

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

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# Unique solved — lindongli2004

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

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

Filters: none

Count: 478

1.

2118A

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

Quality: 29,119 global accepts · Rating: 800 · first AC: 2025-06-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[lindongli2004's solution](#)
2.

2037B

[Intercepted Inputs](#) · [Tutorial](#)

Quality: 25,540 global accepts · Rating: 800 · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation

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3.

2037A

[Twice](#) · [Tutorial](#)

Quality: 35,701 global accepts · Rating: 800 · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: implementation

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4.

1956B

[Nene and the Card Game](#) · [Tutorial](#)

Quality: 22,932 global accepts · Rating: 800 · first AC: 2024-04-25 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

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5.

1956A

[Nene's Game](#) · [Tutorial](#)

Quality: 24,195 global accepts · Rating: 800 · first AC: 2024-04-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, games, greedy

[lindongli2004's solution](#)
6.

1787A

[Exponential Equation](#) · [Tutorial](#)

Quality: 20,385 global accepts · Rating: 800 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

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7.

1731A

[Joey Takes Money](#) · [Tutorial](#)

Quality: 23,669 global accepts · Rating: 800 · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

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8.

1654B

[Prefix Removals](#) · [Tutorial](#)

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9.

1654A

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

Quality: 19,391 global accepts · Rating: 800 · first AC: 2022-03-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, sortings

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**10.**

1637A

[Sorting Parts](#) · [Tutorial](#)

Quality: 24,135 global accepts · Rating: 800 · first AC: 2022-02-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, sortings  
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**11.**

1621A

[Stable Arrangement of Rooks](#) · [Tutorial](#)

Quality: 24,768 global accepts · Rating: 800 · first AC: 2022-01-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms  
[lindongli2004's solution](#)

**12.**

1616A

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

Quality: 23,829 global accepts · Rating: 800 · first AC: 2021-12-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[lindongli2004's solution](#)

**13.**

1369A

[FashionableLee](#) · [Tutorial](#)

Quality: 39,125 global accepts · Rating: 800 · first AC: 2020-06-23 · GNU C++11 (first AC) · Tags: geometry, math  
[lindongli2004's solution](#)

**14.**

1358A

[Park Lighting](#) · [Tutorial](#)

Quality: 43,194 global accepts · Rating: 800 · first AC: 2020-05-26 · GNU C++11 (first AC) · Tags: greedy, math  
[lindongli2004's solution](#)

**15.**

1348A

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

Quality: 42,855 global accepts · Rating: 800 · first AC: 2020-05-01 · GNU C++11 (first AC) · Tags: greedy, math  
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**16.**

1337A

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

Quality: 42,915 global accepts · Rating: 800 · first AC: 2020-04-15 · GNU C++11 (first AC) · Tags: constructive algorithms, math  
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**17.**

1316A

[Grade Allocation](#) · [Tutorial](#)

Quality: 19,646 global accepts · Rating: 800 · first AC: 2020-03-04 · GNU C++11 (first AC) · Tags: implementation  
[lindongli2004's solution](#)

**18.**

1305A

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Quality: 14,644 global accepts · Rating: 800 · first AC: 2020-03-03 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, sortings  
[lindongli2004's solution](#)

**19.**

1311A

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Quality: 46,275 global accepts · Rating: 800 · first AC: 2020-02-24 · GNU C++11 (first AC) · Tags: greedy, implementation, math  
[lindongli2004's solution](#)

**20.**

1244A

[Pens and Pencils](#) · [Tutorial](#)

Quality: 20,069 global accepts · Rating: 800 · first AC: 2019-10-14 · GNU C++11 (first AC) · Tags: math  
[lindongli2004's solution](#)

**21.**

1194A

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Quality: 17,377 global accepts · Rating: 800 · first AC: 2019-07-14 · GNU C++11 (first AC) · Tags: math  
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**22.**

1191A

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

Quality: 18,985 global accepts · Rating: 800 · first AC: 2019-07-12 · GNU C++11 (first AC) · Tags: brute force  
[lindongli2004's solution](#)

**23.**

1189A

[Keanu Reeves](#) · [Tutorial](#)

Quality: 16,106 global accepts · Rating: 800 · first AC: 2019-07-05 · GNU C++11 (first AC) · Tags: strings  
[lindongli2004's solution](#)

**24.**

1176A

[Divide it!](#) · [Tutorial](#)

Quality: 24,981 global accepts · Rating: 800 · first AC: 2019-06-09 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation  
[lindongli2004's solution](#)

**25.**

1173A

[Nauuo and Votes](#) · [Tutorial](#)

Quality: 17,260 global accepts · Rating: 800 · first AC: 2019-06-07 · GNU C++11 (first AC) · Tags: greedy  
[lindongli2004's solution](#)

**26.**

1136A

[Nastya Is Reading a Book](#) · [Tutorial](#)

Quality: 17,250 global accepts · Rating: 800 · first AC: 2019-03-11 · GNU C++11 (first AC) · Tags: implementation  
[lindongli2004's solution](#)

**27.**

1106A

[Lunar New Year and Cross Counting](#) · [Tutorial](#)

Quality: 12,864 global accepts · Rating: 800 · first AC: 2019-01-31 · GNU C++11 (first AC) · Tags: implementation  
[lindongli2004's solution](#)

**28.**

1064A

[Make a triangle!](#) · [Tutorial](#)

Quality: 25,170 global accepts · Rating: 800 · first AC: 2018-10-14 · MS C++ (first AC) · Tags: brute force, geometry, math  
[lindongli2004's solution](#)

**29.**

1065A

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

Quality: 15,264 global accepts · Rating: 800 · first AC: 2018-10-11 · MS C++ (first AC) · Tags: implementation, math  
[lindongli2004's solution](#)

**30.**

1060A

[Phone Numbers](#) · [Tutorial](#)

Quality: 15,718 global accepts · Rating: 800 · first AC: 2018-10-08 · MS C++ (first AC) · Tags: brute force  
[lindongli2004's solution](#)

**31.**

1341A

[Nastya and Rice](#) · [Tutorial](#)

Quality: 30,431 global accepts · Rating: 900 · first AC: 2020-04-23 · GNU C++11 (first AC) · Tags: math  
[lindongli2004's solution](#)

**32.**

1337B

[Kana and Dragon Quest game](#) · [Tutorial](#)

Quality: 36,867 global accepts · Rating: 900 · first AC: 2020-04-15 · GNU C++11 (first AC) · Tags: greedy, implementation, math  
[lindongli2004's solution](#)

**33.**

1339A

[Filling Diamonds](#) · [Tutorial](#)

Quality: 34,212 global accepts · Rating: 900 · first AC: 2020-04-12 · GNU C++11 (first AC) · Tags: brute force, dp, implementation, math  
[lindongli2004's solution](#)

**34.**

1324A

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

Quality: 27,314 global accepts · Rating: 900 · first AC: 2020-03-12 · GNU C++11 (first AC) · Tags: implementation, number theory  
[lindongli2004's solution](#)

**35.**

1313A

[Fast Food Restaurant](#) · [Tutorial](#)

Quality: 16,232 global accepts · Rating: 900 · first AC: 2020-02-23 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation  
[lindongli2004's solution](#)

**36.**

1141B

[Maximal Continuous Rest](#) · [Tutorial](#)

Quality: 23,081 global accepts · Rating: 900 · first AC: 2019-04-13 · GNU C++11 (first AC) · Tags: implementation  
[lindongli2004's solution](#)

**37.**

1106C

[Lunar New Year and Number Division](#) · [Tutorial](#)

Quality: 15,916 global accepts · Rating: 900 · first AC: 2019-01-31 · GNU C++11 (first AC) · Tags: greedy, implementation, math, sortings  
[lindongli2004's solution](#)

**38.**

1107A

[Digits Sequence Dividing](#) · [Tutorial](#)

Quality: 12,774 global accepts · Rating: 900 · first AC: 2019-01-26 · GNU C++11 (first AC) · Tags: greedy, strings  
[lindongli2004's solution](#)

**39.**

1057A

[Bmail Computer Network](#) · [Tutorial](#)

Quality: 7,470 global accepts · Rating: 900 · first AC: 2018-10-12 · MS C++ (first AC) · Tags: \*special, dfs and similar, trees  
[lindongli2004's solution](#)

**40.**

2037C

[Superultra's Favorite Permutation](#) · [Tutorial](#)

Quality: 25,533 global accepts · Rating: 1000 · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory  
[lindongli2004's solution](#)

**41.**

1358B

[Maria Breaks the Self-isolation](#) · [Tutorial](#)

Quality: 25,874 global accepts · Rating: 1000 · first AC: 2020-05-26 · GNU C++11 (first AC) · Tags: greedy, sortings  
[lindongli2004's solution](#)

**42.**

1342A

[Road To Zero](#) · [Tutorial](#)

Quality: 46,423 global accepts · Rating: 1000 · first AC: 2020-04-26 · GNU C++11 (first AC) · Tags: greedy, math  
[lindongli2004's solution](#)

