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Unique solved — lyingflat1

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

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

Filters: none

Count: 173

- 1.**
2024A
[Profitable Interest Rate](#) · [Tutorial](#)
Quality: 23,017 global accepts · Rating: 800 · first AC: 2024-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math
[lyingflat1's solution](#)
- 2.**
2032A
[Circuit](#) · [Tutorial](#)
Quality: 24,700 global accepts · Rating: 800 · first AC: 2024-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math, number theory
[lyingflat1's solution](#)
- 3.**
1994A
[Diverse Game](#) · [Tutorial](#)
Quality: 22,286 global accepts · Rating: 800 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation
[lyingflat1's solution](#)
- 4.**
1983A
[Array Divisibility](#) · [Tutorial](#)
Quality: 28,118 global accepts · Rating: 800 · first AC: 2024-07-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[lyingflat1's solution](#)
- 5.**
1989A
[Catch the Coin](#) · [Tutorial](#)
Quality: 29,359 global accepts · Rating: 800 · first AC: 2024-06-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[lyingflat1's solution](#)
- 6.**
1986A
[X Axis](#) · [Tutorial](#)
Quality: 47,989 global accepts · Rating: 800 · first AC: 2024-06-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, math, sortings
[lyingflat1's solution](#)
- 7.**
1984A
[Strange Splitting](#) · [Tutorial](#)
Quality: 22,866 global accepts · Rating: 800 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[lyingflat1's solution](#)
- 8.**
1979A
[Guess the Maximum](#) · [Tutorial](#)
Quality: 31,793 global accepts · Rating: 800 · first AC: 2024-06-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation
[lyingflat1's solution](#)
- 9.**
1977A
[Little Nikita](#) · [Tutorial](#)
Quality: 39,205 global accepts · Rating: 800 · first AC: 2024-05-29 · C++17 (GCC 7-32) (first AC) · Tags: math
[lyingflat1's solution](#)

10.

1975A

[Bazoka and Mocha's Array](#) · [Tutorial](#)

Quality: 20,715 global accepts · Rating: 800 · first AC: 2024-05-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, sortings

[lyingflat1's solution](#)

11.

1974B

[Symmetric Encoding](#) · [Tutorial](#)

Quality: 34,490 global accepts · Rating: 800 · first AC: 2024-05-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings, strings

[lyingflat1's solution](#)

12.

1974A

[Phone Desktop](#) · [Tutorial](#)

Quality: 37,927 global accepts · Rating: 800 · first AC: 2024-05-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[lyingflat1's solution](#)

13.

1966A

[Card Exchange](#) · [Tutorial](#)

Quality: 19,570 global accepts · Rating: 800 · first AC: 2024-04-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, greedy

[lyingflat1's solution](#)

14.

1916A

[2023](#) · [Tutorial](#)

Quality: 28,315 global accepts · Rating: 800 · first AC: 2023-12-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, math, number theory

[lyingflat1's solution](#)

15.

1909A

[Distinct Buttons](#) · [Tutorial](#)

Quality: 18,929 global accepts · Rating: 800 · first AC: 2023-12-23 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[lyingflat1's solution](#)

16.

1914B

[Preparing for the Contest](#) · [Tutorial](#)

Quality: 33,226 global accepts · Rating: 800 · first AC: 2023-12-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[lyingflat1's solution](#)

17.

1914A

[Problemsolving Log](#) · [Tutorial](#)

Quality: 35,158 global accepts · Rating: 800 · first AC: 2023-12-19 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[lyingflat1's solution](#)

18.

1913A

[Rating Increase](#) · [Tutorial](#)

Quality: 27,263 global accepts · Rating: 800 · first AC: 2023-12-18 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[lyingflat1's solution](#)

19.

1905A

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

Quality: 24,431 global accepts · Rating: 800 · first AC: 2023-12-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[lyingflat1's solution](#)

20.

1881A

[Don't Try to Count](#) · [Tutorial](#)

Quality: 59,380 global accepts · Rating: 800 · first AC: 2023-10-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, strings

[lyingflat1's solution](#)

21.

1886A

[Sum of Three](#) · [Tutorial](#)

Quality: 27,721 global accepts · Rating: 800 · first AC: 2023-10-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math

[lyingflat1's solution](#)

22.

