial](#)

Quality: 261 global accepts · Rating: 2900 · first AC: 2025-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, greedy, math

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1215.

1987G1

[Spinning Round \(Easy Version\)](#) · [Tutorial](#)

Quality: 344 global accepts · Rating: 2900 · first AC: 2025-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: divide and conquer, dp, trees

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1216.

2001E2

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Quality: 286 global accepts · Rating: 2900 · first AC: 2025-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, trees

[lijunyi's solution](#)

1217.

1949E

[Damage per Second](#) · [Tutorial](#)

Quality: 146 global accepts · Rating: 2900 · first AC: 2025-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math

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1218.

1616F

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Quality: 720 global accepts · Rating: 2900 · first AC: 2025-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, graphs, math, matrices

[lijunyi's solution](#)

1219.

2046E1

[Cheops and a Contest \(Easy Version\)](#) · [Tutorial](#)

Quality: 229 global accepts · Rating: 2900 · first AC: 2025-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[lijunyi's solution](#)

1220.

2059E2

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Quality: 350 global accepts · Rating: 2900 · first AC: 2025-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, data structures, hashing, strings

[lijunyi's solution](#)

1221.

1995E2

[Let Me Teach You a Lesson \(Hard Version\)](#) · [Tutorial](#)

Quality: 396 global accepts · Rating: 2900 · first AC: 2025-03-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, matrices, two pointers

[lijunyi's solution](#)

1222.

1928F

[Digital Patterns](#) · [Tutorial](#)

Quality: 347 global accepts · Rating: 2900 · first AC: 2025-03-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, implementation, math

[lijunyi's solution](#)**1223.**

2061G

[Kevin and Teams](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 2900 · first AC: 2025-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, interactive

[lijunyi's solution](#)**1224.**

1943E1

[MEX Game 2 \(Easy Version\)](#) · [Tutorial](#)

Quality: 530 global accepts · Rating: 2900 · first AC: 2025-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy

[lijunyi's solution](#)**1225.**

2038E

[Barrels](#) · [Tutorial](#)

Quality: 156 global accepts · Rating: 2900 · first AC: 2025-02-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, math

[lijunyi's solution](#)**1226.**

1906G

[Grid Game 2](#) · [Tutorial](#)

Quality: 335 global accepts · Rating: 2900 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: games, number theory

[lijunyi's solution](#)**1227.**

1906I

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Quality: 221 global accepts · Rating: 2900 · first AC: 2024-08-03 · C++20 (GCC 13-64) (first AC) · Tags: graph matchings

[lijunyi's solution](#)**1228.**

1735F

[Pebbles and Beads](#) · [Tutorial](#)

Quality: 254 global accepts · Rating: 2900 · first AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, geometry

[lijunyi's solution](#)**1229.**

1765J

[Hero to Zero](#) · [Tutorial](#)

Quality: 305 global accepts · Rating: 2900 · first AC: 2023-03-24 · last AC: 2024-07-23 · C++20 (GCC 11-64) (first AC) · Tags: graph matchings, math

[lijunyi's solution](#)**1230.**

1372E

[Omkar and Last Floor](#) · [Tutorial](#)

Quality: 1,433 global accepts · Rating: 2900 · first AC: 2023-03-24 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, two pointers

[lijunyi's solution](#)**1231.**

1605F

[PalindORme](#) · [Tutorial](#)

Quality: 431 global accepts · Rating: 2900 · first AC: 2023-03-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

[lijunyi's solution](#)

1232.

1773J

[Jumbled Trees](#) · [Tutorial](#)

Quality: 142 global accepts · Rating: 2900 · first AC: 2023-03-22 · last AC: 2023-03-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[lijunyi's solution](#)**1233.**

1644F

[Basis](#) · [Tutorial](#)

Quality: 429 global accepts · Rating: 2900 · first AC: 2023-03-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, fft, math, number theory

[lijunyi's solution](#)**1234.**

1725D

[Deducing Sortability](#) · [Tutorial](#)

Quality: 232 global accepts · Rating: 2900 · first AC: 2023-03-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, math

[lijunyi's solution](#)**1235.**

1487F

[Ones](#) · [Tutorial](#)

Quality: 503 global accepts · Rating: 2900 · first AC: 2023-03-21 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, shortest paths

[lijunyi's solution](#)**1236.**

1580D

[Subsequence](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: 2900 · first AC: 2023-03-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, divide and conquer, dp, greedy, trees

[lijunyi's solution](#)**1237.**

1768F

[Wonderful Jump](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2900 · first AC: 2023-03-20 · last AC: 2023-03-20 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[lijunyi's solution](#)**1238.**

1129D

[Isolation](#) · [Tutorial](#)

Quality: 1,308 global accepts · Rating: 2900 · first AC: 2023-03-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[lijunyi's solution](#)**1239.**

1667D

[Edge Elimination](#) · [Tutorial](#)

Quality: 809 global accepts · Rating: 2900 · first AC: 2023-03-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, trees

[lijunyi's solution](#)**1240.**

1747E

[List Generation](#) · [Tutorial](#)

Quality: 661 global accepts · Rating: 2900 · first AC: 2023-03-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[lijunyi's solution](#)**1241.**

1622F

[Quadratic Set](#) · [Tutorial](#)

Quality: 867 global accepts · Rating: 2900 · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, hashing, math, number theory

[lijunyi's solution](#)

1242.

