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Unique solved — marvinthang

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

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Filters: none

Count: 621

1.

2053A

[Tender Carpenter](#) · [Tutorial](#)

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2.

2034A

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Quality: 18,401 global accepts · Rating: 800 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory
[marvinthang's solution](#)

3.

2029A

[Set](#) · [Tutorial](#)

Quality: 14,163 global accepts · Rating: 800 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
[marvinthang's solution](#)

4.

2002A

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

Quality: 21,314 global accepts · Rating: 800 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math
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5.

1991A

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

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6.

1777A

[Everybody Likes Good Arrays!](#) · [Tutorial](#)

Quality: 44,016 global accepts · Rating: 800 · first AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
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7.

1767B

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Quality: 21,935 global accepts · Rating: 800 · first AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings
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8.

1767A

[Cut the Triangle](#) · [Tutorial](#)

Quality: 21,558 global accepts · Rating: 800 · first AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: implementation
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9.

1657B

[XY Sequence](#) · [Tutorial](#)

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10.

1657A

[Integer Moves](#) · [Tutorial](#)

Quality: 24,899 global accepts · Rating: 800 · first AC: 2022-03-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math
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11.

1647A

[Madoka and Math Dad](#) · [Tutorial](#)

Quality: 23,492 global accepts · Rating: 800 · first AC: 2022-03-11 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
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12.

1642A

[Hard Way](#) · [Tutorial](#)

Quality: 16,732 global accepts · Rating: 800 · first AC: 2022-02-23 · C++20 (GCC 11-64) (first AC) · Tags: geometry
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13.

1644B

[Anti-Fibonacci Permutation](#) · [Tutorial](#)

Quality: 21,321 global accepts · Rating: 800 · first AC: 2022-02-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, implementation
[marvinthang's solution](#)

14.

1644A

[Doors and Keys](#) · [Tutorial](#)

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[marvinthang's solution](#)

15.

1638A

[Reverse](#) · [Tutorial](#)

Quality: 22,146 global accepts · Rating: 800 · first AC: 2022-02-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math
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16.

1621A

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[marvinthang's solution](#)

17.

1616A

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

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18.

1622A

[Construct a Rectangle](#) · [Tutorial](#)

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[marvinthang's solution](#)

19.

1615A

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20.

1620A

[Equal or Not Equal](#) · [Tutorial](#)

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[marvinthang's solution](#)

21.

1617A

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[marvinthang's solution](#)

22.

1618B

[Missing Bigram](#) · [Tutorial](#)

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23.

1618A

[Polycarp and Sums of Subsequences](#) · [Tutorial](#)

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24.

1608A

[Find Array](#) · [Tutorial](#)

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25.

1611B

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26.

1605A

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27.

1607A

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28.

1582A

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29.

1569A

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30.

1567A

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31.

1556A

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32.

1562A

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33.

1561A

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[marvinthang's solution](#)

34.

1560C

[Infinity Table](#) · [Tutorial](#)

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35.

1560B

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36.

1560A

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37.

1473A

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

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38.

1399A

[Remove Smallest](#) · [Tutorial](#)

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39.

141A

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[marvinthang's solution](#)

40.

339A

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[marvinthang's solution](#)

41.

41A

[Translation](#) · [Tutorial](#)

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[marvinthang's solution](#)

42.

158A

[Next Round](#) · [Tutorial](#)

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43.

2005A

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

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44.

1642B

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Quality: 18,246 global accepts · Rating: 900 · first AC: 2022-02-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[marvinthang's solution](#)

45.

1617B

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46.

1613A

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47.

1610A

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48.

1607B

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49.

1606A

[AB Balance](#) · [Tutorial](#)

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50.

1582B

[Luntik and Subsequences](#) · [Tutorial](#)

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[marvinthang's solution](#)

51.

1559B

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

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[marvinthang's solution](#)

52.

1559A

[Mocha and Math](#) · [Tutorial](#)

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- 53.**
2034B
[Rakhsh's Revival](#) · [Tutorial](#)
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[marvinthang's solution](#)
- 54.**
2005B1
[The Strict Teacher \(Easy Version\)](#) · [Tutorial](#)
Quality: 24,748 global accepts · Rating: 1000 · first AC: 2024-09-15 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings
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- 55.**
2002B
[Removals Game](#) · [Tutorial](#)
Quality: 22,991 global accepts · Rating: 1000 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games
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- 56.**
1970A1
[Balanced Shuffle \(Easy\)](#) · [Tutorial](#)
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- 57.**
1622B
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Quality: 22,318 global accepts · Rating: 1000 · first AC: 2021-12-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math, sortings
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- 58.**
1620B
[Triangles on a Rectangle](#) · [Tutorial](#)
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- 59.**
1613B
[Absent Remainder](#) · [Tutorial](#)
Quality: 23,314 global accepts · Rating: 1000 · first AC: 2021-12-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings
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- 60.**
1605B
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- 61.**
1607C
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- 62.**
1569B
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- 63.**
1567B
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64.

1562B

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65.

1312B

[Bogosort](#) · [Tutorial](#)

Quality: 39,050 global accepts · Rating: 1000 · first AC: 2021-08-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, sortings

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66.

766B

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67.

1358B

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Quality: 25,874 global accepts · Rating: 1000 · first AC: 2021-08-14 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

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68.

230A

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Quality: 97,490 global accepts · Rating: 1000 · first AC: 2021-08-14 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

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69.

195A

[Let's Watch Football](#) · [Tutorial](#)

Quality: 10,130 global accepts · Rating: 1000 · first AC: 2021-08-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, math

[marvinthang's solution](#)

70.

1195B

[Sport Mafia](#) · [Tutorial](#)

Quality: 21,959 global accepts · Rating: 1000 · first AC: 2021-08-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, math

[marvinthang's solution](#)

71.

2029B

[Replacement](#) · [Tutorial](#)

Quality: 11,741 global accepts · Rating: 1100 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, strings

[marvinthang's solution](#)

72.

1991B

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

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

[marvinthang's solution](#)

73.

1638B

[Odd Swap Sort](#) · [Tutorial](#)

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[marvinthang's solution](#)

74.

1616B

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

Quality: 20,709 global accepts · Rating: 1100 · first AC: 2021-12-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings
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75.

1618C

[Paint the Array](#) · [Tutorial](#)

Quality: 32,404 global accepts · Rating: 1100 · first AC: 2021-12-14 · C++20 (GCC 11-64) (first AC) · Tags: math
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76.

1610B

[Kalindrome Array](#) · [Tutorial](#)

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77.

1606B

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Quality: 19,510 global accepts · Rating: 1100 · first AC: 2021-10-29 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math
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78.

1417B

[Two Arrays](#) · [Tutorial](#)

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[marvinthang's solution](#)

79.

988B

[Substrings Sort](#) · [Tutorial](#)

Quality: 20,285 global accepts · Rating: 1100 · first AC: 2021-08-14 · C++17 (GCC 9-64) (first AC) · Tags: sortings, strings
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80.

1529B

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81.

706B

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Quality: 84,457 global accepts · Rating: 1100 · first AC: 2021-08-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, implementation
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82.

721B

[Passwords](#) · [Tutorial](#)

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[marvinthang's solution](#)

83.

2053B

[Outstanding Impressionist](#) · [Tutorial](#)

Quality: 16,978 global accepts · Rating: 1200 · first AC: 2024-12-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy
[marvinthang's solution](#)

84.

2046A

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[marvinthang's solution](#)

85.

2041E

[Beautiful Array](#) · [Tutorial](#)

Quality: 9,882 global accepts · Rating: 1200 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[marvinthang's solution](#)

86.

2041B

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Quality: 7,179 global accepts · Rating: 1200 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, math

[marvinthang's solution](#)

87.

2005B2

[The Strict Teacher \(Hard Version\)](#) · [Tutorial](#)

Quality: 21,686 global accepts · Rating: 1200 · first AC: 2024-09-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, sortings

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88.

2002C

[Black Circles](#) · [Tutorial](#)

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[marvinthang's solution](#)

89.

1657C

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

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[marvinthang's solution](#)

90.

1647B

[Madoka and the Elegant Gift](#) · [Tutorial](#)

Quality: 17,124 global accepts · Rating: 1200 · first AC: 2022-03-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation

[marvinthang's solution](#)

91.

1642C

[Great Sequence](#) · [Tutorial](#)

Rating: 1200 · first AC: 2022-02-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[marvinthang's solution](#)

92.

1608B

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

Quality: 12,486 global accepts · Rating: 1200 · first AC: 2021-12-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[marvinthang's solution](#)

93.

1582C

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

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[marvinthang's solution](#)

94.

1311B

[WeirdSort](#) · [Tutorial](#)

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95.

1384A

[Common Prefixes](#) · [Tutorial](#)

Quality: 19,614 global accepts · Rating: 1200 · first AC: 2021-09-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, strings

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96.

1097B

[Petr and a Combination Lock](#) · [Tutorial](#)

Quality: 35,958 global accepts · Rating: 1200 · first AC: 2021-09-01 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp

[marvinthang's solution](#)

97.

4B

[Before an Exam](#) · [Tutorial](#)

Quality: 29,473 global accepts · Rating: 1200 · first AC: 2021-09-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[marvinthang's solution](#)

98.

1420B

[Rock and Lever](#) · [Tutorial](#)

Quality: 35,812 global accepts · Rating: 1200 · first AC: 2021-08-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, math

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99.

1433D

[Districts Connection](#) · [Tutorial](#)

Quality: 30,580 global accepts · Rating: 1200 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar

[marvinthang's solution](#)

100.

1537C

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101.

1541B

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102.

285C

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103.

1455B

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104.

1327B

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105.

1527B1

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106.

1454C

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107.

1406B

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108.

1272C

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109.

1371B

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110.

1294B

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111.

1472D

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112.

1409C

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113.

445A

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114.

977C

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115.

1364A

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[marvinthang's solution](#)

116.

514A

[ChewbaD 6 æB çVÖ&WTutorial](#)

Quality: 71,322 global accepts · Rating: 1200 · first AC: 2021-08-17 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[marvinthang's solution](#)

117.

1355B

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Quality: 27,373 global accepts · Rating: 1200 · first AC: 2021-08-16 · last AC: 2021-08-16 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, sortings

[marvinthang's solution](#)

118.

1369B

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Quality: 25,571 global accepts · Rating: 1200 · first AC: 2021-08-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, strings

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119.

433B

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Quality: 53,865 global accepts · Rating: 1200 · first AC: 2021-08-16 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation, sortings

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120.

1334A

[Level Statistics · Tutorial](#)

Quality: 24,366 global accepts · Rating: 1200 · first AC: 2021-08-16 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[marvinthang's solution](#)

121.

1355A

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Quality: 28,801 global accepts · Rating: 1200 · first AC: 2021-08-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math

[marvinthang's solution](#)

122.

1339B

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Quality: 28,344 global accepts · Rating: 1200 · first AC: 2021-08-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, sortings

[marvinthang's solution](#)

123.

1354B

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Quality: 35,288 global accepts · Rating: 1200 · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, implementation, two pointers

[marvinthang's solution](#)

124.

1385C

[Make It Good · Tutorial](#)

Quality: 28,915 global accepts · Rating: 1200 · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[marvinthang's solution](#)

125.

1520D

[Same Differences · Tutorial](#)

Quality: 64,485 global accepts · Rating: 1200 · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, hashing, math

[marvinthang's solution](#)

126.

1399C

[Boats Competition · Tutorial](#)

Quality: 32,655 global accepts · Rating: 1200 · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, two pointers
[marvinthang's solution](#)

127.

459A

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

Quality: 36,405 global accepts · Rating: 1200 · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[marvinthang's solution](#)

128.