**43.**

1333A

[Little Artem](#) · [Tutorial](#)

Quality: 25,929 global accepts · Rating: 1000 · first AC: 2020-04-08 · GNU C++11 (first AC) · Tags: constructive algorithms  
[lindongli2004's solution](#)

**44.**

1244B

[Rooms and Staircases](#) · [Tutorial](#)

Quality: 17,544 global accepts · Rating: 1000 · first AC: 2019-10-15 · GNU C++11 (first AC) · Tags: brute force, implementation  
[lindongli2004's solution](#)

**45.**

1141A

[Game 23](#) · [Tutorial](#)

Quality: 39,485 global accepts · Rating: 1000 · first AC: 2019-04-13 · GNU C++11 (first AC) · Tags: implementation, math  
[lindongli2004's solution](#)

**46.**

1136B

[Nastya Is Playing Computer Games](#) · [Tutorial](#)

Quality: 12,275 global accepts · Rating: 1000 · first AC: 2019-03-11 · GNU C++11 (first AC) · Tags: constructive algorithms, math  
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**47.**

1111A

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

Quality: 18,097 global accepts · Rating: 1000 · first AC: 2019-02-03 · GNU C++11 (first AC) · Tags: implementation, strings  
[lindongli2004's solution](#)

**48.**

1107B

[Digital root](#) · [Tutorial](#)

Quality: 17,722 global accepts · Rating: 1000 · first AC: 2019-01-26 · GNU C++11 (first AC) · Tags: math, number theory  
[lindongli2004's solution](#)

**49.**

1787B

[Number Factorization](#) · [Tutorial](#)

Quality: 14,893 global accepts · Rating: 1100 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory  
[lindongli2004's solution](#)

**50.**

1731B

[Kill Demodogs](#) · [Tutorial](#)

Quality: 26,805 global accepts · Rating: 1100 · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math  
[lindongli2004's solution](#)

**51.**

1637B

[MEX and Array](#) · [Tutorial](#)

Quality: 15,458 global accepts · Rating: 1100 · first AC: 2022-02-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, math  
[lindongli2004's solution](#)

**52.**

1616B

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

Quality: 20,710 global accepts · Rating: 1100 · first AC: 2021-12-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings  
[lindongli2004's solution](#)

**53.**

1342B

[Binary Period](#) · [Tutorial](#)

Quality: 24,583 global accepts · Rating: 1100 · first AC: 2020-04-26 · GNU C++11 (first AC) · Tags: constructive algorithms, strings  
[lindongli2004's solution](#)

54.

1334B

[Middle Class](#) · [Tutorial](#)

Quality: 27,622 global accepts · Rating: 1100 · first AC: 2020-04-10 · GNU C++11 (first AC) · Tags: greedy, sortings

[lindongli2004's solution](#)

55.

1333B

[Kind Anton](#) · [Tutorial](#)

Quality: 22,229 global accepts · Rating: 1100 · first AC: 2020-04-08 · GNU C++11 (first AC) · Tags: greedy, implementation

[lindongli2004's solution](#)

56.

1324C

[Frog Jumps](#) · [Tutorial](#)

Quality: 30,518 global accepts · Rating: 1100 · first AC: 2020-03-12 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, greedy, implementation

[lindongli2004's solution](#)

57.

1324B

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

Quality: 30,795 global accepts · Rating: 1100 · first AC: 2020-03-12 · GNU C++11 (first AC) · Tags: brute force, strings

[lindongli2004's solution](#)

58.

1189B

[Number Circle](#) · [Tutorial](#)

Quality: 15,308 global accepts · Rating: 1100 · first AC: 2019-07-05 · GNU C++11 (first AC) · Tags: greedy, math, sortings

[lindongli2004's solution](#)

59.

1176B

[Merge it!](#) · [Tutorial](#)

Quality: 18,332 global accepts · Rating: 1100 · first AC: 2019-06-09 · GNU C++11 (first AC) · Tags: math

[lindongli2004's solution](#)

60.

1173B

[Nauuo and Chess](#) · [Tutorial](#)

Quality: 9,441 global accepts · Rating: 1100 · first AC: 2019-06-07 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[lindongli2004's solution](#)

61.

1070K

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62.

1066A

[Vova and Train](#) · [Tutorial](#)

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63.

1060B

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64.

2118B

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65.

1637C

[Andrew and Stones](#) · [Tutorial](#)

Quality: 18,746 global accepts · Rating: 1200 · first AC: 2022-02-18 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation  
[lindongli2004's solution](#)

66.

1369B

[AccurateLee](#) · [Tutorial](#)

Quality: 25,572 global accepts · Rating: 1200 · first AC: 2020-06-23 · GNU C++11 (first AC) · Tags: greedy, implementation, strings  
[lindongli2004's solution](#)

67.

1339B

[Sorted Adjacent Differences](#) · [Tutorial](#)

Quality: 28,347 global accepts · Rating: 1200 · first AC: 2020-04-12 · GNU C++11 (first AC) · Tags: constructive algorithms, sortings  
[lindongli2004's solution](#)

68.

1334A

[Level Statistics](#) · [Tutorial](#)

Quality: 24,368 global accepts · Rating: 1200 · first AC: 2020-04-10 · GNU C++11 (first AC) · Tags: implementation, math  
[lindongli2004's solution](#)

69.

1305B

[Kuroni and Simple Strings](#) · [Tutorial](#)

Quality: 12,442 global accepts · Rating: 1200 · first AC: 2020-03-03 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, strings, two pointers  
[lindongli2004's solution](#)

70.

1311B

[WeirdSort](#) · [Tutorial](#)

Quality: 20,036 global accepts · Rating: 1200 · first AC: 2020-02-24 · GNU C++11 (first AC) · Tags: dfs and similar, sortings  
[lindongli2004's solution](#)

71.

1191B

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

Quality: 9,864 global accepts · Rating: 1200 · first AC: 2019-07-14 · GNU C++11 (first AC) · Tags: brute force, implementation  
[lindongli2004's solution](#)

72.

2118C

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

Quality: 18,481 global accepts · Rating: 1300 · first AC: 2025-06-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, greedy, math  
[lindongli2004's solution](#)

73.

2023A

[Concatenation of Arrays](#) · [Tutorial](#)

Quality: 16,571 global accepts · Rating: 1300 · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings  
[lindongli2004's solution](#)

74.

2037D

[Sharky Surfing](#) · [Tutorial](#)

Quality: 14,755 global accepts · Rating: 1300 · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, two pointers  
[lindongli2004's solution](#)

75.

1446A

[Knapsack](#) · [Tutorial](#)

Quality: 17,723 global accepts · Rating: 1300 · first AC: 2020-11-15 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, sortings  
[lindongli2004's solution](#)

**76.**

1341B

[Nastya and Door](#) · [Tutorial](#)

Quality: 21,093 global accepts · Rating: 1300 · first AC: 2020-04-23 · GNU C++11 (first AC) · Tags: greedy, implementation  
[lindongli2004's solution](#)

**77.**

1311C

[Perform the Combo](#) · [Tutorial](#)

Quality: 16,823 global accepts · Rating: 1300 · first AC: 2020-02-24 · GNU C++11 (first AC) · Tags: brute force  
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**78.**

1236C

[Labs](#) · [Tutorial](#)

Quality: 10,553 global accepts · Rating: 1300 · first AC: 2019-10-18 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation  
[lindongli2004's solution](#)

**79.**

1194B

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

Quality: 10,713 global accepts · Rating: 1300 · first AC: 2019-07-14 · GNU C++11 (first AC) · Tags: implementation  
[lindongli2004's solution](#)

**80.**

1194C

[From S To T](#) · [Tutorial](#)

Quality: 14,600 global accepts · Rating: 1300 · first AC: 2019-07-14 · GNU C++11 (first AC) · Tags: implementation, strings  
[lindongli2004's solution](#)

**81.**

1176C

[Lose it!](#) · [Tutorial](#)

Quality: 15,099 global accepts · Rating: 1300 · first AC: 2019-06-09 · GNU C++11 (first AC) · Tags: dp, greedy, implementation  
[lindongli2004's solution](#)

**82.**

1070D

[Garbage Disposal](#) · [Tutorial](#)

Quality: 5,236 global accepts · Rating: 1300 · first AC: 2018-10-20 · GNU C++11 (first AC) · Tags: greedy  
[lindongli2004's solution](#)

**83.**

1064C

[Oh Those Palindromes](#) · [Tutorial](#)

Rating: 1300 · first AC: 2018-10-14 · MS C++ (first AC) · Tags: constructive algorithms  
[lindongli2004's solution](#)

**84.**

1918C

[XOR-distance](#) · [Tutorial](#)

Quality: 16,673 global accepts · Rating: 1400 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, implementation, math  
[lindongli2004's solution](#)

**85.**

1654C

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

Quality: 14,527 global accepts · Rating: 1400 · first AC: 2022-03-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation, sortings  
[lindongli2004's solution](#)

**86.**

1456A

[Bouncing Ball](#) · [Tutorial](#)