1553H

[XOR and Distance](#) · [Tutorial](#)

Quality: 842 global accepts · Rating: 2900 · first AC: 2023-03-19 · last AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, divide and conquer, trees

[lijunyi's solution](#)

1243.

1266F

[Almost Same Distance](#) · [Tutorial](#)

Quality: 377 global accepts · Rating: 2900 · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs

[lijunyi's solution](#)

1244.

717A

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

Quality: 433 global accepts · Rating: 2900 · first AC: 2022-11-22 · last AC: 2022-11-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[lijunyi's solution](#)

1245.

623C

[Electric Charges](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 2900 · first AC: 2022-11-16 · last AC: 2022-11-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp

[lijunyi's solution](#)

1246.

585E

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

Quality: 1,221 global accepts · Rating: 2900 · first AC: 2022-11-09 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[lijunyi's solution](#)

1247.

741D

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

Quality: 3,611 global accepts · Rating: 2900 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees

[lijunyi's solution](#)

1248.

724E

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

Quality: 1,669 global accepts · Rating: 2900 · first AC: 2022-11-05 · C++20 (GCC 11-64) (first AC) · Tags: dp, flows, greedy

[lijunyi's solution](#)

1249.

343E

[Pumping Stations](#) · [Tutorial](#)

Quality: 911 global accepts · Rating: 2900 · first AC: 2022-11-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, divide and conquer, flows, graphs, greedy, trees

[lijunyi's solution](#)

1250.

1264D2

[Beautiful Bracket Sequence \(hard version\)](#) · [Tutorial](#)

Quality: 1,315 global accepts · Rating: 2900 · first AC: 2022-09-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, probabilities

[lijunyi's solution](#)

1251.

1285F

[Classical?](#) · [Tutorial](#)

Quality: 1,356 global accepts · Rating: 2900 · first AC: 2022-09-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, number theory

[lijunyi's solution](#)

1252.

708D

[Incorrect Flow](#) · [Tutorial](#)

Quality: 887 global accepts · Rating: 2900 · first AC: 2022-08-11 · C++20 (GCC 11-64) (first AC) · Tags: flows

[lijunyi's solution](#)

1253.

1687D

[Cute number](#) · [Tutorial](#)

Quality: 734 global accepts · Rating: 2900 · first AC: 2022-07-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dsu, implementation, math

[lijunyi's solution](#)

1254.

802M3

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

Quality: 1,295 global accepts · Rating: 2900 · first AC: 2022-04-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, flows

[lijunyi's solution](#)

1255.

1276D

[Tree Elimination](#) · [Tutorial](#)

Quality: 672 global accepts · Rating: 2900 · first AC: 2022-03-10 · C++17 (GCC 9-64) (first AC) · Tags: dp, trees

[lijunyi's solution](#)

1256.

1479D

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

Quality: 1,333 global accepts · Rating: 2900 · first AC: 2022-02-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, probabilities, trees

[lijunyi's solution](#)

1257.

103E

[Buying Sets](#) · [Tutorial](#)

Quality: 1,067 global accepts · Rating: 2900 · first AC: 2022-02-19 · C++17 (GCC 9-64) (first AC) · Tags: flows, graph matchings

[lijunyi's solution](#)

1258.

1288F

[Red-Blue Graph](#) · [Tutorial](#)

Quality: 648 global accepts · Rating: 2900 · first AC: 2022-02-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, flows

[lijunyi's solution](#)

1259.

163D

[Large Refrigerator](#) · [Tutorial](#)

Quality: 571 global accepts · Rating: 2900 · first AC: 2022-01-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force

[lijunyi's solution](#)

1260.

643F

[Bears and Juice](#) · [Tutorial](#)

Quality: 819 global accepts · Rating: 2900 · first AC: 2021-11-10 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, meet-in-the-middle

[lijunyi's solution](#)

1261.

1528E

[Mashtali and Hagh Trees](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 2900 · first AC: 2021-05-29 · last AC: 2021-09-27 · GNU C++11 (first AC) · Tags: combinatorics, dp, trees

[lijunyi's solution](#)

1262.

1428G1

[Lucky Numbers \(Easy Version\)](#) · [Tutorial](#)

Quality: 644 global accepts · Rating: 2900 · first AC: 2021-09-14 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[lijunyi's solution](#)

1263.

1563E

[Down Below](#) · [Tutorial](#)

Rating: 3000 · first AC: 2026-04-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs

[lijunyi's solution](#)

1264.

2018F2

[Speedbreaker Counting \(Medium Version\)](#) · [Tutorial](#)

Quality: 287 global accepts · Rating: 3000 · first AC: 2025-09-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[lijunyi's solution](#)

1265.

1508D

[Swap Pass](#) · [Tutorial](#)

Quality: 719 global accepts · Rating: 3000 · first AC: 2025-08-31 · last AC: 2025-08-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, sortings

[lijunyi's solution](#)

1266.

154E

[Martian Colony](#) · [Tutorial](#)

Quality: 112 global accepts · Rating: 3000 · first AC: 2025-08-29 · last AC: 2025-08-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry

[lijunyi's solution](#)

1267.

1989F

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

Quality: 604 global accepts · Rating: 3000 · first AC: 2025-05-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, divide and conquer, graphs

[lijunyi's solution](#)

1268.

2029G

[Balanced Problem](#) · [Tutorial](#)

Quality: 258 global accepts · Rating: 3000 · first AC: 2025-05-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[lijunyi's solution](#)

1269.