2028A

[Alice's Adventures in "Chess"](#) · [Tutorial](#)

Quality: 20,309 global accepts · Rating: 900 · first AC: 2024-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math

[lyingflat1's solution](#)

23.

1990A

[Submission Bait](#) · [Tutorial](#)

Quality: 26,870 global accepts · Rating: 900 · first AC: 2024-07-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, greedy, sortings

[lyingflat1's solution](#)

24.

1988B

[Make Majority](#) · [Tutorial](#)

Quality: 26,453 global accepts · Rating: 900 · first AC: 2024-07-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[lyingflat1's solution](#)

25.

1988A

[Split the Multiset](#) · [Tutorial](#)

Quality: 26,997 global accepts · Rating: 900 · first AC: 2024-07-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[lyingflat1's solution](#)

26.

1973A

[Chess For Three](#) · [Tutorial](#)

Quality: 28,545 global accepts · Rating: 900 · first AC: 2024-05-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, math

[lyingflat1's solution](#)

27.

1881B

[Three Threadlets](#) · [Tutorial](#)

Quality: 28,714 global accepts · Rating: 900 · first AC: 2023-10-12 · C++14 (GCC 6-32) (first AC) · Tags: math

[lyingflat1's solution](#)

28.

2039B

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

Quality: 17,298 global accepts · Rating: 1000 · first AC: 2024-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[lyingflat1's solution](#)

29.

1986B

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

Quality: 30,134 global accepts · Rating: 1000 · first AC: 2024-06-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, sortings

[lyingflat1's solution](#)

30.

1979B

[XOR Sequences](#) · [Tutorial](#)

Quality: 26,436 global accepts · Rating: 1000 · first AC: 2024-06-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy

[lyingflat1's solution](#)

31.

1975B

[378QAQ and Mocha's Array](#) · [Tutorial](#)

Quality: 21,075 global accepts · Rating: 1000 · first AC: 2024-05-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, sortings
[lyingflat1's solution](#)

32.

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,915 global accepts · Rating: 1000 · first AC: 2023-12-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory
[lyingflat1's solution](#)

33.

1913B

[Swap and Delete](#) · [Tutorial](#)

Quality: 51,278 global accepts · Rating: 1000 · first AC: 2023-12-18 · C++17 (GCC 9-64) (first AC) · Tags: strings
[lyingflat1's solution](#)

34.

1876A

[Helmets in Night Light](#) · [Tutorial](#)

Quality: 34,936 global accepts · Rating: 1000 · first AC: 2023-10-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[lyingflat1's solution](#)

35.

2024B

[Buying Lemonade](#) · [Tutorial](#)

Quality: 17,044 global accepts · Rating: 1100 · first AC: 2024-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, sortings
[lyingflat1's solution](#)

36.

2032B

[Medians](#) · [Tutorial](#)

Quality: 20,594 global accepts · Rating: 1100 · first AC: 2024-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[lyingflat1's solution](#)

37.

1994B

[Fun Game](#) · [Tutorial](#)

Quality: 19,491 global accepts · Rating: 1100 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math
[lyingflat1's solution](#)

38.

1986C

[Update Queries](#) · [Tutorial](#)

Quality: 26,026 global accepts · Rating: 1100 · first AC: 2024-06-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings
[lyingflat1's solution](#)

39.

1984B

[Large Addition](#) · [Tutorial](#)

Quality: 20,956 global accepts · Rating: 1100 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[lyingflat1's solution](#)

40.

1977B

[Binary Colouring](#) · [Tutorial](#)

Quality: 19,901 global accepts · Rating: 1100 · first AC: 2024-05-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math
[lyingflat1's solution](#)

41.

1966B

[Rectangle Filling](#) · [Tutorial](#)

Quality: 17,213 global accepts · Rating: 1100 · first AC: 2024-04-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[lyingflat1's solution](#)

42.

1914C

[Quests](#) · [Tutorial](#)

Quality: 39,545 global accepts · Rating: 1100 · first AC: 2023-12-19 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[lyingflat1's solution](#)

43.

1905B

[Begginer's Zelda](#) · [Tutorial](#)

Quality: 18,593 global accepts · Rating: 1100 · first AC: 2023-12-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy, trees

[lyingflat1's solution](#)

44.