1328C

[Ternary XOR](#) · [Tutorial](#)

Quality: 33,083 global accepts · Rating: 1200 · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation
[marvinthang's solution](#)

129.

1352B

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

Quality: 44,820 global accepts · Rating: 1200 · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[marvinthang's solution](#)

130.

1363A

[Odd Selection](#) · [Tutorial](#)

Quality: 40,395 global accepts · Rating: 1200 · first AC: 2021-08-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math
[marvinthang's solution](#)

131.

1343C

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

Quality: 44,074 global accepts · Rating: 1200 · first AC: 2021-08-14 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, two pointers
[marvinthang's solution](#)

132.

474B

[Worms](#) · [Tutorial](#)

Quality: 62,549 global accepts · Rating: 1200 · first AC: 2021-08-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation
[marvinthang's solution](#)

133.

1133C

[Balanced Team](#) · [Tutorial](#)

Quality: 28,122 global accepts · Rating: 1200 · first AC: 2021-08-14 · C++17 (GCC 9-64) (first AC) · Tags: sortings, two pointers
[marvinthang's solution](#)

134.

1131C

[Birthday](#) · [Tutorial](#)

Quality: 15,659 global accepts · Rating: 1200 · first AC: 2021-08-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings
[marvinthang's solution](#)

135.

1006C

[Three Parts of the Array](#) · [Tutorial](#)

Quality: 25,362 global accepts · Rating: 1200 · first AC: 2021-08-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, two pointers
[marvinthang's solution](#)

136.

1221C

[Perfect Team](#) · [Tutorial](#)

Quality: 24,674 global accepts · Rating: 1200 · first AC: 2021-08-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math
[marvinthang's solution](#)

137.

1100C

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

Quality: 10,931 global accepts · Rating: 1200 · first AC: 2021-08-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, geometry, math
[marvinthang's solution](#)

138.

1352C

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

Quality: 69,772 global accepts · Rating: 1200 · first AC: 2021-08-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math
[marvinthang's solution](#)

139.

327A

[Flipping Game](#) · [Tutorial](#)

Quality: 49,907 global accepts · Rating: 1200 · first AC: 2021-08-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, implementation
[marvinthang's solution](#)

140.

489B

[BerSU Ball](#) · [Tutorial](#)

Quality: 56,740 global accepts · Rating: 1200 · first AC: 2021-08-14 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, sortings, two pointers
[marvinthang's solution](#)

141.

466A

[Cheap Travel](#) · [Tutorial](#)

Quality: 77,021 global accepts · Rating: 1200 · first AC: 2021-08-14 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[marvinthang's solution](#)

142.

492B

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

Quality: 90,194 global accepts · Rating: 1200 · first AC: 2021-08-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, math, sortings
[marvinthang's solution](#)

143.

6C

[Alice, Bob and Chocolate](#) · [Tutorial](#)

Quality: 17,484 global accepts · Rating: 1200 · first AC: 2021-08-13 · C++17 (GCC 9-64) (first AC) · Tags: greedy, two pointers
[marvinthang's solution](#)

144.

2041A

[The Bento Box Adventure](#) · [Tutorial](#)

Quality: 11,294 global accepts · Rating: 1300 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings
[marvinthang's solution](#)

145.

1991C

[Absolute Zero](#) · [Tutorial](#)

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

146.

1647C

[Madoka and Childish Pranks](#) · [Tutorial](#)

Quality: 13,332 global accepts · Rating: 1300 · first AC: 2022-03-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[marvinthang's solution](#)

147.

1638C

[Inversion Graph](#) · [Tutorial](#)

Quality: 15,942 global accepts · Rating: 1300 · first AC: 2022-02-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, graphs, math
[marvinthang's solution](#)

148.

1627B

[Not Sitting](#) · [Tutorial](#)

Quality: 17,565 global accepts · Rating: 1300 · first AC: 2022-01-15 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, sortings
[marvinthang's solution](#)

149.

1615B

[And It's Non-Zero](#) · [Tutorial](#)

Quality: 17,917 global accepts · Rating: 1300 · first AC: 2021-12-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math
[marvinthang's solution](#)

150.

1617C

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

Quality: 15,997 global accepts · Rating: 1300 · first AC: 2021-12-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, sortings
[marvinthang's solution](#)

151.

1618D

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

Quality: 20,897 global accepts · Rating: 1300 · first AC: 2021-12-14 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math
[marvinthang's solution](#)

152.

1607D

[Blue-Red Permutation](#) · [Tutorial](#)

Quality: 18,124 global accepts · Rating: 1300 · first AC: 2021-11-02 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings
[marvinthang's solution](#)

153.

1285B

[Just Eat It!](#) · [Tutorial](#)

Quality: 30,830 global accepts · Rating: 1300 · first AC: 2021-09-01 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation
[marvinthang's solution](#)

154.

1556B

[Take Your Places!](#) · [Tutorial](#)

Quality: 13,276 global accepts · Rating: 1300 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[marvinthang's solution](#)

155.

600B

[Queries about less or equal elements](#) · [Tutorial](#)

Quality: 39,168 global accepts · Rating: 1300 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, sortings, two pointers
[marvinthang's solution](#)

156.

519C

[A and B and Team Training](#) · [Tutorial](#)

Quality: 20,710 global accepts · Rating: 1300 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math, number theory
[marvinthang's solution](#)

157.

1561C

[Deep Down Below](#) · [Tutorial](#)

Quality: 21,415 global accepts · Rating: 1300 · first AC: 2021-08-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings
[marvinthang's solution](#)

158.

1561B

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

Rating: 1300 · first AC: 2021-08-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[marvinthang's solution](#)

159.

1538C

[Number of Pairs](#) · [Tutorial](#)

Quality: 34,401 global accepts · Rating: 1300 · first AC: 2021-08-23 · last AC: 2021-08-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, math, two pointers

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160.

1381A1

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Quality: 21,723 global accepts · Rating: 1300 · first AC: 2021-08-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, strings

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161.

1341B

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Quality: 21,093 global accepts · Rating: 1300 · first AC: 2021-08-22 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

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162.

508B

[Anton and currency you all know](#) · [Tutorial](#)

Quality: 23,988 global accepts · Rating: 1300 · first AC: 2021-08-22 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, strings

[marvinthang's solution](#)

163.

1371C

[A Cookie for You](#) · [Tutorial](#)

Quality: 21,370 global accepts · Rating: 1300 · first AC: 2021-08-22 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math

[marvinthang's solution](#)

164.

276B

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Quality: 32,109 global accepts · Rating: 1300 · first AC: 2021-08-19 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy

[marvinthang's solution](#)

165.

545D

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Quality: 29,519 global accepts · Rating: 1300 · first AC: 2021-08-19 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings

[marvinthang's solution](#)

166.

450B

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Quality: 28,827 global accepts · Rating: 1300 · first AC: 2021-08-19 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

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167.

1401C

[Mere Array](#) · [Tutorial](#)

Quality: 26,835 global accepts · Rating: 1300 · first AC: 2021-08-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory, sortings

[marvinthang's solution](#)

168.

1560D

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Quality: 19,458 global accepts · Rating: 1300 · first AC: 2021-08-18 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, strings

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169.

1352D

[Alice, Bob and Candies](#) · [Tutorial](#)

Quality: 29,856 global accepts · Rating: 1300 · first AC: 2021-08-18 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[marvinthang's solution](#)

170.

1367C

[Social Distance](#) · [Tutorial](#)

Quality: 25,106 global accepts · Rating: 1300 · first AC: 2021-08-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[marvinthang's solution](#)

171.

1360E

[Polygon](#) · [Tutorial](#)

Quality: 27,995 global accepts · Rating: 1300 · first AC: 2021-08-17 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, implementation, shortest paths

[marvinthang's solution](#)

172.

1372B

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

Quality: 36,393 global accepts · Rating: 1300 · first AC: 2021-08-17 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory

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173.

1365B

[Trouble Sort](#) · [Tutorial](#)

Quality: 28,845 global accepts · Rating: 1300 · first AC: 2021-08-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

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174.

476B

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Quality: 37,027 global accepts · Rating: 1300 · first AC: 2021-08-16 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math, probabilities

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175.

1294C

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Quality: 46,276 global accepts · Rating: 1300 · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory

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176.

1360D

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Quality: 43,002 global accepts · Rating: 1300 · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

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177.

1335D

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Quality: 29,463 global accepts · Rating: 1300 · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

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178.

1328B

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Quality: 32,046 global accepts · Rating: 1300 · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, combinatorics, implementation, math

[marvinthang's solution](#)

179.

478B

[Random Teams](#) · [Tutorial](#)

Quality: 41,263 global accepts · Rating: 1300 · first AC: 2021-08-14 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[marvinthang's solution](#)

180.

459B

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

Quality: 47,491 global accepts · Rating: 1300 · first AC: 2021-08-14 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, implementation, sortings

[marvinthang's solution](#)

181.

451B

[Sort the Array](#) · [Tutorial](#)

Quality: 52,872 global accepts · Rating: 1300 · first AC: 2021-08-14 · C++17 (GCC 9-64) (first AC) · Tags: implementation, sortings

[marvinthang's solution](#)

182.

189A

[Cut Ribbon](#) · [Tutorial](#)

Quality: 80,880 global accepts · Rating: 1300 · first AC: 2021-08-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp

[marvinthang's solution](#)

183.

1366B

[Shuffle](#) · [Tutorial](#)

Quality: 27,957 global accepts · Rating: 1300 · first AC: 2021-08-14 · C++17 (GCC 9-64) (first AC) · Tags: math, two pointers

[marvinthang's solution](#)

184.

152B

[Steps](#) · [Tutorial](#)

Quality: 7,388 global accepts · Rating: 1300 · first AC: 2021-08-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation

[marvinthang's solution](#)

185.

996B

[World Cup](#) · [Tutorial](#)

Quality: 9,899 global accepts · Rating: 1300 · first AC: 2021-08-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math

[marvinthang's solution](#)

186.

1119B

[Alyona and a Narrow Fridge](#) · [Tutorial](#)

Quality: 16,368 global accepts · Rating: 1300 · first AC: 2021-08-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, flows, greedy, sortings

[marvinthang's solution](#)

187.

1076C

[Meme Problem](#) · [Tutorial](#)

Quality: 13,424 global accepts · Rating: 1300 · first AC: 2021-08-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math

[marvinthang's solution](#)

188.

1260B

[Obtain Two Zeroes](#) · [Tutorial](#)

Quality: 16,715 global accepts · Rating: 1300 · first AC: 2021-08-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math

[marvinthang's solution](#)

189.

1217A

[Creating a Character](#) · [Tutorial](#)

Quality: 15,823 global accepts · Rating: 1300 · first AC: 2021-08-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math

[marvinthang's solution](#)

190.

230B

[T-primes](#) · [Tutorial](#)

Quality: 95,828 global accepts · Rating: 1300 · first AC: 2021-08-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, math, number theory

[marvinthang's solution](#)

191.

4C

[Registration System](#) · [Tutorial](#)

Quality: 108,152 global accepts · Rating: 1300 · first AC: 2021-08-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, hashing, implementation

[marvinthang's solution](#)

192.

25A

[IQ test](#) · [Tutorial](#)

Quality: 103,877 global accepts · Rating: 1300 · first AC: 2021-08-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force

[marvinthang's solution](#)

193.

2045C

[Saraga](#) · [Tutorial](#)

Quality: 7,218 global accepts · Rating: 1400 · first AC: 2024-12-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

[marvinthang's solution](#)

194.

2034C

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

Quality: 9,140 global accepts · Rating: 1400 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation

[marvinthang's solution](#)

195.