Rating: 1400 · first AC: 2020-11-29 · GNU C++11 (first AC) · Tags: brute force, dp, implementation

[lindongli2004's solution](#)

**87.**

1369C

[RationalLee](#) · [Tutorial](#)

Quality: 20,873 global accepts · Rating: 1400 · first AC: 2020-06-23 · GNU C++11 (first AC) · Tags: greedy, math, sortings, two pointers

[lindongli2004's solution](#)

**88.**

414B

[Mashmokh and ACM](#) · [Tutorial](#)

Quality: 29,192 global accepts · Rating: 1400 · first AC: 2020-06-07 · GNU C++11 (first AC) · Tags: combinatorics, dp, number theory

[lindongli2004's solution](#)

**89.**

1348B

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

Quality: 27,495 global accepts · Rating: 1400 · first AC: 2020-05-01 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[lindongli2004's solution](#)

**90.**

1324D

[Pair of Topics](#) · [Tutorial](#)

Quality: 34,100 global accepts · Rating: 1400 · first AC: 2020-03-12 · GNU C++11 (first AC) · Tags: binary search, data structures, sortings, two pointers

[lindongli2004's solution](#)

**91.**

1316B

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

Quality: 11,723 global accepts · Rating: 1400 · first AC: 2020-03-04 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation, sortings, strings

[lindongli2004's solution](#)

**92.**

1191C

[Tokitsukaze and Discard Items](#) · [Tutorial](#)

Rating: 1400 · first AC: 2019-07-12 · GNU C++11 (first AC) · Tags: implementation

[lindongli2004's solution](#)

**93.**

1189C

[Candies!](#) · [Tutorial](#)

Quality: 11,070 global accepts · Rating: 1400 · first AC: 2019-07-05 · GNU C++11 (first AC) · Tags: data structures, dp, implementation, math

[lindongli2004's solution](#)

**94.**

1066C

[Books Queries](#) · [Tutorial](#)

Quality: 10,359 global accepts · Rating: 1400 · first AC: 2018-10-12 · MS C++ (first AC) · Tags: implementation

[lindongli2004's solution](#)

**95.**

1621B

[Integers Shop](#) · [Tutorial](#)

Quality: 14,552 global accepts · Rating: 1500 · first AC: 2022-01-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation

[lindongli2004's solution](#)

**96.**

1616C

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

Quality: 13,203 global accepts · Rating: 1500 · first AC: 2021-12-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, implementation, math

[lindongli2004's solution](#)

**97.**

743C

[Vladik and fractions](#) · [Tutorial](#)

Quality: 13,404 global accepts · Rating: 1500 · first AC: 2020-11-30 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math, number theory

[lindongli2004's solution](#)

**98.**

1444A

[Division](#) · [Tutorial](#)

Quality: 14,409 global accepts · Rating: 1500 · first AC: 2020-11-01 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[lindongli2004's solution](#)

**99.**

1341C

[Nastya and Strange Generator](#) · [Tutorial](#)

Rating: 1500 · first AC: 2020-04-23 · GNU C++11 (first AC) · Tags: greedy, implementation

[lindongli2004's solution](#)

**100.**

1339C

[Powered Addition](#) · [Tutorial](#)

Rating: 1500 · first AC: 2020-04-12 · GNU C++11 (first AC) · Tags: bitmasks, brute force, greedy

[lindongli2004's solution](#)

**101.**

1313C1

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

Quality: 11,058 global accepts · Rating: 1500 · first AC: 2020-02-24 · GNU C++11 (first AC) · Tags: brute force, data structures, dp, greedy

[lindongli2004's solution](#)

**102.**

1236B

[Alice and the List of Presents](#) · [Tutorial](#)

Quality: 12,055 global accepts · Rating: 1500 · first AC: 2019-10-18 · GNU C++11 (first AC) · Tags: combinatorics, math

[lindongli2004's solution](#)

**103.**

1141C

[Polycarp Restores Permutation](#) · [Tutorial](#)

Quality: 12,290 global accepts · Rating: 1500 · first AC: 2019-04-13 · GNU C++11 (first AC) · Tags: math

[lindongli2004's solution](#)

**104.**

1136C

[Nastya Is Transposing Matrices](#) · [Tutorial](#)

Quality: 8,029 global accepts · Rating: 1500 · first AC: 2019-03-11 · GNU C++11 (first AC) · Tags: constructive algorithms, sortings

[lindongli2004's solution](#)

**105.**

528A

[Glass Carving](#) · [Tutorial](#)

Rating: 1500 · first AC: 2019-02-15 · GNU C++11 (first AC) · Tags: data structures, implementation

[lindongli2004's solution](#)

**106.**

1106B

[Lunar New Year and Food Ordering](#) · [Tutorial](#)

Quality: 6,997 global accepts · Rating: 1500 · first AC: 2019-01-31 · GNU C++11 (first AC) · Tags: data structures, implementation

[lindongli2004's solution](#)

**107.**

1106D

[Lunar New Year and a Wander](#) · [Tutorial](#)

Quality: 19,663 global accepts · Rating: 1500 · first AC: 2019-01-31 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, graphs, greedy, shortest paths

[lindongli2004's solution](#)

**108.**

1066B

[Heaters](#) · [Tutorial](#)

Quality: 9,381 global accepts · Rating: 1500 · first AC: 2018-10-12 · MS C++ (first AC) · Tags: greedy, two pointers

[lindongli2004's solution](#)

**109.**

2125D

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

Quality: 9,276 global accepts · Rating: 1600 · first AC: 2025-07-29 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, probabilities

[lindongli2004's solution](#)

**110.**

2037E

[Kachina's Favorite Binary String](#) · [Tutorial](#)

Quality: 7,374 global accepts · Rating: 1600 · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, interactive, two pointers

[lindongli2004's solution](#)

**111.**

1956C

[Nene's Magical Matrix](#) · [Tutorial](#)

Quality: 15,150 global accepts · Rating: 1600 · first AC: 2024-04-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[lindongli2004's solution](#)

**112.**

1437D

[Minimal Height Tree](#) · [Tutorial](#)

Quality: 14,374 global accepts · Rating: 1600 · first AC: 2020-10-27 · GNU C++11 (first AC) · Tags: graphs, greedy, shortest paths, trees

[lindongli2004's solution](#)

**113.**

1358C

[Celex Update](#) · [Tutorial](#)

Quality: 18,346 global accepts · Rating: 1600 · first AC: 2020-05-26 · GNU C++11 (first AC) · Tags: math

[lindongli2004's solution](#)

**114.**

1348C

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

Quality: 15,484 global accepts · Rating: 1600 · first AC: 2020-05-01 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[lindongli2004's solution](#)

**115.**

1342C

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

Quality: 14,996 global accepts · Rating: 1600 · first AC: 2020-04-26 · GNU C++11 (first AC) · Tags: math, number theory

[lindongli2004's solution](#)

**116.**

1337C

[Linova and Kingdom](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-04-15 · GNU C++11 (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[lindongli2004's solution](#)

**117.**

1334C

[Circle of Monsters](#) · [Tutorial](#)

Quality: 17,925 global accepts · Rating: 1600 · first AC: 2020-04-10 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, math

[lindongli2004's solution](#)

**118.**

1189D1

[Add on a Tree](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-07-05 · GNU C++11 (first AC) · Tags: trees

[lindongli2004's solution](#)

**119.**

2122C

[Manhattan Pairs](#) · [Tutorial](#)

Quality: 8,403 global accepts · Rating: 1700 · first AC: 2025-07-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[lindongli2004's solution](#)

**120.**

2006A

[Iris and Game on the Tree](#) · [Tutorial](#)

Quality: 9,372 global accepts · Rating: 1700 · first AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, trees

[lindongli2004's solution](#)

**121.**

2023B

[Skipping](#) · [Tutorial](#)

Quality: 7,081 global accepts · Rating: 1700 · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, graphs, shortest paths

[lindongli2004's solution](#)

**122.**

1731D

[Valiant's New Map](#) · [Tutorial](#)

Quality: 8,504 global accepts · Rating: 1700 · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[lindongli2004's solution](#)

**123.**

1731C

[Even Subarrays](#) · [Tutorial](#)

Quality: 12,136 global accepts · Rating: 1700 · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, hashing, math, number theory

[lindongli2004's solution](#)

**124.**

1621C

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

Quality: 7,508 global accepts · Rating: 1700 · first AC: 2022-01-03 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, interactive, math

[lindongli2004's solution](#)

**125.**

126B

[Password](#) · [Tutorial](#)

Quality: 24,773 global accepts · Rating: 1700 · first AC: 2020-12-31 · GNU C++11 (first AC) · Tags: binary search, dp, hashing, string suffix structures, strings

[lindongli2004's solution](#)

**126.**

1434B

[Shurikens](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-10-26 · GNU C++11 (first AC) · Tags: data structures, greedy, implementation

[lindongli2004's solution](#)

**127.**

1361A

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

Quality: 8,845 global accepts · Rating: 1700 · first AC: 2020-06-04 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, greedy, sortings