1990B

[Array Craft](#) · [Tutorial](#)

Quality: 19,870 global accepts · Rating: 1200 · first AC: 2024-07-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[lyingflat1's solution](#)

45.

1983B

[Corner Twist](#) · [Tutorial](#)

Quality: 18,414 global accepts · Rating: 1200 · first AC: 2024-07-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[lyingflat1's solution](#)

46.

1989B

[Substring and Subsequence](#) · [Tutorial](#)

Quality: 23,319 global accepts · Rating: 1200 · first AC: 2024-06-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, strings

[lyingflat1's solution](#)

47.

1979C

[Earning on Bets](#) · [Tutorial](#)

Quality: 22,190 global accepts · Rating: 1200 · first AC: 2024-06-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, constructive algorithms, number theory

[lyingflat1's solution](#)

48.

1354B

[Ternary String](#) · [Tutorial](#)

Quality: 35,290 global accepts · Rating: 1200 · first AC: 2024-05-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, implementation, two pointers

[lyingflat1's solution](#)

49.

1975C

[Chamo and Mocha's Array](#) · [Tutorial](#)

Quality: 17,167 global accepts · Rating: 1200 · first AC: 2024-05-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy

[lyingflat1's solution](#)

50.

1916C

[Training Before the Olympiad](#) · [Tutorial](#)

Quality: 19,884 global accepts · Rating: 1200 · first AC: 2023-12-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[lyingflat1's solution](#)

51.

1909B

[Make Almost Equal With Mod](#) · [Tutorial](#)

Quality: 30,974 global accepts · Rating: 1200 · first AC: 2023-12-23 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[lyingflat1's solution](#)

52.

1914D

[Three Activities](#) · [Tutorial](#)

Quality: 38,107 global accepts · Rating: 1200 · first AC: 2023-12-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[lyingflat1's solution](#)

53.

1881C

[Perfect Square](#) · [Tutorial](#)

Quality: 19,257 global accepts · Rating: 1200 · first AC: 2023-10-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[lyingflat1's solution](#)

54.

1886B

[Fear of the Dark](#) · [Tutorial](#)

Quality: 18,018 global accepts · Rating: 1200 · first AC: 2023-10-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry, math

[lyingflat1's solution](#)

55.

2024C

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

Rating: 1300 · first AC: 2024-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings

[lyingflat1's solution](#)

56.

1005C

[Summarize to the Power of Two](#) · [Tutorial](#)

Quality: 13,055 global accepts · Rating: 1300 · first AC: 2024-09-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[lyingflat1's solution](#)

57.

1988C

[Increasing Sequence with Fixed OR](#) · [Tutorial](#)

Quality: 20,296 global accepts · Rating: 1300 · first AC: 2024-07-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[lyingflat1's solution](#)

58.

1984C1

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

Quality: 20,155 global accepts · Rating: 1300 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[lyingflat1's solution](#)

59.

1973B

[Cat, Fox and the Lonely Array](#) · [Tutorial](#)

Quality: 16,831 global accepts · Rating: 1300 · first AC: 2024-05-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, greedy, math, two pointers

[lyingflat1's solution](#)

60.

1913C

[Game with Multiset](#) · [Tutorial](#)

Quality: 17,492 global accepts · Rating: 1300 · first AC: 2023-12-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy

[lyingflat1's solution](#)

61.

1881D

[Divide and Equalize](#) · [Tutorial](#)

Quality: 28,446 global accepts · Rating: 1300 · first AC: 2023-10-12 · last AC: 2023-10-12 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[lyingflat1's solution](#)

62.

2032C

[Trinity](#) · [Tutorial](#)

Quality: 16,177 global accepts · Rating: 1400 · first AC: 2024-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math, sortings, two pointers

[lyingflat1's solution](#)

63.

2028B

[Alice's Adventures in Permuting](#) · [Tutorial](#)

Quality: 13,291 global accepts · Rating: 1400 · first AC: 2024-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, implementation, math

[lyingflat1's solution](#)

64.

1983C

[Have Your Cake and Eat It Too](#) · [Tutorial](#)

Quality: 14,712 global accepts · Rating: 1400 · first AC: 2024-07-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, implementation

[lyingflat1's solution](#)

65.

1989C

[Two Movies](#) · [Tutorial](#)

Quality: 22,450 global accepts · Rating: 1400 · first AC: 2024-06-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[lyingflat1's solution](#)

66.