1970C1

[Game on Tree \(Easy\)](#) · [Tutorial](#)

Quality: 5,038 global accepts · Rating: 1400 · first AC: 2024-05-04 · C++17 (GCC 7-32) (first AC) · Tags: games

[marvinthang's solution](#)

196.

1609C

[Complex Market Analysis](#) · [Tutorial](#)

Quality: 10,459 global accepts · Rating: 1400 · first AC: 2022-03-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, implementation, number theory, schedules, two pointers

[marvinthang's solution](#)

197.

1644C

[Increase Subarray Sums](#) · [Tutorial](#)

Quality: 15,002 global accepts · Rating: 1400 · first AC: 2022-02-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation

[marvinthang's solution](#)

198.

1605C

[Dominant Character](#) · [Tutorial](#)

Quality: 18,856 global accepts · Rating: 1400 · first AC: 2021-11-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation, strings

[marvinthang's solution](#)

199.

296C

[Greg and Array](#) · [Tutorial](#)

Rating: 1400 · first AC: 2021-11-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, implementation

[marvinthang's solution](#)

200.

1606C

[Banknotes](#) · [Tutorial](#)

Quality: 15,210 global accepts · Rating: 1400 · first AC: 2021-10-29 · C++17 (GCC 9-64) (first AC) · Tags: greedy, number theory

[marvinthang's solution](#)

201.

1167C

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

Quality: 26,006 global accepts · Rating: 1400 · first AC: 2021-10-28 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs

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202.

277A

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203.

1526B

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204.

670D1

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205.

1374D

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206.

1324D

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207.

1365C

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208.

1363B

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209.

1370C

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210.

507B

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211.

515C

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212.

698A

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213.

1348B

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214.

479C

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215.

1183C

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216.

1452B

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217.

279B

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218.

520B

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219.

489C

[Given Length and Sum of Digits...](#) · [Tutorial](#)

Quality: 51,682 global accepts · Rating: 1400 · first AC: 2021-08-14 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation
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220.

430B

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221.

2053C

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222.

2003D1

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223.

1767D

[Playoff](#) · [Tutorial](#)

Quality: 11,204 global accepts · Rating: 1500 · first AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, math

[marvinthang's solution](#)

224.

1739C

[Card Game](#) · [Tutorial](#)

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225.

1673C

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[marvinthang's solution](#)

226.

1621B

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[marvinthang's solution](#)

227.

1616C

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

Quality: 13,203 global accepts · Rating: 1500 · first AC: 2021-12-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, geometry, implementation, math

[marvinthang's solution](#)

228.

276C

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

Quality: 39,555 global accepts · Rating: 1500 · first AC: 2021-11-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation, sortings

[marvinthang's solution](#)

229.

1263D

[Secret Passwords](#) · [Tutorial](#)

Quality: 16,005 global accepts · Rating: 1500 · first AC: 2021-10-28 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs

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230.

771A

[Bear and Friendship Condition](#) · [Tutorial](#)

Quality: 17,732 global accepts · Rating: 1500 · first AC: 2021-10-28 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs
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231.

977E

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Quality: 25,618 global accepts · Rating: 1500 · first AC: 2021-10-28 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs
[marvinthang's solution](#)

232.

166E

[Tetrahedron](#) · [Tutorial](#)

Quality: 25,623 global accepts · Rating: 1500 · first AC: 2021-10-12 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, matrices
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233.

1526C1

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

Quality: 27,190 global accepts · Rating: 1500 · first AC: 2021-08-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy
[marvinthang's solution](#)

234.

670D2

[Magic Powder - 2](#) · [Tutorial](#)

Quality: 19,392 global accepts · Rating: 1500 · first AC: 2021-08-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation
[marvinthang's solution](#)

235.

1562C

[Rings](#) · [Tutorial](#)

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[marvinthang's solution](#)

236.

580B

[Kefa and Company](#) · [Tutorial](#)

Quality: 31,925 global accepts · Rating: 1500 · first AC: 2021-08-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, sortings, two pointers
[marvinthang's solution](#)

237.

2046B

[Move Back at a Cost](#) · [Tutorial](#)

Quality: 10,868 global accepts · Rating: 1600 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings
[marvinthang's solution](#)

238.

2034D

[Darius' Wisdom](#) · [Tutorial](#)

Quality: 6,606 global accepts · Rating: 1600 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings
[marvinthang's solution](#)

239.

2018A

[Cards Partition](#) · [Tutorial](#)

Quality: 12,618 global accepts · Rating: 1600 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, brute force, greedy, implementation, math
[marvinthang's solution](#)

240.

453A

[Little Pony and Expected Maximum](#) · [Tutorial](#)

Quality: 12,442 global accepts · Rating: 1600 · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: probabilities
[marvinthang's solution](#)

241.

1938H

[Pho Restaurant](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 1600 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[marvinthang's solution](#)

242.

1622C

[Set or Decrease](#) · [Tutorial](#)

Quality: 15,541 global accepts · Rating: 1600 · first AC: 2021-12-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, sortings

[marvinthang's solution](#)

243.

1615C

[Menorah](#) · [Tutorial](#)

Quality: 9,195 global accepts · Rating: 1600 · first AC: 2021-12-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, graphs, greedy, math

[marvinthang's solution](#)

244.

1610C

[Keshi Is Throwing a Party](#) · [Tutorial](#)

Quality: 15,623 global accepts · Rating: 1600 · first AC: 2021-11-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy

[marvinthang's solution](#)

245.

1398C

[Good Subarrays](#) · [Tutorial](#)

Quality: 36,611 global accepts · Rating: 1600 · first AC: 2021-11-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, math

[marvinthang's solution](#)

246.

1607E

[Robot on the Board 1](#) · [Tutorial](#)

Quality: 10,015 global accepts · Rating: 1600 · first AC: 2021-11-02 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[marvinthang's solution](#)

247.

1582D

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

Quality: 11,590 global accepts · Rating: 1600 · first AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[marvinthang's solution](#)

248.

1251C

[Minimize The Integer](#) · [Tutorial](#)

Quality: 14,336 global accepts · Rating: 1600 · first AC: 2021-08-22 · C++17 (GCC 9-64) (first AC) · Tags: greedy, two pointers

[marvinthang's solution](#)

249.

1036D

[Vasya and Arrays](#) · [Tutorial](#)

Quality: 10,628 global accepts · Rating: 1600 · first AC: 2021-08-22 · C++17 (GCC 9-64) (first AC) · Tags: greedy, two pointers

[marvinthang's solution](#)

250.

660C

[Hard Process](#) · [Tutorial](#)

Quality: 10,753 global accepts · Rating: 1600 · first AC: 2021-08-10 · last AC: 2021-08-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, two pointers

[marvinthang's solution](#)

251.

2053D

[Refined Product Optimality](#) · [Tutorial](#)

Quality: 7,685 global accepts · Rating: 1700 · first AC: 2024-12-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures,

greedy, math, schedules, sortings

[marvinthang's solution](#)

252.

2045A

[Scrambled Scrabble](#) · [Tutorial](#)

Quality: 2,568 global accepts · Rating: 1700 · first AC: 2024-12-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[marvinthang's solution](#)

253.

2041D

[Drunken Maze](#) · [Tutorial](#)

Quality: 4,786 global accepts · Rating: 1700 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, graphs, shortest paths

[marvinthang's solution](#)

254.

2039D

[Shohag Loves GCD](#) · [Tutorial](#)

Quality: 6,969 global accepts · Rating: 1700 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[marvinthang's solution](#)

255.

2029C

[New Rating](#) · [Tutorial](#)

Quality: 7,585 global accepts · Rating: 1700 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy

[marvinthang's solution](#)

256.

2018C

[Tree Pruning](#) · [Tutorial](#)

Quality: 9,645 global accepts · Rating: 1700 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, greedy, sortings, trees

[marvinthang's solution](#)

257.

518D

[Ilya and Escalator](#) · [Tutorial](#)

Quality: 8,169 global accepts · Rating: 1700 · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[marvinthang's solution](#)

258.

2006A

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

Quality: 9,370 global accepts · Rating: 1700 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, trees

[marvinthang's solution](#)

259.

1970C2

[Game on Tree \(Medium\)](#) · [Tutorial](#)

Quality: 4,340 global accepts · Rating: 1700 · first AC: 2024-05-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games, trees

[marvinthang's solution](#)

260.

1644D

[Cross Coloring](#) · [Tutorial](#)

Quality: 7,878 global accepts · Rating: 1700 · first AC: 2022-02-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math

[marvinthang's solution](#)

261.

1621C

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

Quality: 7,508 global accepts · Rating: 1700 · first AC: 2022-01-03 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, interactive, math

[marvinhang's solution](#)

262.

2045M

[Mirror Maze](#) · [Tutorial](#)

Quality: 2,222 global accepts · Rating: 1800 · first AC: 2024-12-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[marvinhang's solution](#)

263.

2035D

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Quality: 5,829 global accepts · Rating: 1800 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation, math

[marvinhang's solution](#)

264.

2020D

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Quality: 7,423 global accepts · Rating: 1800 · first AC: 2024-09-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, dsu, graphs, math, trees

[marvinhang's solution](#)

265.

2005C

[Lazy Narek](#) · [Tutorial](#)

Quality: 8,681 global accepts · Rating: 1800 · first AC: 2024-09-15 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, strings

[marvinhang's solution](#)

266.

2006B

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

Quality: 4,357 global accepts · Rating: 1800 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, math, trees

[marvinhang's solution](#)

267.

1970E1

[Trails \(Easy\)](#) · [Tutorial](#)

Quality: 3,426 global accepts · Rating: 1800 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: dp

[marvinhang's solution](#)

268.

1620C

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Quality: 7,275 global accepts · Rating: 1800 · first AC: 2021-12-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation, math

[marvinhang's solution](#)

269.

2053E

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Quality: 4,515 global accepts · Rating: 1900 · first AC: 2024-12-29 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, graphs, greedy, trees

[marvinhang's solution](#)

270.

2029D

[Cool Graph](#) · [Tutorial](#)

Quality: 3,926 global accepts · Rating: 1900 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, greedy, trees

[marvinhang's solution](#)

271.

2018B

[Speedbreaker](#) · [Tutorial](#)

Quality: 5,189 global accepts · Rating: 1900 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

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272.

2001D

[Longest Max Min Subsequence](#) · [Tutorial](#)

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[marvinthang's solution](#)

273.

2002D1

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

Quality: 5,089 global accepts · Rating: 1900 · first AC: 2024-08-11 · last AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, hashing, trees

[marvinthang's solution](#)

274.

1991E

[Coloring Game](#) · [Tutorial](#)

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

[marvinthang's solution](#)

275.

1991D

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

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276.

1970G1

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Quality: 1,926 global accepts · Rating: 1900 · first AC: 2024-05-04 · last AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, trees

[marvinthang's solution](#)

277.

1970B1

[Exact Neighbours \(Easy\)](#) · [Tutorial](#)

Quality: 1,640 global accepts · Rating: 1900 · first AC: 2024-05-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[marvinthang's solution](#)

278.

1970C3

[Game on Tree \(Hard\)](#) · [Tutorial](#)

Quality: 2,446 global accepts · Rating: 1900 · first AC: 2024-05-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games, trees

[marvinthang's solution](#)

279.

1938C

[Bit Counting Sequence](#) · [Tutorial](#)

Quality: 1,830 global accepts · Rating: 1900 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

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280.

309C

[Memory for Arrays](#) · [Tutorial](#)

Quality: 1,493 global accepts · Rating: 1900 · first AC: 2024-01-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, greedy

[marvinthang's solution](#)

281.