2043G

[Problem with Queries](#) · [Tutorial](#)

Quality: 326 global accepts · Rating: 3000 · first AC: 2025-05-23 · last AC: 2025-05-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, implementation

[lijunyi's solution](#)

1270.

2070F

[Friends and Pizza](#) · [Tutorial](#)

Quality: 369 global accepts · Rating: 3000 · first AC: 2025-05-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, divide and conquer, dp, fft

[lijunyi's solution](#)

1271.

1267G

[Game Relics](#) · [Tutorial](#)

Quality: 826 global accepts · Rating: 3000 · first AC: 2025-04-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, probabilities

[lijunyi's solution](#)

1272.

1801E

[Gasoline prices](#) · [Tutorial](#)

Quality: 615 global accepts · Rating: 3000 · first AC: 2025-04-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dsu, hashing, trees

[lijunyi's solution](#)

1273.

2057G

[Secret Message](#) · [Tutorial](#)

Quality: 728 global accepts · Rating: 3000 · first AC: 2025-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, math

[lijunyi's solution](#)

1274.

1787G

[Colorful Tree Again](#) · [Tutorial](#)

Quality: 557 global accepts · Rating: 3000 · first AC: 2025-03-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, trees

[lijunyi's solution](#)

1275.

1920F2

[Smooth Sailing \(Hard Version\)](#) · [Tutorial](#)

Quality: 642 global accepts · Rating: 3000 · first AC: 2025-03-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dsu, geometry, graphs, trees

[lijunyi's solution](#)

1276.

2056F2

[Xor of Median \(Hard Version\)](#) · [Tutorial](#)

Quality: 354 global accepts · Rating: 3000 · first AC: 2025-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math

[lijunyi's solution](#)

1277.

1988F

[Heartbeat](#) · [Tutorial](#)

Quality: 422 global accepts · Rating: 3000 · first AC: 2025-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, fft, math

[lijunyi's solution](#)

1278.

1975G

[Zimpha Fan Club](#) · [Tutorial](#)

Quality: 342 global accepts · Rating: 3000 · first AC: 2025-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: fft, greedy, math, strings

[lijunyi's solution](#)

1279.

2045L

[Buggy DFS](#) · [Tutorial](#)

Quality: 160 global accepts · Rating: 3000 · first AC: 2025-02-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[lijunyi's solution](#)

1280.

2038H

[Galactic Council](#) · [Tutorial](#)

Quality: 185 global accepts · Rating: 3000 · first AC: 2025-01-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows

[lijunyi's solution](#)

1281.

1983G

[Your Loss](#) · [Tutorial](#)

Quality: 285 global accepts · Rating: 3000 · first AC: 2025-01-22 · last AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, trees

[lijunyi's solution](#)

1282.

1981F

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

Quality: 349 global accepts · Rating: 3000 · first AC: 2025-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, trees

[lijunyi's solution](#)

1283.

1874E

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

Quality: 574 global accepts · Rating: 3000 · first AC: 2025-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math

[lijunyi's solution](#)

1284.

1572E

[Polygon](#) · [Tutorial](#)

Quality: 374 global accepts · Rating: 3000 · first AC: 2024-09-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, geometry

[lijunyi's solution](#)

1285.

1446D2

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

Quality: 1,728 global accepts · Rating: 3000 · first AC: 2023-03-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, two pointers

[lijunyi's solution](#)

1286.

1418F

[Equal Product](#) · [Tutorial](#)

Quality: 427 global accepts · Rating: 3000 · first AC: 2023-03-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, number theory, two pointers

[lijunyi's solution](#)

1287.

1748F

[Circular Xor Reversal](#) · [Tutorial](#)

Quality: 395 global accepts · Rating: 3000 · first AC: 2023-03-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[lijunyi's solution](#)

1288.

1659F

[Tree and Permutation Game](#) · [Tutorial](#)

Quality: 249 global accepts · Rating: 3000 · first AC: 2023-03-27 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, games, graphs, trees

[lijunyi's solution](#)

1289.

1609G

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

Quality: 484 global accepts · Rating: 3000 · first AC: 2023-03-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math

[lijunyi's solution](#)

1290.

1583G

[Omkar and Time Travel](#) · [Tutorial](#)

Quality: 496 global accepts · Rating: 3000 · first AC: 2023-03-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math

[lijunyi's solution](#)

1291.

1651F

[Tower Defense](#) · [Tutorial](#)

Quality: 481 global accepts · Rating: 3000 · first AC: 2023-03-26 · last AC: 2023-03-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures

[lijunyi's solution](#)

1292.

1476F

[Lanterns](#) · [Tutorial](#)

Quality: 1,160 global accepts · Rating: 3000 · first AC: 2023-03-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp

[lijunyi's solution](#)

1293.

1474F

[1 2 3 4 ...](#) · [Tutorial](#)

Quality: 323 global accepts · Rating: 3000 · first AC: 2023-03-26 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, matrices

[lijunyi's solution](#)

1294.

1707D

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

Quality: 891 global accepts · Rating: 3000 · first AC: 2023-03-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[lijunyi's solution](#)

1295.

1178G

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

Quality: 600 global accepts · Rating: 3000 · first AC: 2023-01-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar

[lijunyi's solution](#)

1296.

1616H

[Keep XOR Low](#) · [Tutorial](#)

Quality: 1,236 global accepts · Rating: 3000 · first AC: 2022-10-31 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, data structures, divide and conquer, dp, math

[lijunyi's solution](#)

1297.