1986D

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

Quality: 17,964 global accepts · Rating: 1400 · first AC: 2024-06-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, math, two pointers

[lyingflat1's solution](#)

67.

1974D

[Ingenuity-2](#) · [Tutorial](#)

Quality: 17,799 global accepts · Rating: 1400 · first AC: 2024-05-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[lyingflat1's solution](#)

68.

1974C

[Beautiful Triple Pairs](#) · [Tutorial](#)

Quality: 19,043 global accepts · Rating: 1400 · first AC: 2024-05-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures

[lyingflat1's solution](#)

69.

1966C

[Everything Nim](#) · [Tutorial](#)

Rating: 1400 · first AC: 2024-04-27 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[lyingflat1's solution](#)

70.

1909C

[Heavy Intervals](#) · [Tutorial](#)

Quality: 13,165 global accepts · Rating: 1400 · first AC: 2023-12-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, math, sortings

[lyingflat1's solution](#)

71.

1914E2

[Game with Marbles \(Hard Version\)](#) · [Tutorial](#)

Quality: 14,752 global accepts · Rating: 1400 · first AC: 2023-12-19 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, sortings
[lyingflat1's solution](#)

72.

1914E1

[Game with Marbles \(Easy Version\)](#) · [Tutorial](#)

Quality: 14,245 global accepts · Rating: 1400 · first AC: 2023-12-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, games, greedy, sortings
[lyingflat1's solution](#)

73.

1905C

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

Quality: 14,212 global accepts · Rating: 1400 · first AC: 2023-12-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings
[lyingflat1's solution](#)

74.

1990C

[Mad MAD Sum](#) · [Tutorial](#)

Quality: 14,573 global accepts · Rating: 1500 · first AC: 2024-07-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math
[lyingflat1's solution](#)

75.

264B

[Good Sequences](#) · [Tutorial](#)

Quality: 12,022 global accepts · Rating: 1500 · first AC: 2024-05-20 · last AC: 2024-05-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, number theory
[lyingflat1's solution](#)

76.

1426D

[Non-zero Segments](#) · [Tutorial](#)

Quality: 17,602 global accepts · Rating: 1500 · first AC: 2024-04-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings
[lyingflat1's solution](#)

77.

1105C

[Ayoub and Lost Array](#) · [Tutorial](#)

Quality: 11,368 global accepts · Rating: 1500 · first AC: 2024-03-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
[lyingflat1's solution](#)

78.

1881E

[Block Sequence](#) · [Tutorial](#)

Quality: 23,695 global accepts · Rating: 1500 · first AC: 2023-10-12 · C++14 (GCC 6-32) (first AC) · Tags: dp
[lyingflat1's solution](#)

79.

1876B

[Effects of Anti Pimples](#) · [Tutorial](#)

Quality: 10,028 global accepts · Rating: 1500 · first AC: 2023-10-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, number theory, sortings
[lyingflat1's solution](#)

80.

2028C

[Alice's Adventures in Cutting Cake](#) · [Tutorial](#)

Quality: 9,984 global accepts · Rating: 1600 · first AC: 2024-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, greedy, two pointers
[lyingflat1's solution](#)

81.

731C

[Socks](#) · [Tutorial](#)

Quality: 7,864 global accepts · Rating: 1600 · first AC: 2024-08-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy
[lyingflat1's solution](#)

82.

1994C

[Hungry Games](#) · [Tutorial](#)

Quality: 13,542 global accepts · Rating: 1600 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, two pointers
[lyingflat1's solution](#)

83.

1886C

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

Quality: 16,610 global accepts · Rating: 1600 · first AC: 2023-10-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[lyingflat1's solution](#)

84.

1695C

[Zero Path](#) · [Tutorial](#)

Quality: 14,057 global accepts · Rating: 1700 · first AC: 2026-05-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, graphs, greedy, shortest paths
[lyingflat1's solution](#)

85.

2024D

[Skipping](#) · [Tutorial](#)

Rating: 1700 · first AC: 2024-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, dp, flows, graphs, greedy, implementation, shortest paths
[lyingflat1's solution](#)

86.

1983D

[Swap Dilemma](#) · [Tutorial](#)

Quality: 11,053 global accepts · Rating: 1700 · first AC: 2024-07-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, math, sortings
[lyingflat1's solution](#)

87.