1739D

[Reset K Edges](#) · [Tutorial](#)

Quality: 6,237 global accepts · Rating: 1900 · first AC: 2022-09-29 · last AC: 2022-09-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, trees

[marvinthang's solution](#)

282.

1673D

[Lost Arithmetic Progression](#) · [Tutorial](#)

Quality: 3,625 global accepts · Rating: 1900 · first AC: 2022-05-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[marvinthang's solution](#)

283.

1659D

[Reverse Sort Sum](#) · [Tutorial](#)

Quality: 4,447 global accepts · Rating: 1900 · first AC: 2022-04-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math, two pointers

[marvinthang's solution](#)

284.

1647D

[Madoka and the Best School in Russia](#) · [Tutorial](#)

Quality: 5,701 global accepts · Rating: 1900 · first AC: 2022-03-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, math, number theory

[marvinthang's solution](#)

285.

1644E

[Expand the Path](#) · [Tutorial](#)

Quality: 3,490 global accepts · Rating: 1900 · first AC: 2022-02-22 · last AC: 2022-02-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data structures, implementation, math

[marvinthang's solution](#)

286.

20C

[Dijkstra?](#) · [Tutorial](#)

Quality: 46,883 global accepts · Rating: 1900 · first AC: 2021-09-10 · C++17 (GCC 9-64) (first AC) · Tags: graphs, shortest paths

[marvinthang's solution](#)

287.

510D

[Fox And Jumping](#) · [Tutorial](#)

Quality: 6,413 global accepts · Rating: 1900 · first AC: 2021-08-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, math

[marvinthang's solution](#)

288.

512B

[Fox And Jumping](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-08-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, math, number theory, shortest paths

[marvinthang's solution](#)

289.

2045B

[ICPC Square](#) · [Tutorial](#)

Quality: 1,707 global accepts · Rating: 2000 · first AC: 2024-12-06 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[marvinthang's solution](#)

290.

2041C

[Cube](#) · [Tutorial](#)

Quality: 2,012 global accepts · Rating: 2000 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp

[marvinthang's solution](#)

291.

2041M

[Selection Sort](#) · [Tutorial](#)

Quality: 1,328 global accepts · Rating: 2000 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, two pointers

[marvinthang's solution](#)

292.

2020E

[Expected Power](#) · [Tutorial](#)

Quality: 3,985 global accepts · Rating: 2000 · first AC: 2024-09-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math, probabilities

[marvinthang's solution](#)

293.

1970E2

[Trails \(Medium\)](#) · [Tutorial](#)

Quality: 2,056 global accepts · Rating: 2000 · first AC: 2024-05-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, matrices

[marvinthang's solution](#)

294.

958C2

[Encryption \(medium\)](#) · [Tutorial](#)

Quality: 1,378 global accepts · Rating: 2000 · first AC: 2024-03-08 · C++20 (GCC 11-64) (first AC) · Tags: dp

[marvinthang's solution](#)

295.

1514D

[Cut and Stick](#) · [Tutorial](#)

Quality: 4,818 global accepts · Rating: 2000 · first AC: 2022-09-21 · last AC: 2022-09-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, implementation, sortings

[marvinthang's solution](#)

296.

509C

[Sums of Digits](#) · [Tutorial](#)

Quality: 2,392 global accepts · Rating: 2000 · first AC: 2022-08-17 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation

[marvinthang's solution](#)

297.

1657D

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

Quality: 5,292 global accepts · Rating: 2000 · first AC: 2022-03-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math, sortings

[marvinthang's solution](#)

298.

1638D

[Big Brush](#) · [Tutorial](#)

Quality: 4,736 global accepts · Rating: 2000 · first AC: 2022-02-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[marvinthang's solution](#)

299.

1622D

[Shuffle](#) · [Tutorial](#)

Quality: 4,646 global accepts · Rating: 2000 · first AC: 2021-12-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, two pointers

[marvinthang's solution](#)

300.

8C

[Looking for Order](#) · [Tutorial](#)

Quality: 4,212 global accepts · Rating: 2000 · first AC: 2021-12-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp

[marvinthang's solution](#)

301.

453B

[Little Pony and Harmony Chest](#) · [Tutorial](#)

Quality: 5,401 global accepts · Rating: 2000 · first AC: 2021-12-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp

[marvinthang's solution](#)

302.

380C

[Sereja and Brackets](#) · [Tutorial](#)

Quality: 19,779 global accepts · Rating: 2000 · first AC: 2021-09-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, schedules
[marvinthang's solution](#)

303.

27E

[Number With The Given Amount Of Divisors](#) · [Tutorial](#)

Quality: 4,907 global accepts · Rating: 2000 · first AC: 2021-08-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, number theory
[marvinthang's solution](#)

304.

2045I

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

Quality: 1,377 global accepts · Rating: 2100 · first AC: 2024-12-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures
[marvinthang's solution](#)

305.

2046C

[Adventurers](#) · [Tutorial](#)

Quality: 2,346 global accepts · Rating: 2100 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings, ternary search, two pointers
[marvinthang's solution](#)

306.

2029E

[Common Generator](#) · [Tutorial](#)

Quality: 3,536 global accepts · Rating: 2100 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory
[marvinthang's solution](#)

307.

2005E1

[Subtangle Game \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,323 global accepts · Rating: 2100 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, greedy, implementation
[marvinthang's solution](#)

308.

321C

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

Quality: 9,393 global accepts · Rating: 2100 · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, greedy, trees
[marvinthang's solution](#)

309.

2003D2

[Turtle and a MEX Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,644 global accepts · Rating: 2100 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, implementation, math
[marvinthang's solution](#)

310.

1970D1

[Arithmancy \(Easy\)](#) · [Tutorial](#)

Quality: 940 global accepts · Rating: 2100 · first AC: 2024-05-04 · last AC: 2024-05-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, interactive, strings
[marvinthang's solution](#)

311.

1970B2

[Exact Neighbours \(Medium\)](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 2100 · first AC: 2024-05-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[marvinthang's solution](#)

312.

1938J

[There and Back Again](#) · [Tutorial](#)

Quality: 1,598 global accepts · Rating: 2100 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[marvinthang's solution](#)

313.

309B

[Context Advertising](#) · [Tutorial](#)

Quality: 818 global accepts · Rating: 2100 · first AC: 2024-01-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, two pointers

[marvinthang's solution](#)

314.

576C

[Points on Plane](#) · [Tutorial](#)

Quality: 4,179 global accepts · Rating: 2100 · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, divide and conquer, geometry, greedy, sortings

[marvinthang's solution](#)

315.

1767C

[Count Binary Strings](#) · [Tutorial](#)

Quality: 3,034 global accepts · Rating: 2100 · first AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[marvinthang's solution](#)

316.

1734E

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

Quality: 3,240 global accepts · Rating: 2100 · first AC: 2022-09-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, number theory

[marvinthang's solution](#)

317.

1606E

[Arena](#) · [Tutorial](#)

Quality: 4,184 global accepts · Rating: 2100 · first AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[marvinthang's solution](#)

318.

474F

[Ant colony](#) · [Tutorial](#)

Quality: 11,597 global accepts · Rating: 2100 · first AC: 2021-08-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math, number theory

[marvinthang's solution](#)

319.

1176F

[Destroy it!](#) · [Tutorial](#)

Quality: 2,320 global accepts · Rating: 2100 · first AC: 2021-08-19 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation, sortings

[marvinthang's solution](#)

320.

2045G

[X Aura](#) · [Tutorial](#)

Quality: 935 global accepts · Rating: 2200 · first AC: 2024-12-06 · C++20 (GCC 13-64) (first AC) · Tags: graphs, math, shortest paths

[marvinthang's solution](#)

321.

2045H

[Missing Separators](#) · [Tutorial](#)

Quality: 795 global accepts · Rating: 2200 · first AC: 2024-12-06 · C++20 (GCC 13-64) (first AC) · Tags: dp, sortings, string suffix structures, strings

[marvinthang's solution](#)

322.

2034E

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

Quality: 2,019 global accepts · Rating: 2200 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, hashing, math

[marvinthang's solution](#)

323.

2039E

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

Quality: 2,372 global accepts · Rating: 2200 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, implementation, math

[marvinthang's solution](#)

324.

2018D

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

Quality: 2,192 global accepts · Rating: 2200 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, dsu, greedy, implementation, matrices, sortings

[marvinthang's solution](#)

325.

2013E

[Prefix GCD](#) · [Tutorial](#)

Quality: 4,218 global accepts · Rating: 2200 · first AC: 2024-09-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, number theory

[marvinthang's solution](#)

326.

2000H

[Ksyusha and the Loaded Set](#) · [Tutorial](#)

Quality: 2,317 global accepts · Rating: 2200 · first AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, implementation

[marvinthang's solution](#)

327.

1998E1

[Eliminating Balls With Merging \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2200 · first AC: 2024-08-10 · last AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, greedy

[marvinthang's solution](#)

328.

1991F

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

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

[marvinthang's solution](#)

329.

1970G2

[Min-Fund Prison \(Medium\)](#) · [Tutorial](#)

Quality: 877 global accepts · Rating: 2200 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[marvinthang's solution](#)

330.

1970E3

[Trails \(Hard\)](#) · [Tutorial](#)

Quality: 1,177 global accepts · Rating: 2200 · first AC: 2024-05-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, matrices

[marvinthang's solution](#)

331.

1938E

[Duplicates](#) · [Tutorial](#)

Quality: 1,275 global accepts · Rating: 2200 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[marvinthang's solution](#)

332.

965E

[Short Code](#) · [Tutorial](#)

Quality: 1,882 global accepts · Rating: 2200 · first AC: 2022-11-28 · last AC: 2022-11-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, strings, trees

[marvinthang's solution](#)

333.

47D

[Safe](#) · [Tutorial](#)

Quality: 974 global accepts · Rating: 2200 · first AC: 2022-10-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force

[marvinthang's solution](#)

334.

833B

[The Bakery](#) · [Tutorial](#)

Quality: 6,497 global accepts · Rating: 2200 · first AC: 2022-07-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[marvinthang's solution](#)

335.

785E

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

Quality: 2,207 global accepts · Rating: 2200 · first AC: 2022-04-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures

[marvinthang's solution](#)

336.

1631E

[Paint the Middle](#) · [Tutorial](#)

Rating: 2200 · first AC: 2022-01-28 · last AC: 2022-01-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings, two pointers

[marvinthang's solution](#)

337.

1234F

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

Quality: 2,973 global accepts · Rating: 2200 · first AC: 2021-12-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp

[marvinthang's solution](#)

338.

1238E

[Keyboard Purchase](#) · [Tutorial](#)

Quality: 3,461 global accepts · Rating: 2200 · first AC: 2021-12-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp

[marvinthang's solution](#)

339.

1485D

[Multiples and Power Differences](#) · [Tutorial](#)

Quality: 5,641 global accepts · Rating: 2200 · first AC: 2021-08-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, math, number theory

[marvinthang's solution](#)

340.

2041I

[Auto Complete](#) · [Tutorial](#)

Quality: 673 global accepts · Rating: 2300 · first AC: 2024-12-02 · last AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, hashing, implementation, sortings, strings, trees

[marvinthang's solution](#)

341.

2041H

[Sheet Music](#) · [Tutorial](#)

Quality: 1,031 global accepts · Rating: 2300 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[marvinthang's solution](#)

342.

2035E

[Monster](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2300 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation, math, ternary search

[marvinthang's solution](#)

343.

1101G

[\(Zero XOR Subset\)-less](#) · [Tutorial](#)

Quality: 2,208 global accepts · Rating: 2300 · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: math, matrices

[marvinthang's solution](#)

344.