1526F

[Median Queries](#) · [Tutorial](#)

Quality: 388 global accepts · Rating: 3000 · first AC: 2022-10-20 · last AC: 2022-10-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, probabilities

[lijunyi's solution](#)

1298.

1147E

[Rainbow Coins](#) · [Tutorial](#)

Quality: 472 global accepts · Rating: 3000 · first AC: 2022-09-26 · C++20 (GCC 11-64) (first AC) · Tags: interactive

[lijunyi's solution](#)

1299.

1019C

[Sergey's problem](#) · [Tutorial](#)

Quality: 1,455 global accepts · Rating: 3000 · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs

[lijunyi's solution](#)

1300.

1438F

[Olha and Igor](#) · [Tutorial](#)

Quality: 801 global accepts · Rating: 3000 · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: interactive, probabilities, trees

[lijunyi's solution](#)

1301.

1558E

[Down Below](#) · [Tutorial](#)

Quality: 702 global accepts · Rating: 3000 · first AC: 2022-09-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, graphs, greedy, meet-in-the-middle, shortest paths

[lijunyi's solution](#)

1302.

1392H

[ZS Shuffles Cards](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 3000 · first AC: 2022-09-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[lijunyi's solution](#)

1303.

1667E

[Centroid Probabilities](#) · [Tutorial](#)

Quality: 813 global accepts · Rating: 3000 · first AC: 2022-07-14 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math

[lijunyi's solution](#)

1304.

1152F2

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

Quality: 924 global accepts · Rating: 3000 · first AC: 2022-04-23 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, matrices
[lijunyi's solution](#)

1305.

739E

[Gosha is hunting](#) · [Tutorial](#)

Quality: 2,628 global accepts · Rating: 3000 · first AC: 2022-04-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, flows, math, probabilities, sortings
[lijunyi's solution](#)

1306.

526F

[Pudding Monsters](#) · [Tutorial](#)

Quality: 3,408 global accepts · Rating: 3000 · first AC: 2022-03-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer
[lijunyi's solution](#)

1307.

698F

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

Quality: 490 global accepts · Rating: 3000 · first AC: 2022-03-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, number theory
[lijunyi's solution](#)

1308.

618F

[Double Knapsack](#) · [Tutorial](#)

Quality: 1,828 global accepts · Rating: 3000 · first AC: 2022-02-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, two pointers
[lijunyi's solution](#)

1309.

566C

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

Quality: 883 global accepts · Rating: 3000 · first AC: 2022-01-24 · last AC: 2022-01-24 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, divide and conquer, trees
[lijunyi's solution](#)

1310.

1320E

[Treeland and Viruses](#) · [Tutorial](#)

Quality: 1,075 global accepts · Rating: 3000 · first AC: 2022-01-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, shortest paths, trees
[lijunyi's solution](#)

1311.

1428G2

[Lucky Numbers \(Hard Version\)](#) · [Tutorial](#)

Quality: 727 global accepts · Rating: 3000 · first AC: 2021-09-14 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy
[lijunyi's solution](#)

1312.

2018F3

[Speedbreaker Counting \(Hard Version\)](#) · [Tutorial](#)

Quality: 309 global accepts · Rating: 3100 · first AC: 2025-09-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math
[lijunyi's solution](#)

1313.

2027E2

[Bit Game \(Hard Version\)](#) · [Tutorial](#)

Quality: 110 global accepts · Rating: 3100 · first AC: 2025-08-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, math
[lijunyi's solution](#)

1314.

1666G

[Global Warming](#) · [Tutorial](#)

Quality: 153 global accepts · Rating: 3100 · first AC: 2025-08-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, math
[lijunyi's solution](#)

1315.

1286D

[LCC](#) · [Tutorial](#)

Quality: 728 global accepts · Rating: 3100 · first AC: 2025-07-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, math, matrices, probabilities

[lijunyi's solution](#)

1316.

1728F

[Fishermen](#) · [Tutorial](#)

Quality: 506 global accepts · Rating: 3100 · first AC: 2025-07-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, graph matchings, greedy

[lijunyi's solution](#)

1317.

2041K

[Trophic Balance Species](#) · [Tutorial](#)

Quality: 122 global accepts · Rating: 3100 · first AC: 2025-07-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dfs and similar, graphs

[lijunyi's solution](#)

1318.

2073I

[Squares on Grid Lines](#) · [Tutorial](#)

Quality: 122 global accepts · Rating: 3100 · first AC: 2025-07-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[lijunyi's solution](#)

1319.

2097E

[Clearing the Snowdrift](#) · [Tutorial](#)

Quality: 277 global accepts · Rating: 3100 · first AC: 2025-07-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, greedy

[lijunyi's solution](#)

1320.

2101E

[Kia Bakes a Cake](#) · [Tutorial](#)

Quality: 273 global accepts · Rating: 3100 · first AC: 2025-07-11 · last AC: 2025-07-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy, trees

[lijunyi's solution](#)

1321.

1930G

[Prefix Max Set Counting](#) · [Tutorial](#)

Quality: 494 global accepts · Rating: 3100 · first AC: 2025-07-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, trees

[lijunyi's solution](#)

1322.

2089C2

[Key of Like \(Hard Version\)](#) · [Tutorial](#)

Quality: 260 global accepts · Rating: 3100 · first AC: 2025-06-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, probabilities

[lijunyi's solution](#)

1323.