1684D

[Traps](#) · [Tutorial](#)

Quality: 10,754 global accepts · Rating: 1700 · first AC: 2024-07-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings
[lyingflat1's solution](#)

88.

1986E

[Beautiful Array](#) · [Tutorial](#)

Quality: 10,864 global accepts · Rating: 1700 · first AC: 2024-06-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory, sortings
[lyingflat1's solution](#)

89.

1984C2

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

Quality: 8,693 global accepts · Rating: 1700 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy, math
[lyingflat1's solution](#)

90.

1975D

[Paint the Tree](#) · [Tutorial](#)

Quality: 7,500 global accepts · Rating: 1700 · first AC: 2024-05-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, greedy, shortest paths, trees
[lyingflat1's solution](#)

91.

1485C

[Floor and Mod](#) · [Tutorial](#)

Quality: 11,007 global accepts · Rating: 1700 · first AC: 2024-05-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, number theory

[lyingflat1's solution](#)

92.

1973C

[Cat, Fox and Double Maximum](#) · [Tutorial](#)

Quality: 9,851 global accepts · Rating: 1700 · first AC: 2024-05-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math, sortings

[lyingflat1's solution](#)

93.

1916D

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

Quality: 9,774 global accepts · Rating: 1700 · first AC: 2024-03-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, geometry, math

[lyingflat1's solution](#)

94.

1896D

[Ones and Twos](#) · [Tutorial](#)

Quality: 7,007 global accepts · Rating: 1700 · first AC: 2023-12-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, math, two pointers

[lyingflat1's solution](#)

95.

1881F

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

Quality: 9,571 global accepts · Rating: 1700 · first AC: 2023-12-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths, trees

[lyingflat1's solution](#)

96.

1534D

[Lost Tree](#) · [Tutorial](#)

Quality: 6,811 global accepts · Rating: 1800 · first AC: 2026-05-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, trees

[lyingflat1's solution](#)

97.

2032D

[Genokraken](#) · [Tutorial](#)

Quality: 6,200 global accepts · Rating: 1800 · first AC: 2024-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, interactive, trees, two pointers

[lyingflat1's solution](#)

98.

721C

[Journey](#) · [Tutorial](#)

Quality: 6,546 global accepts · Rating: 1800 · first AC: 2024-08-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs

[lyingflat1's solution](#)

99.

1063B

[Labyrinth](#) · [Tutorial](#)

Quality: 9,256 global accepts · Rating: 1800 · first AC: 2024-07-19 · last AC: 2024-07-21 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[lyingflat1's solution](#)

100.

1990D

[Grid Puzzle](#) · [Tutorial](#)

Quality: 7,722 global accepts · Rating: 1800 · first AC: 2024-07-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy,

implementation

[lyingflat1's solution](#)

101.

173B

[Chamber of Secrets](#) · [Tutorial](#)

Quality: 3,990 global accepts · Rating: 1800 · first AC: 2024-07-19 · last AC: 2024-07-19 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, shortest paths

[lyingflat1's solution](#)

102.

1979D

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

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

[lyingflat1's solution](#)

103.

1974E

[Money Buys Happiness](#) · [Tutorial](#)

Quality: 11,323 global accepts · Rating: 1800 · first AC: 2024-05-20 · C++17 (GCC 7-32) (first AC) · Tags: dp

[lyingflat1's solution](#)

104.

58C

[Trees](#) · [Tutorial](#)

Quality: 2,264 global accepts · Rating: 1800 · first AC: 2024-05-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[lyingflat1's solution](#)

105.

1966D

[Missing Subsequence Sum](#) · [Tutorial](#)

Rating: 1800 · first AC: 2024-04-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[lyingflat1's solution](#)

106.

1994D

[Funny Game](#) · [Tutorial](#)

Quality: 7,394 global accepts · Rating: 1900 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, trees

[lyingflat1's solution](#)

107.

1989D

[Smithing Skill](#) · [Tutorial](#)

Quality: 7,102 global accepts · Rating: 1900 · first AC: 2024-06-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, math, sortings, two pointers

[lyingflat1's solution](#)

108.

1977C

[Nikita and LCM](#) · [Tutorial](#)

Quality: 8,042 global accepts · Rating: 1900 · first AC: 2024-05-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, math, number theory, sortings

[lyingflat1's solution](#)

109.