2006C

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

Quality: 2,074 global accepts · Rating: 2300 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, math, number theory, two pointers

[marvinthang's solution](#)

345.

2002D2

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

Quality: 2,866 global accepts · Rating: 2300 · first AC: 2024-08-11 · last AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, hashing, trees

[marvinthang's solution](#)

346.

2002E

[Cosmic Rays](#) · [Tutorial](#)

Quality: 2,920 global accepts · Rating: 2300 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp

[marvinthang's solution](#)

347.

1989E

[Distance to Different](#) · [Tutorial](#)

Quality: 2,494 global accepts · Rating: 2300 · first AC: 2024-07-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[marvinthang's solution](#)

348.

1983E

[I Love Balls](#) · [Tutorial](#)

Quality: 2,474 global accepts · Rating: 2300 · first AC: 2024-07-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities

[marvinthang's solution](#)

349.

1970F3

[Playing Quidditch \(Hard\)](#) · [Tutorial](#)

Quality: 535 global accepts · Rating: 2300 · first AC: 2024-05-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[marvinthang's solution](#)

350.

1970F2

[Playing Quidditch \(Medium\)](#) · [Tutorial](#)

Quality: 514 global accepts · Rating: 2300 · first AC: 2024-05-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[marvinthang's solution](#)

351.

1970F1

[Playing Quidditch \(Easy\)](#) · [Tutorial](#)

Quality: 633 global accepts · Rating: 2300 · first AC: 2024-05-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[marvinthang's solution](#)

352.

1970B3

[Exact Neighbours \(Hard\)](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2300 · first AC: 2024-05-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[marvinthang's solution](#)

353.

1938G

[Personality Test](#) · [Tutorial](#)

Quality: 1,290 global accepts · Rating: 2300 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[marvinthang's solution](#)

354.

1799E

[City Union](#) · [Tutorial](#)

Quality: 1,401 global accepts · Rating: 2300 · first AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, geometry, greedy, implementation, math

[marvinthang's solution](#)

355.

1782E

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

Rating: 2300 · first AC: 2023-01-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[marvinthang's solution](#)

356.

877F

[Ann and Books](#) · [Tutorial](#)

Quality: 2,334 global accepts · Rating: 2300 · first AC: 2023-01-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, flows, hashing

[marvinthang's solution](#)

357.

1148E

[Earth Wind and Fire](#) · [Tutorial](#)

Quality: 1,824 global accepts · Rating: 2300 · first AC: 2023-01-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings, two pointers

[marvinthang's solution](#)

358.

718C

[Sasha and Array](#) · [Tutorial](#)

Quality: 4,620 global accepts · Rating: 2300 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, matrices

[marvinthang's solution](#)

359.

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,021 global accepts · Rating: 2300 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, shortest paths

[marvinthang's solution](#)

360.

142C

[Help Caretaker](#) · [Tutorial](#)

Quality: 997 global accepts · Rating: 2300 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp

[marvinthang's solution](#)

361.

1695D2

[Tree Queries \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,291 global accepts · Rating: 2300 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[marvinthang's solution](#)

362.

1371E2

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

Quality: 2,513 global accepts · Rating: 2300 · first AC: 2023-01-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, dp, math, number theory, sortings

[marvinthang's solution](#)

363.

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,859 global accepts · Rating: 2300 · first AC: 2022-11-28 · last AC: 2022-12-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures

[marvinthang's solution](#)

364.

558E

[A Simple Task](#) · [Tutorial](#)

Quality: 7,402 global accepts · Rating: 2300 · first AC: 2022-09-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings, strings

[marvinthang's solution](#)

365.

1151F

[Sonya and Informatics](#) · [Tutorial](#)

Quality: 1,457 global accepts · Rating: 2300 · first AC: 2022-07-12 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, matrices, probabilities

[marvinthang's solution](#)

366.

1139D

[Steps to One](#) · [Tutorial](#)

Quality: 2,702 global accepts · Rating: 2300 · first AC: 2022-07-12 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory, probabilities

[marvinthang's solution](#)

367.

425D

[Sereja and Squares](#) · [Tutorial](#)

Quality: 1,630 global accepts · Rating: 2300 · first AC: 2022-04-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, hashing

[marvinthang's solution](#)

368.

1658D2

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

Quality: 3,178 global accepts · Rating: 2300 · first AC: 2022-03-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, data structures, math

[marvinthang's solution](#)

369.

2066D1

[Club of Young Aircraft Builders \(easy version\)](#) · [Tutorial](#)

Quality: 1,441 global accepts · Rating: 2400 · first AC: 2025-02-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[marvinthang's solution](#)

370.

2041F

[Segmentation Folds](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 2400 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, number theory

[marvinthang's solution](#)

371.

1958G

[Observation Towers](#) · [Tutorial](#)

Quality: 126 global accepts · Rating: 2400 · first AC: 2024-09-18 · Kotlin 1.9 (first AC) · Tags: *special

[marvinthang's solution](#)

372.

2005D

[Alter the GCD](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: 2400 · first AC: 2024-09-15 · last AC: 2024-09-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation, number theory

[marvinthang's solution](#)

373.

1202E

[You Are Given Some Strings... · Tutorial](#)

Quality: 2,765 global accepts · Rating: 2400 · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, string suffix structures, strings

[marvinthang's solution](#)

374.

959F

[Mahmoud and Ehab and yet another xor task · Tutorial](#)

Quality: 2,828 global accepts · Rating: 2400 · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math, matrices

[marvinthang's solution](#)

375.

2001E1

[Deterministic Heap \(Easy Version\) · Tutorial](#)

Quality: 1,543 global accepts · Rating: 2400 · first AC: 2024-08-20 · last AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, trees

[marvinthang's solution](#)

376.

1993F1

[Dyn-scripted Robot \(Easy Version\) · Tutorial](#)

Quality: 1,189 global accepts · Rating: 2400 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, chinese remainder theorem, constructive algorithms, math, number theory

[marvinthang's solution](#)

377.

1970G3

[Min-Fund Prison \(Hard\) · Tutorial](#)

Quality: 547 global accepts · Rating: 2400 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs, trees

[marvinthang's solution](#)

378.

1970A3

[Balanced Unshuffle \(Hard\) · Tutorial](#)

Quality: 665 global accepts · Rating: 2400 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, trees

[marvinthang's solution](#)

379.

1970A2

[Balanced Unshuffle \(Medium\) · Tutorial](#)

Quality: 600 global accepts · Rating: 2400 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, trees

[marvinthang's solution](#)

380.

1938K

[Tree Quiz · Tutorial](#)

Quality: 789 global accepts · Rating: 2400 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[marvinthang's solution](#)

381.

1938F

[Forming Groups · Tutorial](#)

Quality: 932 global accepts · Rating: 2400 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[marvinthang's solution](#)

382.

632E

[Thief in a Shop · Tutorial](#)

Quality: 3,550 global accepts · Rating: 2400 · first AC: 2023-07-19 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, dp, fft, math

[marvinthang's solution](#)

383.

1290C

[Prefix Enlightenment](#) · [Tutorial](#)

Quality: 2,013 global accepts · Rating: 2400 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs
[marvinthang's solution](#)

384.

1765A

[Access Levels](#) · [Tutorial](#)

Quality: 849 global accepts · Rating: 2400 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dsu, flows, graph matchings
[marvinthang's solution](#)

385.

1469E

[A Bit Similar](#) · [Tutorial](#)

Quality: 2,200 global accepts · Rating: 2400 · first AC: 2023-01-10 · last AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, hashing, string suffix structures, strings, two pointers
[marvinthang's solution](#)

386.

1016E

[Rest In The Shades](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: 2400 · first AC: 2023-01-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry
[marvinthang's solution](#)

387.

1779E

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

Quality: 2,034 global accepts · Rating: 2400 · first AC: 2023-01-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings
[marvinthang's solution](#)

388.

912E

[Prime Gift](#) · [Tutorial](#)

Quality: 2,045 global accepts · Rating: 2400 · first AC: 2022-12-11 · last AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, math, meet-in-the-middle, number theory, two pointers
[marvinthang's solution](#)

389.

1739E

[Cleaning Robot](#) · [Tutorial](#)

Quality: 1,461 global accepts · Rating: 2400 · first AC: 2022-09-29 · last AC: 2022-09-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp
[marvinthang's solution](#)

390.

1418E

[Expected Damage](#) · [Tutorial](#)

Quality: 2,202 global accepts · Rating: 2400 · first AC: 2022-07-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, probabilities
[marvinthang's solution](#)

391.

914E

[Palindromes in a Tree](#) · [Tutorial](#)

Quality: 1,921 global accepts · Rating: 2400 · first AC: 2022-07-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, trees
[marvinthang's solution](#)

392.

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,836 global accepts · Rating: 2400 · first AC: 2022-07-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, trees
[marvinthang's solution](#)

393.

506D

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

Quality: 2,535 global accepts · Rating: 2400 · first AC: 2022-06-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dsu, graphs

[marvinthang's solution](#)

394.

601D

[Acyclic Organic Compounds](#) · [Tutorial](#)

Quality: 1,246 global accepts · Rating: 2400 · first AC: 2022-04-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, hashing, strings, trees

[marvinthang's solution](#)

395.

1638E

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

Quality: 2,364 global accepts · Rating: 2400 · first AC: 2022-02-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation

[marvinthang's solution](#)

396.

2034F1

[Khayyam's Royal Decree \(Easy Version\)](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2500 · first AC: 2024-11-30 · last AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, sortings

[marvinthang's solution](#)

397.

2035F

[Tree Operations](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2500 · first AC: 2024-10-28 · last AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, dp, trees

[marvinthang's solution](#)

398.

2029F

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

Quality: 851 global accepts · Rating: 2500 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[marvinthang's solution](#)

399.

1922F

[Replace on Segment](#) · [Tutorial](#)

Quality: 1,747 global accepts · Rating: 2500 · first AC: 2024-09-18 · C++20 (GCC 13-64) (first AC) · Tags: dp, graph matchings

[marvinthang's solution](#)

400.

2005E2

[Subtangle Game \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,065 global accepts · Rating: 2500 · first AC: 2024-09-14 · last AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, games, greedy, implementation

[marvinthang's solution](#)

401.

696D

[Legen...](#) · [Tutorial](#)

Quality: 1,615 global accepts · Rating: 2500 · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, matrices, strings

[marvinthang's solution](#)

402.

1998E2

[Eliminating Balls With Merging \(Hard Version\)](#) · [Tutorial](#)

Quality: 900 global accepts · Rating: 2500 · first AC: 2024-08-10 · last AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, greedy, implementation

[marvinthang's solution](#)

403.

1987F1

[Interesting Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,368 global accepts · Rating: 2500 · first AC: 2024-08-09 · C++20 (GCC 13-64) (first AC) · Tags: dp

[marvinthang's solution](#)

404.

1990E1

[Catch the Mole\(Easy Version\)](#) · [Tutorial](#)

Quality: 1,140 global accepts · Rating: 2500 · first AC: 2024-08-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, interactive, trees

[marvinthang's solution](#)

405.

1983F

[array-value](#) · [Tutorial](#)

Quality: 1,524 global accepts · Rating: 2500 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy, two pointers

[marvinthang's solution](#)

406.

958C3

[Encryption \(hard\)](#) · [Tutorial](#)

Quality: 717 global accepts · Rating: 2500 · first AC: 2024-03-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[marvinthang's solution](#)

407.

318E

[Balance](#) · [Tutorial](#)

Rating: 2500 · first AC: 2024-01-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar

[marvinthang's solution](#)

408.