1951G

[Clacking Balls](#) · [Tutorial](#)

Quality: 426 global accepts · Rating: 3100 · first AC: 2025-06-20 · last AC: 2025-06-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, probabilities

[lijunyi's solution](#)

1324.

1784E

[Infinite Game](#) · [Tutorial](#)

Quality: 463 global accepts · Rating: 3100 · first AC: 2025-06-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp,

games, probabilities

[lijunyi's solution](#)

1325.

1503E

[2-Coloring](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 3100 · first AC: 2025-06-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[lijunyi's solution](#)

1326.

2081G1

[Hard Formula](#) · [Tutorial](#)

Quality: 81 global accepts · Rating: 3100 · first AC: 2025-05-22 · last AC: 2025-05-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[lijunyi's solution](#)

1327.

2068B

[Urban Planning](#) · [Tutorial](#)

Quality: 143 global accepts · Rating: 3100 · first AC: 2025-05-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[lijunyi's solution](#)

1328.

2068D

[Morse Code](#) · [Tutorial](#)

Quality: 265 global accepts · Rating: 3100 · first AC: 2025-05-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, sortings, trees

[lijunyi's solution](#)

1329.

2077D

[Maximum Polygon](#) · [Tutorial](#)

Quality: 339 global accepts · Rating: 3100 · first AC: 2025-05-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, greedy, implementation, math

[lijunyi's solution](#)

1330.

2096F

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

Quality: 458 global accepts · Rating: 3100 · first AC: 2025-04-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, two pointers

[lijunyi's solution](#)

1331.

2030G2

[The Destruction of the Universe \(Hard Version\)](#) · [Tutorial](#)

Quality: 197 global accepts · Rating: 3100 · first AC: 2025-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math

[lijunyi's solution](#)

1332.

2006E

[Iris's Full Binary Tree](#) · [Tutorial](#)

Quality: 318 global accepts · Rating: 3100 · first AC: 2025-04-11 · last AC: 2025-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[lijunyi's solution](#)

1333.

1954F

[Unique Strings](#) · [Tutorial](#)

Quality: 359 global accepts · Rating: 3100 · first AC: 2025-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[lijunyi's solution](#)

1334.

1895G

[Two Characters, Two Colors](#) · [Tutorial](#)

Quality: 324 global accepts · Rating: 3100 · first AC: 2025-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, flows, greedy

[lijunyi's solution](#)

1335.

1924E

[Paper Cutting Again](#) · [Tutorial](#)

Quality: 535 global accepts · Rating: 3100 · first AC: 2025-02-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, probabilities

[lijunyi's solution](#)

1336.

708E

[Student's Camp](#) · [Tutorial](#)

Quality: 1,344 global accepts · Rating: 3100 · first AC: 2023-03-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[lijunyi's solution](#)

1337.

765F

[Souvenirs](#) · [Tutorial](#)

Quality: 2,558 global accepts · Rating: 3100 · first AC: 2023-02-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[lijunyi's solution](#)

1338.

468E

[Permanent](#) · [Tutorial](#)

Quality: 387 global accepts · Rating: 3100 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, graph matchings, math, meet-in-the-middle

[lijunyi's solution](#)

1339.

1119G

[Get Ready for the Battle](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 3100 · first AC: 2022-11-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[lijunyi's solution](#)

1340.

653G

[Move by Prime](#) · [Tutorial](#)

Quality: 643 global accepts · Rating: 3100 · first AC: 2022-11-06 · last AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[lijunyi's solution](#)

1341.

1307G

[Cow and Exercise](#) · [Tutorial](#)

Quality: 597 global accepts · Rating: 3100 · first AC: 2022-11-04 · C++20 (GCC 11-64) (first AC) · Tags: flows, graphs, shortest paths

[lijunyi's solution](#)

1342.

704D

[Captain America](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 3100 · first AC: 2022-09-26 · C++20 (GCC 11-64) (first AC) · Tags: flows, greedy

[lijunyi's solution](#)

1343.

1463F

[Max Correct Set](#) · [Tutorial](#)

Quality: 736 global accepts · Rating: 3100 · first AC: 2022-09-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, math

[lijunyi's solution](#)

1344.

1110G

[Tree-Tac-Toe](#) · [Tutorial](#)

Quality: 742 global accepts · Rating: 3100 · first AC: 2022-02-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, trees

[lijunyi's solution](#)

1345.

809E

[Surprise me!](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 3100 · first AC: 2022-01-05 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, math, number theory, trees

[lijunyi's solution](#)

1346.

1168E

[Xor Permutations](#) · [Tutorial](#)

Quality: 428 global accepts · Rating: 3100 · first AC: 2021-09-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[lijunyi's solution](#)

1347.

438E

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

Quality: 2,130 global accepts · Rating: 3100 · first AC: 2021-08-09 · last AC: 2021-08-15 · GNU C++11 (first AC) · Tags: combinatorics, divide and conquer, fft, number theory

[lijunyi's solution](#)

1348.

2190E

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

Quality: 235 global accepts · Rating: 3200 · first AC: 2026-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics

[lijunyi's solution](#)

1349.

2159D2

[Inverse Minimum Partition \(Hard Version\)](#) · [Tutorial](#)

Quality: 395 global accepts · Rating: 3200 · first AC: 2025-10-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[lijunyi's solution](#)

1350.

1672G

[Cross Xor](#) · [Tutorial](#)

Quality: 454 global accepts · Rating: 3200 · first AC: 2025-09-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, math, matrices

[lijunyi's solution](#)

1351.