1974F

[Cutting Game](#) · [Tutorial](#)

Quality: 4,403 global accepts · Rating: 1900 · first AC: 2024-05-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, implementation, sortings, two pointers

[lyingflat1's solution](#)

110.

1696D

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

Quality: 6,014 global accepts · Rating: 1900 · first AC: 2024-05-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, greedy, shortest paths

[lyingflat1's solution](#)

111.

1909D

[Split Plus K](#) · [Tutorial](#)

Quality: 5,124 global accepts · Rating: 1900 · first AC: 2023-12-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory

[lyingflat1's solution](#)

112.

1914F

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

Quality: 5,009 global accepts · Rating: 1900 · first AC: 2023-12-20 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, trees

[lyingflat1's solution](#)

113.

1638D

[Big Brush](#) · [Tutorial](#)

Quality: 4,736 global accepts · Rating: 2000 · first AC: 2026-05-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[lyingflat1's solution](#)

114.

340E

[lahub and Permutations](#) · [Tutorial](#)

Quality: 2,750 global accepts · Rating: 2000 · first AC: 2026-02-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math

[lyingflat1's solution](#)

115.

2028D

[Alice's Adventures in Cards](#) · [Tutorial](#)

Quality: 3,740 global accepts · Rating: 2000 · first AC: 2024-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dp, graphs, greedy, implementation, ternary search

[lyingflat1's solution](#)

116.

749D

[Leaving Auction](#) · [Tutorial](#)

Quality: 2,711 global accepts · Rating: 2000 · first AC: 2024-09-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[lyingflat1's solution](#)

117.

1994E

[Wooden Game](#) · [Tutorial](#)

Quality: 5,486 global accepts · Rating: 2000 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math, trees

[lyingflat1's solution](#)

118.

1988D

[The Omnipotent Monster Killer](#) · [Tutorial](#)

Quality: 6,011 global accepts · Rating: 2000 · first AC: 2024-07-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, trees

[lyingflat1's solution](#)

119.

1974G

[Money Buys Less Happiness Now](#) · [Tutorial](#)

Quality: 5,896 global accepts · Rating: 2000 · first AC: 2024-05-21 · last AC: 2024-07-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[lyingflat1's solution](#)

120.

2B

[The least round way](#) · [Tutorial](#)

Quality: 12,949 global accepts · Rating: 2000 · first AC: 2024-06-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[lyingflat1's solution](#)

121.

1905D

[Cyclic MEX](#) · [Tutorial](#)

Quality: 4,622 global accepts · Rating: 2000 · first AC: 2023-12-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, math, two pointers

[lyingflat1's solution](#)

122.

1900D

[Small GCD](#) · [Tutorial](#)

Quality: 5,357 global accepts · Rating: 2000 · first AC: 2023-12-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, math, number theory

[lyingflat1's solution](#)

123.

39C

[Moon Craters](#) · [Tutorial](#)

Quality: 697 global accepts · Rating: 2100 · first AC: 2024-11-11 · last AC: 2024-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, sortings

[lyingflat1's solution](#)

124.

1486D

[Max Median](#) · [Tutorial](#)

Quality: 9,731 global accepts · Rating: 2100 · first AC: 2024-06-08 · last AC: 2024-10-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp

[lyingflat1's solution](#)

125.

496E

[Distributing Parts](#) · [Tutorial](#)

Quality: 1,759 global accepts · Rating: 2100 · first AC: 2024-06-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[lyingflat1's solution](#)

126.

1975E

[Chain Queries](#) · [Tutorial](#)

Quality: 2,877 global accepts · Rating: 2100 · first AC: 2024-05-25 · last AC: 2024-05-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, implementation, trees

[lyingflat1's solution](#)

127.

909D

[Colorful Points](#) · [Tutorial](#)

Quality: 2,107 global accepts · Rating: 2100 · first AC: 2024-04-07 · last AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[lyingflat1's solution](#)

128.

1914G1

[Light Bulbs \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,396 global accepts · Rating: 2100 · first AC: 2023-12-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, dsu, graphs, math, trees

[lyingflat1's solution](#)

129.

1913D

[Array Collapse](#) · [Tutorial](#)

Quality: 4,146 global accepts · Rating: 2100 · first AC: 2023-12-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, trees

[lyingflat1's solution](#)

130.