[lindongli2004's solution](#)

**128.**

1341D

[Nastya and Scoreboard](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-04-23 · GNU C++11 (first AC) · Tags: bitmasks, dp, greedy

[lindongli2004's solution](#)

**129.**

1332D

[Walk on Matrix](#) · [Tutorial](#)

Quality: 8,444 global accepts · Rating: 1700 · first AC: 2020-04-19 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, math

[lindongli2004's solution](#)

**130.**

1337D

[Xenia and Colorful Gems](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-04-15 · GNU C++11 (first AC) · Tags: binary search, data structures, implementation, math, sortings

[lindongli2004's solution](#)

**131.**

1330D

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

Rating: 1700 · first AC: 2020-04-09 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, dp, math

[lindongli2004's solution](#)

**132.**

1333C

[Eugene and an array](#) · [Tutorial](#)

Quality: 13,365 global accepts · Rating: 1700 · first AC: 2020-04-08 · GNU C++11 (first AC) · Tags: binary search, data structures, implementation, two pointers

[lindongli2004's solution](#)

**133.**

1315D

[Recommendations](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-02-24 · GNU C++11 (first AC) · Tags: data structures, greedy, sortings

[lindongli2004's solution](#)

**134.**

1313B

[Different Rules](#) · [Tutorial](#)

Quality: 7,009 global accepts · Rating: 1700 · first AC: 2020-02-23 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[lindongli2004's solution](#)

**135.**

1229A

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

Rating: 1700 · first AC: 2019-10-16 · GNU C++11 (first AC) · Tags: brute force, graphs, greedy

[lindongli2004's solution](#)

**136.**

1194D

[1-2-K Game](#) · [Tutorial](#)

Quality: 7,178 global accepts · Rating: 1700 · first AC: 2019-07-14 · GNU C++11 (first AC) · Tags: games, math

[lindongli2004's solution](#)

**137.**

1176E

[Cover it!](#) · [Tutorial](#)

Quality: 13,575 global accepts · Rating: 1700 · first AC: 2019-06-09 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, shortest paths, trees

[lindongli2004's solution](#)

**138.**

1153C

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

Quality: 7,793 global accepts · Rating: 1700 · first AC: 2019-04-14 · GNU C++11 (first AC) · Tags: greedy, strings

[lindongli2004's solution](#)

**139.**

2006B

[Iris and the Tree](#) · [Tutorial](#)

Quality: 4,358 global accepts · Rating: 1800 · first AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, math, trees

[lindongli2004's solution](#)

**140.**

1845D

[Rating System](#) · [Tutorial](#)

Quality: 9,015 global accepts · Rating: 1800 · first AC: 2023-07-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, math, two pointers

[lindongli2004's solution](#)

**141.**

1637D

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

Quality: 8,922 global accepts · Rating: 1800 · first AC: 2022-02-18 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math

[lindongli2004's solution](#)

**142.**

1552D

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

Quality: 7,888 global accepts · Rating: 1800 · first AC: 2021-08-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, graphs, math

[lindongli2004's solution](#)

**143.**

1401D

[Maximum Distributed Tree](#) · [Tutorial](#)

Quality: 10,527 global accepts · Rating: 1800 · first AC: 2020-12-28 · GNU C++11 (first AC) · Tags: dfs and similar, dp, greedy, implementation, math, number theory, sortings, trees

[lindongli2004's solution](#)

**144.**

527D

[Clique Problem](#) · [Tutorial](#)

Quality: 5,084 global accepts · Rating: 1800 · first AC: 2020-09-28 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, implementation, sortings

[lindongli2004's solution](#)

**145.**

1335E2

[Three Blocks Palindrome \(hard version\)](#) · [Tutorial](#)

Quality: 9,375 global accepts · Rating: 1800 · first AC: 2020-04-14 · GNU C++11 (first AC) · Tags: brute force, data structures, dp, two pointers

[lindongli2004's solution](#)

**146.**

1339D

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

Rating: 1800 · first AC: 2020-04-12 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, greedy, trees

[lindongli2004's solution](#)

**147.**

1334D

[Minimum Euler Cycle](#) · [Tutorial](#)

Quality: 7,723 global accepts · Rating: 1800 · first AC: 2020-04-12 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[lindongli2004's solution](#)

**148.**

1330C

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

Rating: 1800 · first AC: 2020-04-09 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[lindongli2004's solution](#)

**149.**

1324F

[Maximum White Subtree](#) · [Tutorial](#)

Quality: 13,072 global accepts · Rating: 1800 · first AC: 2020-03-12 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, trees

[lindongli2004's solution](#)

**150.**

1316C

[Primitive Primes](#) · [Tutorial](#)

Quality: 7,592 global accepts · Rating: 1800 · first AC: 2020-03-05 · GNU C++11 (first AC) · Tags: constructive algorithms, math, ternary search

[lindongli2004's solution](#)

**151.**

1244D

[Paint the Tree](#) · [Tutorial](#)

Quality: 8,302 global accepts · Rating: 1800 · first AC: 2019-10-15 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, trees

[lindongli2004's solution](#)

**152.**

1191D

[Tokitsukaze, CSL and Stone Game](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-07-12 · GNU C++11 (first AC) · Tags: games, greedy

[lindongli2004's solution](#)

**153.**

1173C

[Nauuo and Cards](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-06-09 · GNU C++11 (first AC) · Tags: binary search, greedy, implementation

[lindongli2004's solution](#)

**154.**

1136D

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

Quality: 4,001 global accepts · Rating: 1800 · first AC: 2019-03-12 · GNU C++11 (first AC) · Tags: greedy

[lindongli2004's solution](#)

**155.**

1918D

[Blocking Elements](#) · [Tutorial](#)

Quality: 6,195 global accepts · Rating: 1900 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation, two pointers

[lindongli2004's solution](#)

**156.**

1787D

[Game on Axis](#) · [Tutorial](#)

Quality: 3,815 global accepts · Rating: 1900 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, implementation

[lindongli2004's solution](#)

**157.**

1561D2

[Up the Strip](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-08-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math, number theory

[lindongli2004's solution](#)

**158.**

1444B

[Divide and Sum](#) · [Tutorial](#)

Quality: 6,777 global accepts · Rating: 1900 · first AC: 2020-11-01 · GNU C++11 (first AC) · Tags: combinatorics, math, sortings

[lindongli2004's solution](#)

**159.**

1434A

[Perform Easily](#) · [Tutorial](#)

Rating: 1900 · first AC: 2020-10-26 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, dp, greedy, sortings, two pointers

[lindongli2004's solution](#)

**160.**

1369D

[TediousLee](#) · [Tutorial](#)

Quality: 9,230 global accepts · Rating: 1900 · first AC: 2020-06-23 · GNU C++11 (first AC) · Tags: dp, graphs, greedy, math, trees

[lindongli2004's solution](#)

**161.**

1361B

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

Quality: 3,860 global accepts · Rating: 1900 · first AC: 2020-06-04 · GNU C++11 (first AC) · Tags: greedy, implementation, math, sortings

[lindongli2004's solution](#)

**162.**

1358D

[The Best Vacation](#) · [Tutorial](#)

Quality: 8,724 global accepts · Rating: 1900 · first AC: 2020-05-26 · GNU C++11 (first AC) · Tags: binary search, brute force, greedy, implementation, two pointers

[lindongli2004's solution](#)

**163.**

1348D

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

Quality: 9,342 global accepts · Rating: 1900 · first AC: 2020-05-01 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[lindongli2004's solution](#)

**164.**

1342D

[Multiple Testcases](#) · [Tutorial](#)

Quality: 6,365 global accepts · Rating: 1900 · first AC: 2020-04-26 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings, two pointers

[lindongli2004's solution](#)

**165.**

1311F

[Moving Points](#) · [Tutorial](#)

Quality: 4,844 global accepts · Rating: 1900 · first AC: 2020-02-24 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, implementation, sortings

[lindongli2004's solution](#)

**166.**

1313C2

[Skyscrapers \(hard version\)](#) · [Tutorial](#)

Quality: 7,290 global accepts · Rating: 1900 · first AC: 2020-02-24 · GNU C++11 (first AC) · Tags: data structures, dp, greedy

[lindongli2004's solution](#)

**167.**

914D

[Bash and a Tough Math Puzzle](#) · [Tutorial](#)

Quality: 6,385 global accepts · Rating: 1900 · first AC: 2019-11-06 · last AC: 2019-11-06 · GNU C++11 (first AC) · Tags: data structures, number theory

[lindongli2004's solution](#)

**168.**

1141G

[Privatization of Roads in Treeland](#) · [Tutorial](#)

Quality: 2,546 global accepts · Rating: 1900 · first AC: 2019-04-13 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, dfs and similar, graphs, greedy, trees

[lindongli2004's solution](#)

**169.**

2037G

[Natlan Exploring](#) · [Tutorial](#)

Quality: 3,731 global accepts · Rating: 2000 · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, data structures, dp, math, number theory

[lindongli2004's solution](#)