1920F1

[Smooth Sailing \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,198 global accepts · Rating: 2500 · first AC: 2024-01-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dsu, graphs, shortest paths

[marvinthang's solution](#)

409.

992E

[Nastya and King-Shamans](#) · [Tutorial](#)

Quality: 1,677 global accepts · Rating: 2500 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures

[marvinthang's solution](#)

410.

1847F

[The Boss's Identity](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2500 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, dfs and similar, greedy, math, sortings

[marvinthang's solution](#)

411.

1195F

[Geometers Anonymous Club](#) · [Tutorial](#)

Quality: 1,039 global accepts · Rating: 2500 · first AC: 2023-07-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, geometry, math, sortings

[marvinthang's solution](#)

412.

1253F

[Cheap Robot](#) · [Tutorial](#)

Quality: 2,253 global accepts · Rating: 2500 · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dsu, graphs, shortest paths, trees

[marvinthang's solution](#)

413.

1773I

[Interactive Factorial Guessing](#) · [Tutorial](#)

Quality: 581 global accepts · Rating: 2500 · first AC: 2023-04-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, games, implementation, interactive

[marvinthang's solution](#)

414.

433E

[Tachibana Kanade's Tofu](#) · [Tutorial](#)

Quality: 532 global accepts · Rating: 2500 · first AC: 2022-04-07 · last AC: 2023-02-20 · C++20 (GCC 11-64) (first AC) · Tags: dp

[marvinthang's solution](#)

415.

1583F

[Defender of Childhood Dreams](#) · [Tutorial](#)

Quality: 1,536 global accepts · Rating: 2500 · first AC: 2023-01-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer

[marvinthang's solution](#)

416.

1612G

[Max Sum Array](#) · [Tutorial](#)

Quality: 1,001 global accepts · Rating: 2500 · first AC: 2023-01-12 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, sortings

[marvinthang's solution](#)

417.

610E

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

Quality: 1,030 global accepts · Rating: 2500 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, strings

[marvinthang's solution](#)

418.

712E

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

Quality: 697 global accepts · Rating: 2500 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, probabilities

[marvinthang's solution](#)

419.

1312F

[Attack on Red Kingdom](#) · [Tutorial](#)

Quality: 1,030 global accepts · Rating: 2500 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: games, two pointers

[marvinthang's solution](#)

420.

1779F

[Xorcerer's Stones](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2500 · first AC: 2023-01-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees

[marvinthang's solution](#)

421.

1767E

[Algebra Flash](#) · [Tutorial](#)

Quality: 1,255 global accepts · Rating: 2500 · first AC: 2022-12-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, graphs, math, meet-in-the-middle, trees

[marvinthang's solution](#)

422.

173D

[Deputies](#) · [Tutorial](#)

Quality: 289 global accepts · Rating: 2500 · first AC: 2022-10-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[marvinthang's solution](#)

423.

1717F

[Madoka and The First Session](#) · [Tutorial](#)

Quality: 638 global accepts · Rating: 2500 · first AC: 2022-09-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, flows, graph matchings, graphs, implementation

[marvinthang's solution](#)

424.

1527E

[Partition Game](#) · [Tutorial](#)

Quality: 2,906 global accepts · Rating: 2500 · first AC: 2022-07-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp

[marvinthang's solution](#)

425.

660F

[Bear and Bowling 4](#) · [Tutorial](#)

Quality: 2,303 global accepts · Rating: 2500 · first AC: 2022-07-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, geometry, ternary search

[marvinthang's solution](#)

426.

348C

[Subset Sums](#) · [Tutorial](#)

Quality: 2,742 global accepts · Rating: 2500 · first AC: 2022-06-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures

[marvinthang's solution](#)

427.

484E

[Sign on Fence](#) · [Tutorial](#)

Quality: 3,032 global accepts · Rating: 2500 · first AC: 2022-04-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures

[marvinthang's solution](#)

428.

444D

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

Quality: 862 global accepts · Rating: 2500 · first AC: 2022-04-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, hashing, strings, two pointers

[marvinthang's solution](#)

429.

704B

[Ant Man](#) · [Tutorial](#)

Quality: 2,174 global accepts · Rating: 2500 · first AC: 2022-02-21 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, greedy

[marvinthang's solution](#)

430.

2053F

[Earnest Matrix Complement](#) · [Tutorial](#)

Quality: 947 global accepts · Rating: 2600 · first AC: 2024-12-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, math

[marvinthang's solution](#)

431.

2045J

[Xorderable Array](#) · [Tutorial](#)

Quality: 341 global accepts · Rating: 2600 · first AC: 2024-12-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures

[marvinthang's solution](#)

432.

2006D

[Iris and Adjacent Products](#) · [Tutorial](#)

Quality: 981 global accepts · Rating: 2600 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math

[marvinthang's solution](#)

433.

2003E1

[Turtle and Inversions \(Easy Version\)](#) · [Tutorial](#)

Quality: 884 global accepts · Rating: 2600 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, divide and conquer, dp, greedy, math

[marvinthang's solution](#)

434.

1004F

[Sonya and Bitwise OR](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2600 · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, divide and conquer

[marvinthang's solution](#)

435.

2004F

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

Quality: 1,412 global accepts · Rating: 2600 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, math

[marvinthang's solution](#)

436.

2002F1

[Court Blue \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,004 global accepts · Rating: 2600 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, math, number theory

[marvinthang's solution](#)

437.

1987F2

[Interesting Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2600 · first AC: 2024-08-09 · C++20 (GCC 13-64) (first AC) · Tags: dp

[marvinthang's solution](#)

438.

1990E2

[Catch the Mole\(Hard Version\)](#) · [Tutorial](#)

Quality: 1,110 global accepts · Rating: 2600 · first AC: 2024-08-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, interactive, trees

[marvinthang's solution](#)

439.

818G

[Four Melodies](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2600 · first AC: 2024-07-18 · last AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: flows, graphs

[marvinthang's solution](#)

440.

1970D2

[Arithmancy \(Medium\)](#) · [Tutorial](#)

Quality: 309 global accepts · Rating: 2600 · first AC: 2024-05-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, probabilities, strings

[marvinthang's solution](#)

441.

1919E

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

Quality: 1,130 global accepts · Rating: 2600 · first AC: 2024-01-07 · last AC: 2024-01-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, implementation, math

[marvinthang's solution](#)

442.

1389F

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

Quality: 1,246 global accepts · Rating: 2600 · first AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, graph matchings, sortings

[marvinthang's solution](#)

443.

87E

[Mogohu-Rea Idol](#) · [Tutorial](#)

Quality: 757 global accepts · Rating: 2600 · first AC: 2023-07-18 · last AC: 2023-07-18 · C++20 (GCC 11-64) (first AC) · Tags: geometry
[marvinthang's solution](#)

444.

848C

[Goodbye Souvenir](#) · [Tutorial](#)

Quality: 1,578 global accepts · Rating: 2600 · first AC: 2023-07-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer
[marvinthang's solution](#)

445.

1778F

[Maximizing Root](#) · [Tutorial](#)

Quality: 867 global accepts · Rating: 2600 · first AC: 2023-02-09 · last AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, math, number theory, trees
[marvinthang's solution](#)

446.

1257G

[Divisor Set](#) · [Tutorial](#)

Quality: 736 global accepts · Rating: 2600 · first AC: 2023-01-12 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, fft, greedy, math, number theory
[marvinthang's solution](#)

447.

662C

[Binary Table](#) · [Tutorial](#)

Quality: 2,425 global accepts · Rating: 2600 · first AC: 2022-12-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, fft, math
[marvinthang's solution](#)

448.

1217F

[Forced Online Queries Problem](#) · [Tutorial](#)

Quality: 722 global accepts · Rating: 2600 · first AC: 2022-12-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, trees
[marvinthang's solution](#)

449.

1765C

[Card Guessing](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2600 · first AC: 2022-11-28 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, probabilities
[marvinthang's solution](#)

450.

914G

[Sum the Fibonacci](#) · [Tutorial](#)

Quality: 1,136 global accepts · Rating: 2600 · first AC: 2022-07-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, divide and conquer, dp, fft, math
[marvinthang's solution](#)

451.

1153F

[Serval and Bonus Problem](#) · [Tutorial](#)

Quality: 931 global accepts · Rating: 2600 · first AC: 2022-07-12 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities
[marvinthang's solution](#)

452.

258D

[Little Elephant and Broken Sorting](#) · [Tutorial](#)

Quality: 1,421 global accepts · Rating: 2600 · first AC: 2022-07-05 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, probabilities
[marvinthang's solution](#)

453.

321E

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

Quality: 6,273 global accepts · Rating: 2600 · first AC: 2022-07-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp

[marvinthang's solution](#)

454.

940F

[Machine Learning](#) · [Tutorial](#)

Quality: 3,377 global accepts · Rating: 2600 · first AC: 2022-06-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures

[marvinthang's solution](#)

455.

1270F

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

Quality: 1,336 global accepts · Rating: 2600 · first AC: 2022-06-21 · C++20 (GCC 11-64) (first AC) · Tags: math, strings

[marvinthang's solution](#)

456.

1081F

[Tricky Interactor](#) · [Tutorial](#)

Quality: 505 global accepts · Rating: 2600 · first AC: 2022-04-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, interactive

[marvinthang's solution](#)

457.

633F

[The Chocolate Spree](#) · [Tutorial](#)

Quality: 1,386 global accepts · Rating: 2600 · first AC: 2022-04-06 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[marvinthang's solution](#)

458.

2045E

[Narrower Passageway](#) · [Tutorial](#)

Quality: 300 global accepts · Rating: 2700 · first AC: 2024-12-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures

[marvinthang's solution](#)

459.

2041J

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

Quality: 265 global accepts · Rating: 2700 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, dsu, greedy

[marvinthang's solution](#)

460.

2013F1

[Game in Tree \(Easy Version\)](#) · [Tutorial](#)

Quality: 653 global accepts · Rating: 2700 · first AC: 2024-09-21 · last AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, games, greedy, implementation, trees

[marvinthang's solution](#)

461.

643E

[Bear and Destroying Subtrees](#) · [Tutorial](#)

Quality: 700 global accepts · Rating: 2700 · first AC: 2024-09-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, probabilities, trees

[marvinthang's solution](#)

462.

1207G

[Indie Album](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2700 · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, hashing, string suffix structures, strings, trees

[marvinthang's solution](#)

463.

2003E2

[Turtle and Inversions \(Hard Version\)](#) · [Tutorial](#)

Quality: 641 global accepts · Rating: 2700 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy, math, two pointers

[marvinthang's solution](#)

464.

1995E1

[Let Me Teach You a Lesson \(Easy Version\)](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 2700 · first AC: 2024-08-09 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, data structures, dp, matrices, two pointers

[marvinthang's solution](#)

465.

1993E

[Xor-Grid Problem](#) · [Tutorial](#)

Quality: 730 global accepts · Rating: 2700 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, implementation

[marvinthang's solution](#)

466.

1991G

[Grid Reset](#) · [Tutorial](#)

Quality: 746 global accepts · Rating: 2700 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[marvinthang's solution](#)

467.

1841F

[Monocarp and a Strategic Game](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 2700 · first AC: 2023-07-18 · C++20 (GCC 11-64) (first AC) · Tags: geometry, sortings, two pointers

[marvinthang's solution](#)

468.

1491F

[Magnets](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2700 · first AC: 2023-05-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[marvinthang's solution](#)

469.

487D

[Conveyor Belts](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 2700 · first AC: 2023-05-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[marvinthang's solution](#)

470.

1774F2

[Magician and Pigs \(Hard Version\)](#) · [Tutorial](#)

Quality: 866 global accepts · Rating: 2700 · first AC: 2022-12-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, implementation

[marvinthang's solution](#)

471.