1776K

[Uniform Chemistry](#) · [Tutorial](#)

Quality: 86 global accepts · Rating: 3200 · first AC: 2025-09-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math

[lijunyi's solution](#)

1352.

1446F

[Line Distance](#) · [Tutorial](#)

Quality: 376 global accepts · Rating: 3200 · first AC: 2025-08-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, geometry

[lijunyi's solution](#)

1353.

1584G

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

Quality: 246 global accepts · Rating: 3200 · first AC: 2025-08-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry

[lijunyi's solution](#)

1354.

1864H

[Asterism Stream](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 3200 · first AC: 2025-07-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, matrices

[lijunyi's solution](#)

1355.

1383F

[Special Edges](#) · [Tutorial](#)

Quality: 437 global accepts · Rating: 3200 · first AC: 2025-07-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, graphs

[lijunyi's solution](#)

1356.

1861F

[Four Suits](#) · [Tutorial](#)

Quality: 297 global accepts · Rating: 3200 · first AC: 2025-07-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, flows, greedy

[lijunyi's solution](#)

1357.

1519F

[Chests and Keys](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 3200 · first AC: 2025-07-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, flows

[lijunyi's solution](#)

1358.

1666K

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

Quality: 357 global accepts · Rating: 3200 · first AC: 2025-07-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows

[lijunyi's solution](#)

1359.

590E

[Birthday](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 3200 · first AC: 2025-07-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graph matchings, strings

[lijunyi's solution](#)

1360.

1774G

[Segment Covering](#) · [Tutorial](#)

Quality: 608 global accepts · Rating: 3200 · first AC: 2025-07-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, constructive algorithms, data structures, dp, trees

[lijunyi's solution](#)

1361.

1830F

[The Third Grace](#) · [Tutorial](#)

Quality: 360 global accepts · Rating: 3200 · first AC: 2025-07-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[lijunyi's solution](#)

1362.

2004G

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

Quality: 420 global accepts · Rating: 3200 · first AC: 2025-07-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, matrices

[lijunyi's solution](#)

1363.

1119H

[Triple](#) · [Tutorial](#)

Quality: 797 global accepts · Rating: 3200 · first AC: 2022-07-04 · last AC: 2025-07-10 · C++14 (GCC 6-32) (first AC) · Tags: fft, math

[lijunyi's solution](#)

1364.

2096H

[Wonderful XOR Problem](#) · [Tutorial](#)

Quality: 224 global accepts · Rating: 3200 · first AC: 2025-07-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, fft, math

[lijunyi's solution](#)

1365.

2039F2

[Shohag Loves Counting \(Hard Version\)](#) · [Tutorial](#)

Quality: 288 global accepts · Rating: 3200 · first AC: 2025-07-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, number theory

[lijunyi's solution](#)

1366.

1984G

[Magic Trick II](#) · [Tutorial](#)

Quality: 300 global accepts · Rating: 3200 · first AC: 2025-07-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, sortings

[lijunyi's solution](#)

1367.

1025G

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

Quality: 865 global accepts · Rating: 3200 · first AC: 2022-07-27 · last AC: 2025-06-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[lijunyi's solution](#)

1368.

1819E

[Roads in E City](#) · [Tutorial](#)

Quality: 379 global accepts · Rating: 3200 · first AC: 2025-06-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: interactive, math, probabilities, trees

[lijunyi's solution](#)

1369.

2055F

[Cosmic Divide](#) · [Tutorial](#)

Quality: 90 global accepts · Rating: 3200 · first AC: 2025-06-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, geometry, hashing, math, strings

[lijunyi's solution](#)

1370.

1608F

[MEX counting](#) · [Tutorial](#)

Quality: 839 global accepts · Rating: 3200 · first AC: 2025-06-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, implementation

[lijunyi's solution](#)

1371.

1896G

[Pepe Racing](#) · [Tutorial](#)

Quality: 410 global accepts · Rating: 3200 · first AC: 2025-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, interactive, sortings

[lijunyi's solution](#)

1372.

1832F

[Zombies](#) · [Tutorial](#)

Quality: 356 global accepts · Rating: 3200 · first AC: 2025-01-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp

[lijunyi's solution](#)

1373.

1344F

[Piet's Palette](#) · [Tutorial](#)

Quality: 511 global accepts · Rating: 3200 · first AC: 2023-03-30 · C++20 (GCC 11-64) (first AC) · Tags: matrices

[lijunyi's solution](#)

1374.

786E

[ALT](#) · [Tutorial](#)

Quality: 753 global accepts · Rating: 3200 · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, flows, graphs, trees

[lijunyi's solution](#)

1375.

840E

[In a Trap](#) · [Tutorial](#)

Quality: 574 global accepts · Rating: 3200 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: trees

[lijunyi's solution](#)

1376.

1091G

[New Year and the Factorisation Collaboration](#) · [Tutorial](#)

Quality: 227 global accepts · Rating: 3200 · first AC: 2022-09-06 · Python 3 (first AC) · Tags: interactive, math, number theory
[lijunyi's solution](#)

1377.

1091H

[New Year and the Tricolore Recreation](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 3200 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: games
[lijunyi's solution](#)

1378.

1349D

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

Quality: 1,052 global accepts · Rating: 3200 · first AC: 2022-07-27 · C++20 (GCC 11-64) (first AC) · Tags: math, probabilities
[lijunyi's solution](#)

1379.

1017G

[The Tree](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 3200 · first AC: 2022-07-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[lijunyi's solution](#)

1380.