1900E

[Transitive Graph](#) · [Tutorial](#)

Quality: 2,636 global accepts · Rating: 2100 · first AC: 2023-12-07 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation

[lyingflat1's solution](#)

131.

1876C

[Autosynthesis](#) · [Tutorial](#)

Quality: 2,719 global accepts · Rating: 2100 · first AC: 2023-10-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, sortings

[lyingflat1's solution](#)

132.

1886D

[Monocarp and the Set](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2023-10-10 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, math

[lyingflat1's solution](#)

133.

1105E

[Helping Hiasat](#) · [Tutorial](#)

Quality: 1,915 global accepts · Rating: 2200 · first AC: 2024-04-28 · last AC: 2024-11-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[lyingflat1's solution](#)

134.

505D

[Mr. Kitayuta's Technology](#) · [Tutorial](#)

Quality: 2,932 global accepts · Rating: 2200 · first AC: 2024-07-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar

[lyingflat1's solution](#)

135.

1398E

[Two Types of Spells](#) · [Tutorial](#)

Quality: 2,597 global accepts · Rating: 2200 · first AC: 2024-06-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

[lyingflat1's solution](#)

136.

629E

[Famil Door and Roads](#) · [Tutorial](#)

Quality: 1,151 global accepts · Rating: 2300 · first AC: 2026-05-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, probabilities, trees

[lyingflat1's solution](#)

137.

1748E

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

Quality: 2,667 global accepts · Rating: 2300 · first AC: 2025-01-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, flows, math, trees

[lyingflat1's solution](#)

138.

2028E

[Alice's Adventures in the Rabbit Hole](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2300 · first AC: 2024-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, games, greedy, math, probabilities, trees

[lyingflat1's solution](#)

139.

1977D

[XORificator](#) · [Tutorial](#)

Quality: 2,348 global accepts · Rating: 2300 · first AC: 2024-08-05 · last AC: 2024-08-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, hashing

[lyingflat1's solution](#)

140.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,413 global accepts · Rating: 2300 · first AC: 2023-12-02 · last AC: 2024-08-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[lyingflat1's solution](#)

141.

1995D

[Cases](#) · [Tutorial](#)

Quality: 2,889 global accepts · Rating: 2300 · first AC: 2024-07-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, strings

[lyingflat1's solution](#)

142.

1988E

[Range Minimum Sum](#) · [Tutorial](#)

Quality: 1,792 global accepts · Rating: 2300 · first AC: 2024-07-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation

[lyingflat1's solution](#)

143.

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,757 global accepts · Rating: 2300 · first AC: 2024-07-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, trees

[lyingflat1's solution](#)

144.

858F

[Wizard's Tour](#) · [Tutorial](#)

Quality: 2,022 global accepts · Rating: 2300 · first AC: 2024-04-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[lyingflat1's solution](#)

145.

1916E

[Happy Life in University](#) · [Tutorial](#)

Quality: 2,638 global accepts · Rating: 2300 · first AC: 2024-03-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[lyingflat1's solution](#)

146.

1917D

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

Quality: 2,071 global accepts · Rating: 2300 · first AC: 2023-12-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, dp, implementation, math, number theory

[lyingflat1's solution](#)

147.

1914G2

[Light Bulbs \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,819 global accepts · Rating: 2300 · first AC: 2023-12-20 · last AC: 2023-12-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, graphs, hashing

[lyingflat1's solution](#)

148.

438D

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

Quality: 11,605 global accepts · Rating: 2300 · first AC: 2023-12-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math

[lyingflat1's solution](#)

149.

1638E

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

Quality: 2,364 global accepts · Rating: 2400 · first AC: 2024-11-30 · last AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, implementation

[lyingflat1's solution](#)

150.

2032E

[Balanced](#) · [Tutorial](#)

Quality: 1,400 global accepts · Rating: 2400 · first AC: 2024-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[lyingflat1's solution](#)

151.

1973D

[Cat, Fox and Maximum Array Split](#) · [Tutorial](#)

Quality: 2,256 global accepts · Rating: 2400 · first AC: 2024-05-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, interactive, math

[lyingflat1's solution](#)

152.