**170.**

1731E

[Graph Cost](#) · [Tutorial](#)

Quality: 3,484 global accepts · Rating: 2000 · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math, number theory

[lindongli2004's solution](#)

**171.**

1665D

[GCD Guess](#) · [Tutorial](#)

Quality: 4,659 global accepts · Rating: 2000 · first AC: 2022-04-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, games, interactive, math, number theory

[lindongli2004's solution](#)

**172.**

1616D

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

Quality: 5,567 global accepts · Rating: 2000 · first AC: 2021-12-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[lindongli2004's solution](#)

**173.**

1599C

[Bubble Strike](#) · [Tutorial](#)

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

[lindongli2004's solution](#)

**174.**

1456B

[XOR-gun](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-11-29 · GNU C++11 (first AC) · Tags: bitmasks, brute force, constructive algorithms, math

[lindongli2004's solution](#)

**175.**

1304E

[1-Trees and Queries](#) · [Tutorial](#)

Quality: 5,877 global accepts · Rating: 2000 · first AC: 2020-10-13 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, shortest paths, trees

[lindongli2004's solution](#)

**176.**

1316D

[Nash Matrix](#) · [Tutorial](#)

Quality: 3,539 global accepts · Rating: 2000 · first AC: 2020-03-05 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation

[lindongli2004's solution](#)

**177.**

1311D

[Three Integers](#) · [Tutorial](#)

Quality: 9,904 global accepts · Rating: 2000 · first AC: 2020-02-24 · GNU C++11 (first AC) · Tags: brute force, math

[lindongli2004's solution](#)

**178.**

1244E

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

Quality: 6,402 global accepts · Rating: 2000 · first AC: 2019-10-15 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, greedy, sortings, ternary search, two pointers

[lindongli2004's solution](#)

**179.**

1244C

[The Football Season](#) · [Tutorial](#)

Quality: 8,296 global accepts · Rating: 2000 · first AC: 2019-10-15 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[lindongli2004's solution](#)

**180.**

1191F

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

Rating: 2000 · first AC: 2019-07-14 · GNU C++11 (first AC) · Tags: data structures, divide and conquer

[lindongli2004's solution](#)

**181.**

2037F

[Ardent Flames](#) · [Tutorial](#)

Quality: 2,968 global accepts · Rating: 2100 · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, math, sortings, two pointers

[lindongli2004's solution](#)

**182.**

1787E

[The Harmonization of XOR](#) · [Tutorial](#)

Quality: 2,719 global accepts · Rating: 2100 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[lindongli2004's solution](#)

**183.**

1637E

[Best Pair](#) · [Tutorial](#)

Quality: 3,795 global accepts · Rating: 2100 · first AC: 2022-02-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, implementation

[lindongli2004's solution](#)

**184.**

1599H

[Hidden Fortress](#) · [Tutorial](#)

Quality: 1,276 global accepts · Rating: 2100 · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: interactive, math

[lindongli2004's solution](#)

**185.**

1560F2

[Nearest Beautiful Number \(hard version\)](#) · [Tutorial](#)

Quality: 4,971 global accepts · Rating: 2100 · first AC: 2021-08-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, greedy

[lindongli2004's solution](#)

**186.**

1434C

[Solo mid Oracle](#) · [Tutorial](#)

Rating: 2100 · first AC: 2020-10-26 · GNU C++11 (first AC) · Tags: binary search, greedy, math, ternary search

[lindongli2004's solution](#)

**187.**

1333D

[Challenges in school ! 41](#) [Tutorial](#)

Quality: 4,131 global accepts · Rating: 2100 · first AC: 2020-04-09 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, games, graphs, greedy, implementation, sortings

[lindongli2004's solution](#)

**188.**

1918E

[ace5 and Task Order](#) · [Tutorial](#)

Quality: 2,065 global accepts · Rating: 2200 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, divide and conquer, implementation, interactive, probabilities, sortings

[lindongli2004's solution](#)

**189.**

1551F

[Equidistant Vertices](#) · [Tutorial](#)

Quality: 2,179 global accepts · Rating: 2200 · first AC: 2021-09-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees

[lindongli2004's solution](#)

**190.**

1552F

[Telepaniting](#) · [Tutorial](#)

Quality: 3,334 global accepts · Rating: 2200 · first AC: 2021-09-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, sortings

[lindongli2004's solution](#)

**191.**

1557D

[Ezzat and Grid](#) · [Tutorial](#)

Quality: 3,003 global accepts · Rating: 2200 · first AC: 2021-08-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[lindongli2004's solution](#)

**192.**

1559E

[Mocha and Stars](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2200 · first AC: 2021-08-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, fft, math, number theory

[lindongli2004's solution](#)

**193.**

1562D2

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

Quality: 2,245 global accepts · Rating: 2200 · first AC: 2021-08-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math

[lindongli2004's solution](#)

**194.**

1456C

[New Game Plus!](#) · [Tutorial](#)

Rating: 2200 · first AC: 2020-11-29 · GNU C++11 (first AC) · Tags: binary search, dp, greedy, sortings

[lindongli2004's solution](#)

**195.**

1437E

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

Quality: 3,928 global accepts · Rating: 2200 · first AC: 2020-10-28 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures, dp, implementation

[lindongli2004's solution](#)

**196.**

1333F

[Kate and imperfection](#) · [Tutorial](#)

Quality: 4,573 global accepts · Rating: 2200 · first AC: 2020-04-10 · GNU C++11 (first AC) · Tags: greedy, implementation, math, number theory, sortings, two pointers

[lindongli2004's solution](#)

**197.**

1311E

[Construct the Binary Tree](#) · [Tutorial](#)

Quality: 2,723 global accepts · Rating: 2200 · first AC: 2020-02-25 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, trees

[lindongli2004's solution](#)

**198.**

2006C

[Eri and Expanded Sets](#) · [Tutorial](#)

Quality: 2,074 global accepts · Rating: 2300 · first AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, math, number theory, two pointers

[lindongli2004's solution](#)

**199.**

1658D2

[388535 \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,178 global accepts · Rating: 2300 · first AC: 2022-03-31 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, data structures, math

[lindongli2004's solution](#)

**200.**

558E

[A Simple Task](#) · [Tutorial](#)

Quality: 7,405 global accepts · Rating: 2300 · first AC: 2020-10-02 · GNU C++11 (first AC) · Tags: data structures, sortings, strings

[lindongli2004's solution](#)

**201.**

1139D

[Steps to One](#) · [Tutorial](#)

Quality: 2,702 global accepts · Rating: 2300 · first AC: 2020-09-04 · GNU C++11 (first AC) · Tags: dp, math, number theory, probabilities

[lindongli2004's solution](#)

**202.**

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,757 global accepts · Rating: 2300 · first AC: 2020-06-12 · GNU C++11 (first AC) · Tags: data structures, dsu, trees

[lindongli2004's solution](#)

**203.**

1316E

[Team Building](#) · [Tutorial](#)

Quality: 5,374 global accepts · Rating: 2300 · first AC: 2020-03-05 · GNU C++11 (first AC) · Tags: bitmasks, dp, greedy, sortings

[lindongli2004's solution](#)

**204.**

1191E

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

Rating: 2300 · first AC: 2019-07-14 · GNU C++11 (first AC) · Tags: brute force, games, greedy

[lindongli2004's solution](#)

**205.**

1189E

[Count Pairs](#) · [Tutorial](#)

Rating: 2300 · first AC: 2019-07-06 · GNU C++11 (first AC) · Tags: number theory

[lindongli2004's solution](#)

**206.**

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,024 global accepts · Rating: 2300 · first AC: 2019-05-04 · GNU C++11 (first AC) · Tags: data structures, graphs, shortest paths

[lindongli2004's solution](#)

**207.**

2122D

[Traffic Lights](#) · [Tutorial](#)

Quality: 2,473 global accepts · Rating: 2400 · first AC: 2025-07-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, graphs, greedy, shortest paths

[lindongli2004's solution](#)

**208.**

2023C

[C+K+S](#) · [Tutorial](#)

Quality: 1,376 global accepts · Rating: 2400 · first AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, hashing, implementation, strings

[lindongli2004's solution](#)

## 209.

1594F

[Ideal Farm](#) · [Tutorial](#)

Quality: 1,538 global accepts · Rating: 2400 · first AC: 2021-10-09 · last AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[lindongli2004's solution](#)

## 210.

1442C

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

Quality: 2,004 global accepts · Rating: 2400 · first AC: 2020-11-03 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[lindongli2004's solution](#)

## 211.

1358E

[Are You Fired?](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2020-05-26 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[lindongli2004's solution](#)

## 212.

1333E

[Road to 1600](#) · [Tutorial](#)

Quality: 1,818 global accepts · Rating: 2400 · first AC: 2020-04-10 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms

[lindongli2004's solution](#)

## 213.

1956E1

[Nene vs. Monsters \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,671 global accepts · Rating: 2500 · first AC: 2024-04-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math

[lindongli2004's solution](#)