573E

[Bear and Bowling](#) · [Tutorial](#)

Quality: 2,045 global accepts · Rating: 3200 · first AC: 2022-07-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy
[lijunyi's solution](#)

1381.

1326F2

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

Quality: 679 global accepts · Rating: 3200 · first AC: 2022-07-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, math
[lijunyi's solution](#)

1382.

1034E

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

Quality: 750 global accepts · Rating: 3200 · first AC: 2022-06-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, math
[lijunyi's solution](#)

1383.

578F

[Mirror Box](#) · [Tutorial](#)

Quality: 650 global accepts · Rating: 3200 · first AC: 2022-03-31 · C++20 (GCC 11-64) (first AC) · Tags: matrices, trees
[lijunyi's solution](#)

1384.

2190G

[Maximize Determinant](#) · [Tutorial](#)

Quality: 96 global accepts · Rating: 3300 · first AC: 2026-04-17 · last AC: 2026-04-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs
[lijunyi's solution](#)

1385.

2101F

[Shoo Shatters the Sunshine](#) · [Tutorial](#)

Quality: 155 global accepts · Rating: 3300 · first AC: 2025-09-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, trees
[lijunyi's solution](#)

1386.

1427G

[One Billion Shades of Grey](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 3300 · first AC: 2025-07-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, graphs
[lijunyi's solution](#)

1387.

2023E

[Tree of Life](#) · [Tutorial](#)

Quality: 176 global accepts · Rating: 3300 · first AC: 2025-07-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, trees

[lijunyi's solution](#)

1388.

2046F1

[Yandex Cuneiform \(Easy Version\)](#) · [Tutorial](#)

Quality: 134 global accepts · Rating: 3300 · first AC: 2025-07-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy

[lijunyi's solution](#)

1389.

1804H

[Code Lock](#) · [Tutorial](#)

Quality: 245 global accepts · Rating: 3300 · first AC: 2025-07-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp

[lijunyi's solution](#)

1390.

1991H

[Prime Split Game](#) · [Tutorial](#)

Quality: 559 global accepts · Rating: 3300 · first AC: 2025-07-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, fft, games, math, number theory

[lijunyi's solution](#)

1391.

2077F

[AND x OR](#) · [Tutorial](#)

Quality: 261 global accepts · Rating: 3300 · first AC: 2025-07-08 · last AC: 2025-07-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp

[lijunyi's solution](#)

1392.

2081E

[Quantifier](#) · [Tutorial](#)

Quality: 80 global accepts · Rating: 3300 · first AC: 2025-06-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, implementation

[lijunyi's solution](#)

1393.

2057F

[Formation](#) · [Tutorial](#)

Quality: 246 global accepts · Rating: 3300 · first AC: 2025-06-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, sortings, two pointers

[lijunyi's solution](#)

1394.

1450H2

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

Quality: 277 global accepts · Rating: 3300 · first AC: 2025-06-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, implementation, math

[lijunyi's solution](#)

1395.

1750G

[Doping](#) · [Tutorial](#)

Quality: 352 global accepts · Rating: 3300 · first AC: 2025-06-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[lijunyi's solution](#)

1396.

1984H

[Tower Capturing](#) · [Tutorial](#)

Quality: 210 global accepts · Rating: 3300 · first AC: 2025-06-01 · last AC: 2025-06-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, geometry

[lijunyi's solution](#)

1397.

2081F

[Hot Matrix](#) · [Tutorial](#)

Quality: 140 global accepts · Rating: 3300 · first AC: 2025-05-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math
[lijunyi's solution](#)

1398.

2066F

[Curse](#) · [Tutorial](#)

Quality: 72 global accepts · Rating: 3300 · first AC: 2025-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, math
[lijunyi's solution](#)

1399.

1943E2

[MEX Game 2 \(Hard Version\)](#) · [Tutorial](#)

Quality: 371 global accepts · Rating: 3300 · first AC: 2025-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, two pointers
[lijunyi's solution](#)

1400.

623E

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

Quality: 614 global accepts · Rating: 3300 · first AC: 2022-11-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math
[lijunyi's solution](#)

1401.

1063F

[String Journey](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 3300 · first AC: 2022-11-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, string suffix structures
[lijunyi's solution](#)

1402.

1517G

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

Quality: 710 global accepts · Rating: 3300 · first AC: 2022-09-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, flows, graphs
[lijunyi's solution](#)

1403.

1270H

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

Quality: 1,005 global accepts · Rating: 3300 · first AC: 2022-09-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures
[lijunyi's solution](#)

1404.

700E

[Cool Slogans](#) · [Tutorial](#)

Quality: 1,390 global accepts · Rating: 3300 · first AC: 2022-07-20 · C++14 (GCC 6-32) (first AC) · Tags: string suffix structures, strings
[lijunyi's solution](#)

1405.

639F

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

Quality: 450 global accepts · Rating: 3300 · first AC: 2022-01-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, trees
[lijunyi's solution](#)

1406.

1936E

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

Quality: 147 global accepts · Rating: 3400 · first AC: 2025-08-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: divide and conquer, fft, math
[lijunyi's solution](#)

1407.

1220G

[Geolocation](#) · [Tutorial](#)

Quality: 74 global accepts · Rating: 3400 · first AC: 2025-08-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry

[lijunyi's solution](#)

1408.