407D

[Largest Submatrix 3](#) · [Tutorial](#)

Quality: 804 global accepts · Rating: 2700 · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: dp, hashing

[marvinthang's solution](#)

472.

833C

[Ever-Hungry Krakozyabra](#) · [Tutorial](#)

Quality: 507 global accepts · Rating: 2700 · first AC: 2022-07-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, greedy, math

[marvinthang's solution](#)

473.

715C

[Digit Tree](#) · [Tutorial](#)

Quality: 2,587 global accepts · Rating: 2700 · first AC: 2022-07-07 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, divide and conquer, dsu, trees

[marvinthang's solution](#)

474.

1254D

[Tree Queries](#) · [Tutorial](#)

Quality: 1,532 global accepts · Rating: 2700 · first AC: 2022-07-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, probabilities, trees

[marvinthang's solution](#)

475.

475E

[Strongly Connected City 2](#) · [Tutorial](#)

Quality: 622 global accepts · Rating: 2700 · first AC: 2022-04-06 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar

[marvinthang's solution](#)

476.

2053I1

[Affectionate Arrays \(Easy Version\)](#) · [Tutorial](#)

Quality: 557 global accepts · Rating: 2800 · first AC: 2024-12-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy

[marvinthang's solution](#)

477.

2034F2

[Khayyam's Royal Decree \(Hard Version\)](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: 2800 · first AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, sortings

[marvinthang's solution](#)

478.

2039F1

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

Quality: 506 global accepts · Rating: 2800 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory

[marvinthang's solution](#)

479.

547E

[Mike and Friends](#) · [Tutorial](#)

Quality: 2,606 global accepts · Rating: 2800 · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, string suffix structures, strings, trees

[marvinthang's solution](#)

480.

2003F

[Turtle and Three Sequences](#) · [Tutorial](#)

Quality: 803 global accepts · Rating: 2800 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, math, probabilities, two pointers

[marvinthang's solution](#)

481.

2002F2

[Court Blue \(Hard Version\)](#) · [Tutorial](#)

Quality: 576 global accepts · Rating: 2800 · first AC: 2024-08-11 · last AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math, number theory

[marvinthang's solution](#)

482.

1990F

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

Quality: 430 global accepts · Rating: 2800 · first AC: 2024-08-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy, two pointers

[marvinthang's solution](#)

483.

1993F2

[Dyn-scripted Robot \(Hard Version\)](#) · [Tutorial](#)

Quality: 543 global accepts · Rating: 2800 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: chinese remainder theorem, math, number theory

[marvinthang's solution](#)

484.

1938L

[XOR Operations](#) · [Tutorial](#)

Quality: 351 global accepts · Rating: 2800 · first AC: 2024-03-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[marvinthang's solution](#)

485.

1810F

[M-tree](#) · [Tutorial](#)

Quality: 660 global accepts · Rating: 2800 · first AC: 2023-04-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, sortings, trees

[marvinthang's solution](#)

486.

757F

[Team Rocket Rises Again](#) · [Tutorial](#)

Quality: 1,439 global accepts · Rating: 2800 · first AC: 2023-03-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, shortest paths

[marvinthang's solution](#)

487.

600F

[Edge coloring of bipartite graph](#) · [Tutorial](#)

Quality: 1,155 global accepts · Rating: 2800 · first AC: 2022-11-03 · C++20 (GCC 11-64) (first AC) · Tags: graphs

[marvinthang's solution](#)

488.

555E

[Case of Computer Network](#) · [Tutorial](#)

Quality: 2,969 global accepts · Rating: 2800 · first AC: 2022-07-13 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, trees

[marvinthang's solution](#)

489.

833D

[Red-Black Cobweb](#) · [Tutorial](#)

Quality: 486 global accepts · Rating: 2800 · first AC: 2022-07-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, implementation, trees

[marvinthang's solution](#)

490.

2066D2

[Club of Young Aircraft Builders \(hard version\)](#) · [Tutorial](#)

Quality: 620 global accepts · Rating: 2900 · first AC: 2025-02-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[marvinthang's solution](#)

491.

2020F

[Count Leaves](#) · [Tutorial](#)

Quality: 266 global accepts · Rating: 2900 · first AC: 2024-09-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, number theory

[marvinthang's solution](#)

492.

2001E2

[Deterministic Heap \(Hard Version\)](#) · [Tutorial](#)

Quality: 286 global accepts · Rating: 2900 · first AC: 2024-08-20 · last AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, trees

[marvinthang's solution](#)

493.

1995E2

[Let Me Teach You a Lesson \(Hard Version\)](#) · [Tutorial](#)

Quality: 396 global accepts · Rating: 2900 · first AC: 2024-08-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, matrices, two pointers

[marvinthang's solution](#)

494.

309E

[Sheep](#) · [Tutorial](#)

Quality: 299 global accepts · Rating: 2900 · first AC: 2024-01-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy

[marvinthang's solution](#)

495.

925E

[May Holidays](#) · [Tutorial](#)

Quality: 542 global accepts · Rating: 2900 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees

[marvinthang's solution](#)

496.

1622F

[Quadratic Set](#) · [Tutorial](#)

Quality: 867 global accepts · Rating: 2900 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, hashing, math, number theory

[marvinthang's solution](#)

497.

1452F

[Divide Powers](#) · [Tutorial](#)

Quality: 367 global accepts · Rating: 2900 · first AC: 2023-05-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[marvinthang's solution](#)

498.

1768F

[Wonderful Jump](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2900 · first AC: 2023-01-06 · last AC: 2023-01-06 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[marvinthang's solution](#)

499.

475F

[Meta-universe](#) · [Tutorial](#)

Quality: 267 global accepts · Rating: 2900 · first AC: 2022-04-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[marvinthang's solution](#)

500.

2045F

[Grid Game 3-angle](#) · [Tutorial](#)

Quality: 154 global accepts · Rating: 3000 · first AC: 2024-12-06 · C++20 (GCC 13-64) (first AC) · Tags: games, math

[marvinthang's solution](#)

501.

1988F

[Heartbeat](#) · [Tutorial](#)

Quality: 423 global accepts · Rating: 3000 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math

[marvinthang's solution](#)

502.

1989F

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

Quality: 604 global accepts · Rating: 3000 · first AC: 2024-07-08 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, divide and conquer, graphs

[marvinthang's solution](#)

503.

1983G

[Your Loss](#) · [Tutorial](#)

Quality: 285 global accepts · Rating: 3000 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, trees
[marvinthang's solution](#)

504.

1938B

[Attraction Score](#) · [Tutorial](#)

Quality: 233 global accepts · Rating: 3000 · first AC: 2024-03-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[marvinthang's solution](#)

505.

1920F2

[Smooth Sailing \(Hard Version\)](#) · [Tutorial](#)

Quality: 642 global accepts · Rating: 3000 · first AC: 2024-01-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dsu, geometry, graphs, trees
[marvinthang's solution](#)

506.

1763F

[Edge Queries](#) · [Tutorial](#)

Quality: 638 global accepts · Rating: 3000 · first AC: 2022-12-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, trees
[marvinthang's solution](#)

507.

150E

[Freezing with Style](#) · [Tutorial](#)

Quality: 1,034 global accepts · Rating: 3000 · first AC: 2022-07-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, trees
[marvinthang's solution](#)

508.

696E

[...Wait for it...](#) · [Tutorial](#)

Quality: 629 global accepts · Rating: 3000 · first AC: 2022-07-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, trees
[marvinthang's solution](#)

509.

771E

[Bear and Rectangle Strips](#) · [Tutorial](#)

Quality: 621 global accepts · Rating: 3000 · first AC: 2022-04-29 · last AC: 2022-04-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
[marvinthang's solution](#)

510.

653G

[Move by Prime](#) · [Tutorial](#)

Quality: 643 global accepts · Rating: 3100 · first AC: 2024-09-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory
[marvinthang's solution](#)

511.

715D

[Create a Maze](#) · [Tutorial](#)

Quality: 388 global accepts · Rating: 3100 · first AC: 2024-05-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
[marvinthang's solution](#)

512.

1970D3

[Arithmancy \(Hard\)](#) · [Tutorial](#)

Quality: 160 global accepts · Rating: 3100 · first AC: 2024-05-04 · C++17 (GCC 7-32) (first AC) · Tags: interactive
[marvinthang's solution](#)

513.

317E

[Princess and Her Shadow](#) · [Tutorial](#)

Quality: 172 global accepts · Rating: 3100 · first AC: 2024-01-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, shortest paths
[marvinthang's solution](#)

514.

765F

[Souvenirs](#) · [Tutorial](#)

Quality: 2,558 global accepts · Rating: 3100 · first AC: 2023-09-24 · last AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures
[marvinthang's solution](#)

515.

2004G

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

Quality: 420 global accepts · Rating: 3200 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, matrices
[marvinthang's solution](#)

516.

1142E

[Pink Floyd](#) · [Tutorial](#)

Quality: 636 global accepts · Rating: 3200 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: graphs, interactive
[marvinthang's solution](#)

517.

1801G

[A task for substrings](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 3400 · first AC: 2023-05-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, string suffix structures, strings
[marvinthang's solution](#)

518.

2013F2

[Game in Tree \(Hard Version\)](#) · [Tutorial](#)

Quality: 161 global accepts · Rating: 3500 · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, trees
[marvinthang's solution](#)

519.

1994H

[Fortnite](#) · [Tutorial](#)

Quality: 774 global accepts · Rating: 3500 · first AC: 2024-08-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, games, greedy, hashing, interactive, math, number theory, strings
[marvinthang's solution](#)

520.

104052D

[Lost in Translation](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-25 · last AC: 2025-02-17 · C++20 (GCC 13-64) (first AC) · Tags: —
[marvinthang's solution](#)

521.

105537D

[Defective Script](#) · [Tutorial](#)

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

522.

105537H

[Hanoi Towers Reloaded](#) · [Tutorial](#)

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

523.

105537C

[Capybara Cozy Carnival](#) · [Tutorial](#)

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

524.

105537L

[Longest Common Substring](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[marvinthang's solution](#)

525.

105537K

[Keyboard Chaos](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[marvinthang's solution](#)

526.

105537I

[If I Could Turn Back Time](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[marvinthang's solution](#)

527.

105537M

[Misère](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[marvinthang's solution](#)

528.

105537J

[Just Half is Enough](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[marvinthang's solution](#)

529.

105537F

[False Alarm](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[marvinthang's solution](#)

530.

105537A

[Another Brick in the Wall](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[marvinthang's solution](#)

531.

105401K

[Same Segment](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-25 · last AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[marvinthang's solution](#)

532.

105401J

[Running in the Plane](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[marvinthang's solution](#)

533.

105401L

[Simple Tree Decomposition Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[marvinthang's solution](#)

534.

105401M

[White-Black-Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[marvinthang's solution](#)

535.

105401I

[Mukjippa](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[marvinthang's solution](#)

536.

105401D

[Graceful Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[marvinthang's solution](#)

537.

105401B

[Construct a Coin Set](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[marvinthang's solution](#)

538.

105401G

[Make RUN Great Again](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[marvinthang's solution](#)

539.

105401F

[Jenga Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[marvinthang's solution](#)

540.

2011G

[Removal of a Permutation](#) · [Tutorial](#)

Quality: 50 global accepts · Rating: — · first AC: 2024-10-01 · Kotlin 1.9 (first AC) · Tags: *special

[marvinthang's solution](#)

541.

2011H

[Strange Matrix](#) · [Tutorial](#)

Quality: 57 global accepts · Rating: — · first AC: 2024-10-01 · Kotlin 1.7 (first AC) · Tags: *special, graphs, greedy

[marvinthang's solution](#)

542.