## 214.

1918F

[Caterpillar on a Tree](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: 2500 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, greedy, implementation, sortings, trees

[lindongli2004's solution](#)

## 215.

1842F

[Tenzing and Tree](#) · [Tutorial](#)

Quality: 1,809 global accepts · Rating: 2500 · first AC: 2023-07-03 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, greedy, shortest paths, sortings, trees

[lindongli2004's solution](#)

## 216.

1838E

[Count Supersequences](#) · [Tutorial](#)

Quality: 1,851 global accepts · Rating: 2500 · first AC: 2023-07-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[lindongli2004's solution](#)

## 217.

1731F

[Function Sum](#) · [Tutorial](#)

Quality: 854 global accepts · Rating: 2500 · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, fft, math

[lindongli2004's solution](#)

## 218.

1637F

[Towers](#) · [Tutorial](#)

Quality: 2,160 global accepts · Rating: 2500 · first AC: 2022-02-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and

similar, dp, greedy, trees

[lindongli2004's solution](#)

**219.**

1556F

[Sports Betting](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2500 · first AC: 2021-08-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, graphs, math, probabilities

[lindongli2004's solution](#)

**220.**

1562E

[Rescue Niwen!](#) · [Tutorial](#)

Quality: 1,588 global accepts · Rating: 2500 · first AC: 2021-08-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, string suffix structures, strings

[lindongli2004's solution](#)

**221.**

1117G

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

Quality: 913 global accepts · Rating: 2500 · first AC: 2020-09-08 · GNU C++11 (first AC) · Tags: data structures

[lindongli2004's solution](#)

**222.**

1361C

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

Quality: 1,836 global accepts · Rating: 2500 · first AC: 2020-06-05 · GNU C++11 (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, dsu, graphs

[lindongli2004's solution](#)

**223.**

662C

[Binary Table](#) · [Tutorial](#)

Quality: 2,425 global accepts · Rating: 2600 · first AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, fft, math

[lindongli2004's solution](#)

**224.**

1599A

[Weights](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2600 · first AC: 2021-10-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, two pointers

[lindongli2004's solution](#)

**225.**

1599J

[Bob's Beautiful Array](#) · [Tutorial](#)

Quality: 328 global accepts · Rating: 2600 · first AC: 2021-10-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy

[lindongli2004's solution](#)

**226.**

1554E

[You](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2021-08-30 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, math, number theory

[lindongli2004's solution](#)

**227.**

1437G

[Death DBMS](#) · [Tutorial](#)

Quality: 1,262 global accepts · Rating: 2600 · first AC: 2020-10-28 · GNU C++11 (first AC) · Tags: data structures, string suffix structures, strings, trees

[lindongli2004's solution](#)

**228.**

321E

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

Quality: 6,274 global accepts · Rating: 2600 · first AC: 2020-08-02 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dp  
[lindongli2004's solution](#)

**229.**

1956E2

[Nene vs. Monsters \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2700 · first AC: 2024-04-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math

[lindongli2004's solution](#)

**230.**

1918G

[Permutation of Given](#) · [Tutorial](#)

Quality: 658 global accepts · Rating: 2700 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[lindongli2004's solution](#)

**231.**

1599F

[Mars](#) · [Tutorial](#)

Quality: 410 global accepts · Rating: 2700 · first AC: 2021-10-09 · C++17 (GCC 7-32) (first AC) · Tags: hashing

[lindongli2004's solution](#)

**232.**

1599I

[Desert](#) · [Tutorial](#)

Quality: 132 global accepts · Rating: 2700 · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, graphs

[lindongli2004's solution](#)

**233.**

1599G

[Shortest path](#) · [Tutorial](#)

Quality: 408 global accepts · Rating: 2700 · first AC: 2021-10-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, math, shortest paths

[lindongli2004's solution](#)

**234.**

961G

[Partitions](#) · [Tutorial](#)

Quality: 1,614 global accepts · Rating: 2700 · first AC: 2020-10-05 · GNU C++11 (first AC) · Tags: combinatorics, math, number theory

[lindongli2004's solution](#)

**235.**

605E

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

Quality: 1,547 global accepts · Rating: 2700 · first AC: 2020-03-29 · GNU C++11 (first AC) · Tags: probabilities, shortest paths

[lindongli2004's solution](#)

**236.**

1313E

[Concatenation with intersection](#) · [Tutorial](#)

Quality: 720 global accepts · Rating: 2700 · first AC: 2020-02-27 · GNU C++11 (first AC) · Tags: data structures, hashing, strings, two pointers

[lindongli2004's solution](#)

**237.**

293E

[Close Vertices](#) · [Tutorial](#)

Quality: 1,981 global accepts · Rating: 2700 · first AC: 2020-01-20 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, trees

[lindongli2004's solution](#)

**238.**

1525F

[Goblins And Gnomes](#) · [Tutorial](#)

Quality: 399 global accepts · Rating: 2800 · first AC: 2021-07-03 · GNU C++11 (first AC) · Tags: brute force, dp, flows, graph matchings

[lindongli2004's solution](#)

**239.**

516D

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

Quality: 1,528 global accepts · Rating: 2800 · first AC: 2021-04-10 · GNU C++11 (first AC) · Tags: dfs and similar, dp, dsu, trees, two pointers  
[lindongli2004's solution](#)

**240.**

521D

[Shop](#) · [Tutorial](#)

Quality: 1,830 global accepts · Rating: 2800 · first AC: 2021-03-25 · GNU C++11 (first AC) · Tags: greedy  
[lindongli2004's solution](#)

**241.**

1434D

[Roads and Ramen](#) · [Tutorial](#)

Rating: 2800 · first AC: 2020-10-26 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, trees  
[lindongli2004's solution](#)

**242.**

908G

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

Quality: 1,674 global accepts · Rating: 2800 · first AC: 2020-03-22 · GNU C++11 (first AC) · Tags: dp, math  
[lindongli2004's solution](#)

**243.**

613D

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

Quality: 4,037 global accepts · Rating: 2800 · first AC: 2020-01-20 · GNU C++11 (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, sortings, trees  
[lindongli2004's solution](#)

**244.**

2023D

[Many Games](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 2900 · first AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, probabilities  
[lindongli2004's solution](#)

**245.**

585E

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

Quality: 1,222 global accepts · Rating: 2900 · first AC: 2020-03-27 · GNU C++11 (first AC) · Tags: combinatorics, math, number theory  
[lindongli2004's solution](#)

**246.**

674G

[Choosing Ads](#) · [Tutorial](#)

Rating: 3200 · first AC: 2020-12-30 · GNU C++11 (first AC) · Tags: —  
[lindongli2004's solution](#)

**247.**

1337F

[Yui and Mahjong Set](#) · [Tutorial](#)

Rating: 3200 · first AC: 2020-04-18 · GNU C++11 (first AC) · Tags: interactive, math  
[lindongli2004's solution](#)

**248.**

487E

[Tourists](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 3200 · first AC: 2019-08-23 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, graphs, trees  
[lindongli2004's solution](#)

**249.**

104787F

[Mystery of Prime](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[lindongli2004's solution](#)

**250.**

104787D

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

Rating: — · first AC: 2024-11-16 · C++20 (GCC 13-64) (first AC) · Tags: —  
[lindongli2004's solution](#)

**251.**

104787J

[Keyi Likes Reading](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-16 · C++20 (GCC 13-64) (first AC) · Tags: —  
[lindongli2004's solution](#)

**252.**

104787A

[Make SYSU Great Again I](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-16 · C++20 (GCC 13-64) (first AC) · Tags: —  
[lindongli2004's solution](#)

**253.**

104787G

[Path](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-16 · C++20 (GCC 13-64) (first AC) · Tags: —  
[lindongli2004's solution](#)

**254.**

105486B

[Athlete Welcome Ceremony](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-16 · C++20 (GCC 13-64) (first AC) · Tags: —  
[lindongli2004's solution](#)

**255.**

105486I

[Good Partitions](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-16 · C++20 (GCC 13-64) (first AC) · Tags: —  
[lindongli2004's solution](#)

**256.**

105486J

[Grand Prix of Ballance](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: —  
[lindongli2004's solution](#)

**257.**

105486G

[Expanding Array](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: —  
[lindongli2004's solution](#)

**258.**

105486A

[Arrow a Row](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: —  
[lindongli2004's solution](#)

**259.**

105486L

[Recover Statistics](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: —  
[lindongli2004's solution](#)

**260.**

104128A

[Stop, Yesterday Please No More](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[lindongli2004's solution](#)

**261.**

104128G

[Inscription](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[lindongli2004's solution](#)

**262.**

104128I

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

Rating: — · first AC: 2024-11-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[lindongli2004's solution](#)

**263.**

104821A

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

Rating: — · first AC: 2024-11-02 · last AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[lindongli2004's solution](#)

**264.**

104821L

[Elevator](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[lindongli2004's solution](#)

**265.**

104821M

[Trapping Rain Water](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[lindongli2004's solution](#)

**266.**

104821F

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

Rating: — · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[lindongli2004's solution](#)