2029I

[Variance Challenge](#) · [Tutorial](#)

Quality: 146 global accepts · Rating: 3400 · first AC: 2025-07-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, graphs, greedy

[lijunyi's solution](#)

1409.

1137F

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

Quality: 526 global accepts · Rating: 3400 · first AC: 2023-02-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees

[lijunyi's solution](#)

1410.

1630F

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

Quality: 919 global accepts · Rating: 3400 · first AC: 2022-09-22 · C++20 (GCC 11-64) (first AC) · Tags: flows, graph matchings, graphs, number theory

[lijunyi's solution](#)

1411.

757G

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

Quality: 648 global accepts · Rating: 3400 · first AC: 2022-04-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, graphs, trees

[lijunyi's solution](#)

1412.

2084H

[Turtle and Nedian 2](#) · [Tutorial](#)

Quality: 112 global accepts · Rating: 3500 · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[lijunyi's solution](#)

1413.

2061H1

[Kevin and Stones \(Easy Version\)](#) · [Tutorial](#)

Quality: 103 global accepts · Rating: 3500 · first AC: 2025-07-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, graph matchings, graphs

[lijunyi's solution](#)

1414.

2046F2

[Yandex Cuneiform \(Hard Version\)](#) · [Tutorial](#)

Quality: 99 global accepts · Rating: 3500 · first AC: 2025-07-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[lijunyi's solution](#)

1415.

2039G

[Shohag Loves Pebae](#) · [Tutorial](#)

Quality: 82 global accepts · Rating: 3500 · first AC: 2025-07-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[lijunyi's solution](#)

1416.

2039H2

[Cool Swap Walk \(Hard Version\)](#) · [Tutorial](#)

Quality: 91 global accepts · Rating: 3500 · first AC: 2025-07-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, sortings

[lijunyi's solution](#)

1417.

2039H1

[Cool Swap Walk \(Easy Version\)](#) · [Tutorial](#)

Quality: 102 global accepts · Rating: 3500 · first AC: 2025-07-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, sortings

[lijunyi's solution](#)

1418.

1178H

[Stock Exchange](#) · [Tutorial](#)

Quality: 298 global accepts · Rating: 3500 · first AC: 2022-10-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, flows, graphs

[lijunyi's solution](#)

1419.

1270I

[Xor on Figures](#) · [Tutorial](#)

Quality: 317 global accepts · Rating: 3500 · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, fft, math

[lijunyi's solution](#)

1420.

1264F

[Beautiful Fibonacci Problem](#) · [Tutorial](#)

Quality: 1,097 global accepts · Rating: 3500 · first AC: 2022-07-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, number theory

[lijunyi's solution](#)

1421.

1479E

[School Clubs](#) · [Tutorial](#)

Quality: 265 global accepts · Rating: 3500 · first AC: 2022-07-27 · C++20 (GCC 11-64) (first AC) · Tags: dp, fft, math, number theory, probabilities

[lijunyi's solution](#)

1422.

2214F

[Numbers](#) · [Tutorial](#)

Quality: 936 global accepts · Rating: — · first AC: 2026-04-19 · Python 3 (first AC) · Tags: *special

[lijunyi's solution](#)

1423.

1192B

[Dynamic Diameter](#) · [Tutorial](#)

Quality: 1,560 global accepts · Rating: — · first AC: 2025-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, data structures, dfs and similar, divide and conquer, trees

[lijunyi's solution](#)

1424.

104160A

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

Rating: — · first AC: 2024-10-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[lijunyi's solution](#)

1425.

104160E

[Graph Completing](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[lijunyi's solution](#)

1426.

104160H

[P-P-Palindrome](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[lijunyi's solution](#)

1427.

104160I

[Quartz Collection](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[lijunyi's solution](#)

1428.

104160F

[Half Mixed](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[lijunyi's solution](#)

1429.

104160L

[Tavern Chess](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[lijunyi's solution](#)

1430.

104160C

[Clamped Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[lijunyi's solution](#)

1431.

104160D

[DRX vs. T1](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[lijunyi's solution](#)

1432.

104869D

[Dark LaTeX vs. Light LaTeX](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[lijunyi's solution](#)

1433.

104869K

[Maximum Rating](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[lijunyi's solution](#)

1434.

104869I

[Three Rectangles](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[lijunyi's solution](#)

1435.

104869E

[Sheep Eat Wolves](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[lijunyi's solution](#)

1436.

104869J

[Graft and Transplant](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[lijunyi's solution](#)

1437.

104869C

[Swiss Stage](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[lijunyi's solution](#)

1438.

104976E

[Period of a String](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —
[lijunyi's solution](#)

1439.

104976B

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

Rating: — · first AC: 2024-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —
[lijunyi's solution](#)

1440.

104976F

[Top Cluster](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —
[lijunyi's solution](#)

1441.

104976H

[Sugar Sweet II](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —
[lijunyi's solution](#)

1442.

104976G

[Snake Move](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —
[lijunyi's solution](#)

1443.

104976J

[Mysterious Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —
[lijunyi's solution](#)

1444.

104976D

[Operator Precedence](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —
[lijunyi's solution](#)

1445.

104976M

[V-Diagram](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —
[lijunyi's solution](#)

1446.

104172C

[Painting Grid](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[lijunyi's solution](#)

1447.

104172F

[Sum of Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[lijunyi's solution](#)

1448.

104172E

[Goose, Goose, DUCK?](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-28 · C++20 (GCC 13-64) (first AC) · Tags: —
[lijunyi's solution](#)

1449.

104172L

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