1107G

[Vasya and Maximum Profit](#) · [Tutorial](#)

Quality: 1,242 global accepts · Rating: 2400 · first AC: 2024-05-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, dsu

[lyingflat1's solution](#)

153.

311B

[Cats Transport](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2400 · first AC: 2024-04-18 · last AC: 2024-04-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[lyingflat1's solution](#)

154.

1913E

[Matrix Problem](#) · [Tutorial](#)

Quality: 1,335 global accepts · Rating: 2400 · first AC: 2023-12-19 · C++17 (GCC 9-64) (first AC) · Tags: flows, graphs

[lyingflat1's solution](#)

155.

1905E

[One-X](#) · [Tutorial](#)

Quality: 1,268 global accepts · Rating: 2400 · first AC: 2023-12-18 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[lyingflat1's solution](#)

156.

1886E

[I Wanna be the Team Leader](#) · [Tutorial](#)

Quality: 1,854 global accepts · Rating: 2400 · first AC: 2023-10-10 · last AC: 2023-10-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math, sortings, two pointers

[lyingflat1's solution](#)

157.

1100F

[Ivan and Burgers](#) · [Tutorial](#)

Quality: 3,692 global accepts · Rating: 2500 · first AC: 2024-11-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, greedy, math

[lyingflat1's solution](#)

158.

1983F

[array-value](#) · [Tutorial](#)

Quality: 1,524 global accepts · Rating: 2500 · first AC: 2024-07-07 · last AC: 2024-08-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, greedy, two pointers

[lyingflat1's solution](#)

159.

1325F

[Ehab's Last Theorem](#) · [Tutorial](#)

Quality: 2,330 global accepts · Rating: 2500 · first AC: 2024-07-21 · last AC: 2024-08-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[lyingflat1's solution](#)

160.

1994F

[Stardew Valley](#) · [Tutorial](#)

Quality: 1,530 global accepts · Rating: 2500 · first AC: 2024-07-20 · last AC: 2024-07-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[lyingflat1's solution](#)

161.

825G

[Tree Queries](#) · [Tutorial](#)

Quality: 1,470 global accepts · Rating: 2500 · first AC: 2024-07-09 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[lyingflat1's solution](#)

162.

1903F

[Babysitting](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2500 · first AC: 2023-12-06 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, binary search, data structures, graphs, trees

[lyingflat1's solution](#)

163.

1903D2

[Maximum And Queries \(hard version\)](#) · [Tutorial](#)

Quality: 1,026 global accepts · Rating: 2500 · first AC: 2023-12-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, divide and conquer, dp, greedy

[lyingflat1's solution](#)

164.

1876D

[Lexichromatography](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2500 · first AC: 2023-10-12 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, two pointers

[lyingflat1's solution](#)

165.

1994G

[Minecraft](#) · [Tutorial](#)

Quality: 1,627 global accepts · Rating: 2600 · first AC: 2024-07-18 · last AC: 2024-08-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, graphs, math

[lyingflat1's solution](#)

166.

2032F

[Peanuts](#) · [Tutorial](#)

Quality: 486 global accepts · Rating: 2700 · first AC: 2024-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, games, math

[lyingflat1's solution](#)

167.

2028F

[Alice's Adventures in Addition](#) · [Tutorial](#)

Quality: 541 global accepts · Rating: 2700 · first AC: 2024-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, implementation

[lyingflat1's solution](#)

168.

702F

[T-Shirts](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 2800 · first AC: 2025-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[lyingflat1's solution](#)

169.

1746F

[Kazaae](#) · [Tutorial](#)

Quality: 2,648 global accepts · Rating: 2800 · first AC: 2024-11-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, probabilities

[lyingflat1's solution](#)

170.

10D

[LCIS](#) · [Tutorial](#)

Quality: 5,629 global accepts · Rating: 2800 · first AC: 2024-07-01 · C++17 (GCC 7-32) (first AC) · Tags: dp

[lyingflat1's solution](#)

171.

19D

[Points](#) · [Tutorial](#)

Quality: 3,172 global accepts · Rating: 2800 · first AC: 2024-06-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[lyingflat1's solution](#)

172.

1916F

[Group Division](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 2900 · first AC: 2024-03-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[lyingflat1's solution](#)

173.

526F

[Pudding Monsters](#) · [Tutorial](#)

Quality: 3,411 global accepts · Rating: 3000 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer

[lyingflat1's solution](#)