**267.**

104821C

[Primitive Root](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[lindongli2004's solution](#)

**268.**

104821I

[Counter](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[lindongli2004's solution](#)

**269.**

104976B

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

Rating: — · first AC: 2024-10-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[lindongli2004's solution](#)

**270.**

104976E

[Period of a String](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[lindongli2004's solution](#)

**271.**

104976G

[Snake Move](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[lindongli2004's solution](#)

**272.**

104976F

[Top Cluster](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[lindongli2004's solution](#)

**273.**

104976H

[Sugar Sweet II](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[lindongli2004's solution](#)

**274.**

104976J

[Mysterious Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[lindongli2004's solution](#)

**275.**

104976D

[Operator Precedence](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[lindongli2004's solution](#)

**276.**

104976M

[V-Diagram](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[lindongli2004's solution](#)

**277.**

105222I

[Container Scheduling](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[lindongli2004's solution](#)

**278.**

105222A

[Reverse Pairs Coloring](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[lindongli2004's solution](#)

**279.**

105222E

[L-Covering Checker](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[lindongli2004's solution](#)

**280.**

105222L

[Beef Tripe in Soup Pot?](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[lindongli2004's solution](#)

**281.**

105222H

[GG and YY's Stone Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[lindongli2004's solution](#)

**282.**

104813E

[Revenge on My Boss](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[lindongli2004's solution](#)

**283.**

104813H

[Energy Distribution](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: —  
[lindongli2004's solution](#)

**284.**

104813D

[A Simple MST Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-17 · C++20 (GCC 13-64) (first AC) · Tags: —  
[lindongli2004's solution](#)

**285.**

104813G

[The Only Way to the Destination](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-17 · C++17 (GCC 7-32) (first AC) · Tags: —  
[lindongli2004's solution](#)

**286.**

104813J

[Game on a Forest](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-17 · C++20 (GCC 13-64) (first AC) · Tags: —  
[lindongli2004's solution](#)

**287.**

104813L

[Palm Island](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-17 · C++17 (GCC 7-32) (first AC) · Tags: —  
[lindongli2004's solution](#)

**288.**

104813M

[Painter](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-17 · C++20 (GCC 13-64) (first AC) · Tags: —  
[lindongli2004's solution](#)

**289.**

104813B

[Memory](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-17 · C++20 (GCC 13-64) (first AC) · Tags: —  
[lindongli2004's solution](#)

**290.**

105385L

[Intersection of Paths](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: —  
[lindongli2004's solution](#)

**291.**

105385F

[Divide the Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: —  
[lindongli2004's solution](#)

**292.**

105385A

[Printer](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: —  
[lindongli2004's solution](#)

**293.**

105385I

[Left Shifting](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[lindongli2004's solution](#)

**294.**

105423J

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

Rating: — · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[lindongli2004's solution](#)

**295.**

105423K

[n!Rtorial](#)

Rating: — · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[lindongli2004's solution](#)

**296.**

105423I

[εἰς ἄπειρον](#) |  $\hat{u}-\beta$

Rating: — · first AC: 2024-10-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[lindongli2004's solution](#)

**297.**

105423C

[easy math](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[lindongli2004's solution](#)

**298.**

104172C

[Painting Grid](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[lindongli2004's solution](#)

**299.**

104172B

[Big Picture](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[lindongli2004's solution](#)

**300.**

104172L

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

Rating: — · first AC: 2024-09-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[lindongli2004's solution](#)

**301.**

104172A

[TreeScript](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[lindongli2004's solution](#)

**302.**

104172E

[Goose, Goose, DUCK?](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[lindongli2004's solution](#)

**303.**

104172K

[Maximum GCD](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[lindongli2004's solution](#)

**304.**

104172H

[Another Goose Goose Duck Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[lindongli2004's solution](#)

**305.**

104639G

[Spanning Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: —  
[lindongli2004's solution](#)

**306.**

104639I

[Pa?sWorD](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: —  
[lindongli2004's solution](#)

**307.**

104639K

[Minimum Euclidean Distance](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-13 · C++17 (GCC 7-32) (first AC) · Tags: —  
[lindongli2004's solution](#)

**308.**

104639J

[Minimum Manhattan Distance](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-13 · C++17 (GCC 7-32) (first AC) · Tags: —  
[lindongli2004's solution](#)

**309.**

104639A

[Qualifiers Ranking Rules](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-13 · C++17 (GCC 7-32) (first AC) · Tags: —  
[lindongli2004's solution](#)

**310.**

104639D

[Transitivity](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: —  
[lindongli2004's solution](#)

**311.**

104639L

[KaChang!](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: —  
[lindongli2004's solution](#)

**312.**

104651E

[Robot Experiment](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: —  
[lindongli2004's solution](#)

**313.**

104857I

[Linguistics Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: —  
[lindongli2004's solution](#)

**314.**

104857G

[Streak Manipulation](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: —  
[lindongli2004's solution](#)

**315.**

104857C

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

Rating: — · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[lindongli2004's solution](#)

**316.**

104857J

[Takeout Delivering](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-11 · C++17 (GCC 7-32) (first AC) · Tags: —  
[lindongli2004's solution](#)

**317.**

104857E

[Matrix Distances](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: —  
[lindongli2004's solution](#)

**318.**

104857F

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

Rating: — · first AC: 2024-09-11 · C++17 (GCC 7-32) (first AC) · Tags: —  
[lindongli2004's solution](#)

**319.**

105143M

[Merge](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: —  
[lindongli2004's solution](#)

**320.**

105143E

[Boomerang](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: —  
[lindongli2004's solution](#)

**321.**

105143F

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

Rating: — · first AC: 2024-09-10 · C++17 (GCC 7-32) (first AC) · Tags: —  
[lindongli2004's solution](#)

**322.**

105143D

[ICPC](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: —  
[lindongli2004's solution](#)

**323.**

105143B

[Countless Me](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-10 · C++17 (GCC 7-32) (first AC) · Tags: —  
[lindongli2004's solution](#)

**324.**

105143K

[Party Games](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-10 · C++17 (GCC 7-32) (first AC) · Tags: —  
[lindongli2004's solution](#)

**325.**

105143I

[Cyclic Apple Strings](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-10 · C++17 (GCC 7-32) (first AC) · Tags: —  
[lindongli2004's solution](#)

**326.**

103427I

[Linear Fractional Transformation](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[lindongli2004's solution](#)

**327.**

103427G

[Encoded Strings II](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[lindongli2004's solution](#)

**328.**

103427H

[Line Graph Matching](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-03 · last AC: 2024-09-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[lindongli2004's solution](#)

**329.**

103427L

[Perfect Matchings](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-03 · last AC: 2024-09-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[lindongli2004's solution](#)

**330.**

103427M

[String Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-03 · last AC: 2024-09-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[lindongli2004's solution](#)

**331.**

103427B

[Bitwise Exclusive-OR Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-03 · last AC: 2024-09-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[lindongli2004's solution](#)

**332.**

103427J

[Luggage Lock](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-03 · last AC: 2024-09-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[lindongli2004's solution](#)

**333.**

103427F

[Encoded Strings I](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-03 · last AC: 2024-09-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[lindongli2004's solution](#)

**334.**

103427E

[Edward Gaming, the Champion](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-03 · last AC: 2024-09-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[lindongli2004's solution](#)

**335.**

104768H

[Sweet Sugar](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[lindongli2004's solution](#)

**336.**

104768B

[The Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[lindongli2004's solution](#)

**337.**

104768I

[Barkley II](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[lindongli2004's solution](#)

**338.**

104768K

[Randias Permutation Task](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: —  
[lindongli2004's solution](#)

**339.**

104768M

[Flipping Cards](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: —  
[lindongli2004's solution](#)

**340.**

104768G

[Hard Brackets Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-04 · C++17 (GCC 7-32) (first AC) · Tags: —  
[lindongli2004's solution](#)

**341.**

105173G

[Diamond](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: —  
[lindongli2004's solution](#)

**342.**

105173M

[House](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-03 · last AC: 2024-09-03 · C++17 (GCC 7-32) (first AC) · Tags: —  
[lindongli2004's solution](#)

**343.**

105173H

[Meet](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: —  
[lindongli2004's solution](#)

**344.**

105173F

[Factor](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: —  
[lindongli2004's solution](#)

**345.**

105173I

[Password](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: —  
[lindongli2004's solution](#)

**346.**

105173E

[Checksum](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: —  
[lindongli2004's solution](#)

**347.**

105173A

[Paper Watering](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: —  
[lindongli2004's solution](#)

**348.**

105173D

[nIM gAME](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[lindongli2004's solution](#)

**349.**

105173J

[Breakfast](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[lindongli2004's solution](#)

**350.**

105158D

[YyXkKô](#)

Rating: — · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[lindongli2004's solution](#)

**351.**

105158G

[bk-Tutorial](#)

Rating: — · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[lindongli2004's solution](#)

**352.**

105158A

[Once In My Life](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[lindongli2004's solution](#)

**353.**

105158C

[N-NCeÅN\\_%o•bSkÔ•\[](#)