2011F

[Good Subarray](#) · [Tutorial](#)

Quality: 131 global accepts · Rating: — · first AC: 2024-09-30 · Kotlin 1.7 (first AC) · Tags: *special, data structures, greedy

[marvinthang's solution](#)

543.

2011E

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

Quality: 182 global accepts · Rating: — · first AC: 2024-09-30 · Kotlin 1.7 (first AC) · Tags: *special, greedy, strings

[marvinthang's solution](#)

544.

2011D

[Among Wolves](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: — · first AC: 2024-09-30 · Kotlin 1.7 (first AC) · Tags: *special

[marvinthang's solution](#)

545.

2011C

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

Quality: 380 global accepts · Rating: — · first AC: 2024-09-30 · Kotlin 1.7 (first AC) · Tags: *special

[marvinthang's solution](#)

546.

2011B

[Shuffle](#) · [Tutorial](#)

Quality: 677 global accepts · Rating: — · first AC: 2024-09-30 · last AC: 2024-09-30 · Kotlin 1.7 (first AC) · Tags: *special

[marvinthang's solution](#)

547.

2011A

[Problem Solving](#) · [Tutorial](#)

Quality: 1,138 global accepts · Rating: — · first AC: 2024-09-30 · Kotlin 1.7 (first AC) · Tags: *special

[marvinthang's solution](#)

548.

103194C

[A,3D0i@00 CD5D 5C\\$5](#)

Rating: — · first AC: 2023-08-07 · last AC: 2024-09-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[marvinthang's solution](#)

549.

2012C

[Make Equal Again](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-18 · Kotlin 1.9 (first AC) · Tags: *special, brute force, greedy, math

[marvinthang's solution](#)

550.

2012B

[Square or Not](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-18 · Kotlin 1.9 (first AC) · Tags: *special, strings

[marvinthang's solution](#)

551.

2012A

[My First Sorting Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-18 · Kotlin 1.9 (first AC) · Tags: *special, implementation, sortings

[marvinthang's solution](#)

552.

102392C

[Find the Array](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[marvinthang's solution](#)

553.

103536A

[Guards](#) · [Tutorial](#)

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

[marvinthang's solution](#)

554.

103414G

[Maximize XOR sum](#) · [Tutorial](#)

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

[marvinthang's solution](#)

555.

103194D

[B > D B@,,@Cä2C=0 CÄ0D\\$@C,,FD°](#)

Rating: — · first AC: 2023-08-07 · last AC: 2024-08-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[marvinthang's solution](#)

556.

104052C

[Sliding Dominoes](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[marvinthang's solution](#)

557.

105299C

[Dark Matter](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[marvinthang's solution](#)

558.

104523J

[Purchasing Cereal](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-09 · last AC: 2024-08-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[marvinthang's solution](#)

559.

1010211

[Guess the Number](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[marvinthang's solution](#)

560.

104895D

[Serious Business](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[marvinthang's solution](#)

561.

104901M

[Almost Convex](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[marvinthang's solution](#)

562.

104381N

[Hopscotch](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-27 · last AC: 2024-01-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[marvinthang's solution](#)

563.

104832H

[Task Assignment to Two Employees](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[marvinthang's solution](#)

564.

102891F

[Alarm Clocks](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[marvinthang's solution](#)

565.

101955B

[Sequences Generator](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[marvinthang's solution](#)

566.

101955I

[Distance Between Sweethearts](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-12 · last AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[marvinthang's solution](#)

567.

104270B

[Kawa Exam](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[marvinthang's solution](#)

568.

104369L

[Classic Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[marvinthang's solution](#)

569.

103194A

[A@DfC=8 C> D,,:C DC <](#)

Rating: — · first AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[marvinthang's solution](#)

570.

103627H

[Endless Road](#) · Tutorial

Rating: — · first AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[marvinthang's solution](#)

571.

102391K

[Wind of Change](#) · Tutorial

Rating: — · first AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[marvinthang's solution](#)

572.

102028J

[Carpets Removal](#) · Tutorial

Rating: — · first AC: 2023-08-01 · last AC: 2023-08-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[marvinthang's solution](#)

573.

104244A

[A!0000t5Dt:C =C ?Cä4D BD >Dt5Dt:C€](#)

Rating: — · first AC: 2023-07-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[marvinthang's solution](#)

574.

1041567

[A#00Ä=C€](#)

Rating: — · first AC: 2023-07-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[marvinthang's solution](#)

575.

1041568

[Aä1DfC>C\\$5CÔ=C O Ct0CD0Dt0 C&@Câ AD\\$@Cä:C€](#)

Rating: — · first AC: 2023-07-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[marvinthang's solution](#)

576.

104288K

[Take On Meme](#) · Tutorial

Rating: — · first AC: 2023-07-18 · last AC: 2023-07-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[marvinthang's solution](#)

577.

101205G

[Minimum Cost Flow](#) · Tutorial

Rating: — · first AC: 2023-07-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[marvinthang's solution](#)

578.

101205I

[A Safe Bet](#) · Tutorial

Rating: — · first AC: 2023-07-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[marvinthang's solution](#)

579.

101205L

[Takeover Wars](#) · Tutorial

Rating: — · first AC: 2023-07-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[marvinthang's solution](#)

580.

101205E

[Infiltration](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-17 · C++20 (GCC 11-64) (first AC) · Tags: —
[marvinthang's solution](#)

581.

104435C

[Dethrone Antares Now](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-17 · C++20 (GCC 11-64) (first AC) · Tags: —
[marvinthang's solution](#)

582.

104435I

[Ominous Acids](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-17 · C++20 (GCC 11-64) (first AC) · Tags: —
[marvinthang's solution](#)

583.

104435H

[Not Just an NP-Hard Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-17 · C++20 (GCC 11-64) (first AC) · Tags: —
[marvinthang's solution](#)

584.

104435L

[Starquake!](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-17 · C++20 (GCC 11-64) (first AC) · Tags: —
[marvinthang's solution](#)

585.

104435M

[TheBuzz](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-17 · C++20 (GCC 11-64) (first AC) · Tags: —
[marvinthang's solution](#)

586.

104435G

[Irreversible Events](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-17 · C++20 (GCC 11-64) (first AC) · Tags: —
[marvinthang's solution](#)

587.

104435K

[Star Seeker's Socks](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-17 · C++20 (GCC 11-64) (first AC) · Tags: —
[marvinthang's solution](#)

588.

104435J

[Sensor Logs](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-17 · C++20 (GCC 11-64) (first AC) · Tags: —
[marvinthang's solution](#)

589.

104435B

[Cult of Wah!](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-17 · C++20 (GCC 11-64) (first AC) · Tags: —
[marvinthang's solution](#)

590.

391F2

[Stock Trading](#) · [Tutorial](#)

Quality: 119 global accepts · Rating: — · first AC: 2023-05-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[marvinthang's solution](#)

591.

391F1

[Stock Trading](#) · [Tutorial](#)

Quality: 225 global accepts · Rating: — · first AC: 2023-05-18 · C++20 (GCC 11-64) (first AC) · Tags: dp

[marvinthang's solution](#)

592.

391F3

[Stock Trading](#) · [Tutorial](#)

Quality: 119 global accepts · Rating: — · first AC: 2023-05-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[marvinthang's solution](#)

593.

391E2

[Three Trees](#) · [Tutorial](#)

Quality: 187 global accepts · Rating: — · first AC: 2023-05-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[marvinthang's solution](#)

594.

391E1

[Three Trees](#) · [Tutorial](#)

Quality: 136 global accepts · Rating: — · first AC: 2023-05-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[marvinthang's solution](#)

595.

1042901

[A580D5Cä=C 1C`NCD5CÔ8CP](#)

Rating: — · first AC: 2023-05-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[marvinthang's solution](#)

596.

103069G

[Prof. Pang's sequence](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[marvinthang's solution](#)

597.

102222H

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

Rating: — · first AC: 2023-05-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[marvinthang's solution](#)

598.

102331B

[Bitwise Xor](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[marvinthang's solution](#)

599.

102500J

[Jackdaws And Crows](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[marvinthang's solution](#)

600.

102361G

[Game on Chessboard](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[marvinthang's solution](#)

601.

104160F

[Half Mixed](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[marvinthang's solution](#)

602.

1663A

[Who Tested? · Tutorial](#)

Quality: 10,892 global accepts · Rating: — · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: *special, expression parsing, trees

[marvinthang's solution](#)

603.

100570F

[Tree Query · Tutorial](#)

Rating: — · first AC: 2022-07-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[marvinthang's solution](#)

604.

102916D

[Two Pirates - 2 · Tutorial](#)

Rating: — · first AC: 2022-07-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[marvinthang's solution](#)

605.

101150G

[Network Mess · Tutorial](#)

Rating: — · first AC: 2022-04-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[marvinthang's solution](#)

606.

101150E

[Mobile Computing · Tutorial](#)

Rating: — · first AC: 2022-04-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[marvinthang's solution](#)

607.

103409J

[Suffix Automaton · Tutorial](#)

Rating: — · first AC: 2022-04-01 · last AC: 2022-04-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[marvinthang's solution](#)

608.

103409B

[A Plus B Problem · Tutorial](#)

Rating: — · first AC: 2022-03-18 · last AC: 2022-03-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[marvinthang's solution](#)

609.

103409G

[Occupy the Cities · Tutorial](#)

Rating: — · first AC: 2022-03-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[marvinthang's solution](#)

610.

100168N

[B4@02605C08CR ?D OCÄ>C' ”•](#)

Rating: — · first AC: 2022-01-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[marvinthang's solution](#)

611.

100168M

[B4@02605C08CR ?D OCÄ>C' •](#)

Rating: — · first AC: 2022-01-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[marvinthang's solution](#)

612.

100168K

[A05D05D 5Dt5C08CR 4C\\$CDR ?D OCÄKDP](#)

Rating: — · first AC: 2022-01-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[marvinthang's solution](#)

613.

100168I

[B 0D AD\\$>Dô=C,,5 CäB D\\$>Dt:C, 4Câ >D\\$@CT7C=0](#)

Rating: — · first AC: 2021-12-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[marvinthang's solution](#)

614.

100168H

[B 0D AD\\$>Dô=C,,5 CäB D\\$>Dt:C, 4Câ ;D4GC](#)

Rating: — · first AC: 2021-12-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[marvinthang's solution](#)

615.

100168G

[B 0D AD\\$>Dô=C,,5 CäB D\\$>Dt:C, 4Câ ?D OCÄ>C'](#)

Rating: — · first AC: 2021-12-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[marvinthang's solution](#)

616.

100168F

[B 0D AD\\$>Dô=C,,5 CäB D\\$>Dt:C, 4Câ ?D OCÄ>C•](#)

Rating: — · first AC: 2021-12-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[marvinthang's solution](#)

617.

100168D

[A;Cäi0 4DÄ BD 5D43Cä;DÄ=C,,:C](#)

Rating: — · first AC: 2021-12-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[marvinthang's solution](#)

618.

100168L

[AD;Cä=C 2CT:D\\$>D 0](#)

Rating: — · first AC: 2021-12-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[marvinthang's solution](#)

619.

100168B

[B43Cä;CÄ5Cd4D2 2CT:D\\$>D 0CÄ8](#)

Rating: — · first AC: 2021-12-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[marvinthang's solution](#)

620.

100168A

[A6;C00D =D'9 D43Cä; D\\$>Dt:C€](#)

Rating: — · first AC: 2021-12-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[marvinthang's solution](#)

621.

100687D

[Forming Teams \(B\) · Tutorial](#)

Rating: — · first AC: 2021-08-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[marvinthang's solution](#)