Rating: — · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[lindongli2004's solution](#)

**354.**

105158H

[-Tutorial](#)

Rating: — · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[lindongli2004's solution](#)

**355.**

105158K

[h Tutorial](#)

Rating: — · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[lindongli2004's solution](#)

**356.**

105158L

[Toxel N PCPC-ITutorial](#)

Rating: — · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[lindongli2004's solution](#)

**357.**

105158J

[c'RnTep](#)

Rating: — · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[lindongli2004's solution](#)

**358.**

105158B

[bk-Tutorial](#)

Rating: — · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[lindongli2004's solution](#)

**359.**

105158F

[QYAFW\(&N2](#)

Rating: — · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[lindongli2004's solution](#)

**360.**

105158M

[gTtHraIÖ](#)

Rating: — · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[lindongli2004's solution](#)

**361.**

104160F

[Half Mixed](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[lindongli2004's solution](#)

**362.**

104160I

[Quartz Collection](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[lindongli2004's solution](#)

**363.**

104160C

[Clamped Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[lindongli2004's solution](#)

**364.**

104160L

[Tavern Chess](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[lindongli2004's solution](#)

**365.**

104160D

[DRX vs. T1](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[lindongli2004's solution](#)

**366.**

104869K

[Maximum Rating](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[lindongli2004's solution](#)

**367.**

104869E

[Sheep Eat Wolves](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[lindongli2004's solution](#)

**368.**

104869B

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

Rating: — · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: —

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**369.**

104869J

[Graft and Transplant](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[lindongli2004's solution](#)

**370.**

104869C

[Swiss Stage](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: —



[lindongli2004's solution](#)

**382.**

105231L

[Campus](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: —  
[lindongli2004's solution](#)

**383.**

105231B

[Magic Leeks](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: —  
[lindongli2004's solution](#)

**384.**

105231J

[Magic Mahjong](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: —  
[lindongli2004's solution](#)

**385.**

105231K

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[lindongli2004's solution](#)

**386.**

105231G

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[lindongli2004's solution](#)

**387.**

105231C

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[lindongli2004's solution](#)

**388.**

105231A

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[lindongli2004's solution](#)

**389.**

105069E

[Nöjrap-Ä](#)

Rating: — · first AC: 2024-04-18 · C++20 (GCC 13-64) (first AC) · Tags: —  
[lindongli2004's solution](#)

**390.**

105069G

[-dion sÖj!](#)

Rating: — · first AC: 2024-04-18 · C++20 (GCC 13-64) (first AC) · Tags: —  
[lindongli2004's solution](#)

**391.**

105069F

[NXIONR IÖ](#)

Rating: — · first AC: 2024-04-18 · C++20 (GCC 13-64) (first AC) · Tags: —  
[lindongli2004's solution](#)

**392.**

105069A

[rainy easy version](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[lindongli2004's solution](#)

**393.**

105069C

[There are many books and books](#) · Tutorial

Rating: — · first AC: 2024-04-18 · C++17 (GCC 7-32) (first AC) · Tags: —  
[lindongli2004's solution](#)

**394.**

104452C

[Lucky or not?](#) · Tutorial

Rating: — · first AC: 2023-07-24 · C++20 (GCC 11-64) (first AC) · Tags: —  
[lindongli2004's solution](#)

**395.**

104452B

[Time to reap the harvest](#) · Tutorial

Rating: — · first AC: 2023-07-24 · C++20 (GCC 11-64) (first AC) · Tags: —  
[lindongli2004's solution](#)

**396.**

104452A

[Motivation problems](#) · Tutorial

Rating: — · first AC: 2023-07-24 · C++20 (GCC 11-64) (first AC) · Tags: —  
[lindongli2004's solution](#)

**397.**

104207I

[Inkopolis](#) · Tutorial

Rating: — · first AC: 2023-07-01 · C++20 (GCC 11-64) (first AC) · Tags: —  
[lindongli2004's solution](#)

**398.**

104207J

[Subway Chasing](#) · Tutorial

Rating: — · first AC: 2023-07-01 · C++20 (GCC 11-64) (first AC) · Tags: —  
[lindongli2004's solution](#)

**399.**

104207G

[Alice's Stamps](#) · Tutorial

Rating: — · first AC: 2023-07-01 · C++20 (GCC 11-64) (first AC) · Tags: —  
[lindongli2004's solution](#)

**400.**

104207K

[Knightmare](#) · Tutorial

Rating: — · first AC: 2023-07-01 · C++20 (GCC 11-64) (first AC) · Tags: —  
[lindongli2004's solution](#)

**401.**

104207C

[Rich Game](#) · Tutorial

Rating: — · first AC: 2023-07-01 · C++20 (GCC 11-64) (first AC) · Tags: —  
[lindongli2004's solution](#)

**402.**

104207E

[Evil Forest](#) · Tutorial

Rating: — · first AC: 2023-07-01 · C++20 (GCC 11-64) (first AC) · Tags: —  
[lindongli2004's solution](#)

**403.**

104207A

[Dogs and Cages](#) · Tutorial

Rating: — · first AC: 2023-07-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[lindongli2004's solution](#)

**404.**

102920I

[Stock Analysis](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-05 · C++20 (GCC 11-64) (first AC) · Tags: —  
[lindongli2004's solution](#)

**405.**

102920G

[Mobile Robot](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-05 · C++20 (GCC 11-64) (first AC) · Tags: —  
[lindongli2004's solution](#)

**406.**

102920J

[Switches](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-05 · C++14 (GCC 6-32) (first AC) · Tags: —  
[lindongli2004's solution](#)

**407.**

102920E

[Imprecise Computer](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-05 · C++20 (GCC 11-64) (first AC) · Tags: —  
[lindongli2004's solution](#)

**408.**

102920B

[Commemorative Dice](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-05 · C++14 (GCC 6-32) (first AC) · Tags: —  
[lindongli2004's solution](#)

**409.**

103652E

[Power of Function](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-21 · C++20 (GCC 11-64) (first AC) · Tags: —  
[lindongli2004's solution](#)

**410.**

103652H

[Quicksort](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-21 · C++20 (GCC 11-64) (first AC) · Tags: —  
[lindongli2004's solution](#)

**411.**

103652G

[Cosmic Cleaner](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-21 · C++20 (GCC 11-64) (first AC) · Tags: —  
[lindongli2004's solution](#)

**412.**

103652B

[Linear Congruential Generator](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-21 · C++20 (GCC 11-64) (first AC) · Tags: —  
[lindongli2004's solution](#)

**413.**

103652K

[Sticks](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-21 · C++20 (GCC 11-64) (first AC) · Tags: —  
[lindongli2004's solution](#)

**414.**

103483H

[Lots of Parabolas](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[lindongli2004's solution](#)

**415.**

103483G

[The Math of Sailing](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-15 · last AC: 2022-04-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[lindongli2004's solution](#)

**416.**

103483I

[Wheel of Fortune](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[lindongli2004's solution](#)

**417.**

103483E

[Fair Robbery](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[lindongli2004's solution](#)

**418.**

103483F

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

Rating: — · first AC: 2022-04-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[lindongli2004's solution](#)

**419.**

103483K

[Railroad sorting](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[lindongli2004's solution](#)

**420.**

103483D

[Exam registration](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[lindongli2004's solution](#)

**421.**

103483L

[Birthday](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[lindongli2004's solution](#)

**422.**

103483A

[Natives](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[lindongli2004's solution](#)

**423.**

103486D

[Rush Morning](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[lindongli2004's solution](#)

**424.**

103486I

[Nim Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[lindongli2004's solution](#)

**425.**

103486G

[Matrix Repair](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[lindongli2004's solution](#)

**426.**

103486H

[Visit the Park](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-15 · C++20 (GCC 11-64) (first AC) · Tags: —  
[lindongli2004's solution](#)

**427.**

103486C

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

Rating: — · first AC: 2022-04-15 · C++14 (GCC 6-32) (first AC) · Tags: —  
[lindongli2004's solution](#)

**428.**

103486K

[Bracket Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-15 · C++20 (GCC 11-64) (first AC) · Tags: —  
[lindongli2004's solution](#)

**429.**

103486L

[Suzuran Loves String](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-15 · C++20 (GCC 11-64) (first AC) · Tags: —  
[lindongli2004's solution](#)

**430.**

103486E

[Great Detective TJC](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-15 · C++14 (GCC 6-32) (first AC) · Tags: —  
[lindongli2004's solution](#)

**431.**

103486B

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**432.**

103486M

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**433.**

103486A

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**434.**

103448C

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**435.**

103448H

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**436.**

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**438.**

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**439.**

103448I

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**440.**

103448E

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**441.**

103448G

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**442.**

103448B

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**443.**

103448A

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**444.**

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**445.**

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**446.**

102992E

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**447.**

102992F

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**454.**

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**455.**

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**456.**

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**457.**

102889B

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**458.**

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**459.**

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**460.**

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**461.**

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**463.**

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**467.**

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**468.**

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**469.**

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**470.**

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**471.**

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**477.**

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