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Unique solved — mike chu

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

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1.

2170A

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2.

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3.

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4.

2096A

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6.

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7.

2062A

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8.

2063A

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14.

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53.

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59.

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72.

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73.

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1480A

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76.

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82.

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1447A
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99.

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103.

1451B

[Non-Substring Subsequence](#) · [Tutorial](#)

Quality: 20,213 global accepts · Rating: 900 · first AC: 2020-11-21 · GNU C++11 (first AC) · Tags: dp, greedy, implementation, strings

[mike_chu's solution](#)

104.

1440B

[Sum of Medians](#) · [Tutorial](#)

Quality: 30,346 global accepts · Rating: 900 · first AC: 2020-11-17 · GNU C++11 (first AC) · Tags: greedy, math

[mike_chu's solution](#)

105.

2154B

[Make it Zigzag](#) · [Tutorial](#)

Quality: 19,819 global accepts · Rating: 1000 · first AC: 2025-12-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[mike_chu's solution](#)

106.

2144B

[Maximum Cost Permutation](#) · [Tutorial](#)

Quality: 18,475 global accepts · Rating: 1000 · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[mike_chu's solution](#)

107.

2055B

[Crafting](#) · [Tutorial](#)

Quality: 27,284 global accepts · Rating: 1000 · first AC: 2025-01-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[mike_chu's solution](#)

108.

2057B

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

Quality: 23,279 global accepts · Rating: 1000 · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[mike_chu's solution](#)

109.

2034B

[Rakhsh's Revival](#) · [Tutorial](#)

Quality: 15,765 global accepts · Rating: 1000 · first AC: 2024-11-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, two pointers

[mike_chu's solution](#)

110.

2039B

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

Quality: 17,298 global accepts · Rating: 1000 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[mike_chu's solution](#)

111.

2005B1

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

Quality: 24,753 global accepts · Rating: 1000 · first AC: 2024-09-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[mike_chu's solution](#)

112.

2004B

[Game with Doors](#) · [Tutorial](#)

Quality: 31,526 global accepts · Rating: 1000 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[mike_chu's solution](#)

113.

2002B

[Removals Game](#) · [Tutorial](#)

Quality: 22,993 global accepts · Rating: 1000 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games

[mike_chu's solution](#)

114.

1632B

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

Quality: 31,546 global accepts · Rating: 1000 · first AC: 2022-01-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms

[mike_chu's solution](#)

115.

1614B

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

Quality: 29,045 global accepts · Rating: 1000 · first AC: 2021-11-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[mike_chu's solution](#)

116.

1605B

[Reverse Sort](#) · [Tutorial](#)

Quality: 19,336 global accepts · Rating: 1000 · first AC: 2021-11-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[mike_chu's solution](#)

117.

1562B

[Scenes From a Memory](#) · [Tutorial](#)

Quality: 20,544 global accepts · Rating: 1000 · first AC: 2021-08-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation, math, number theory

[mike_chu's solution](#)

118.

1550B

[Maximum Cost Deletion](#) · [Tutorial](#)

Quality: 28,557 global accepts · Rating: 1000 · first AC: 2021-07-14 · GNU C++11 (first AC) · Tags: greedy, math

[mike_chu's solution](#)

119.

1515B

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

Quality: 27,075 global accepts · Rating: 1000 · first AC: 2021-05-02 · GNU C++11 (first AC) · Tags: brute force, geometry, math, number theory

[mike_chu's solution](#)

120.

1485A

[Add and Divide](#) · [Tutorial](#)

Quality: 33,152 global accepts · Rating: 1000 · first AC: 2021-02-12 · GNU C++11 (first AC) · Tags: brute force, greedy, math, number theory

[mike_chu's solution](#)

121.

1474B

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

Quality: 40,344 global accepts · Rating: 1000 · first AC: 2021-01-19 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory

[mike_chu's solution](#)

122.

1473B

[String LCM](#) · [Tutorial](#)

Quality: 35,093 global accepts · Rating: 1000 · first AC: 2021-01-14 · GNU C++11 (first AC) · Tags: brute force, math, number theory, strings

[mike_chu's solution](#)

123.

1447B

[Numbers Box](#) · [Tutorial](#)

Quality: 26,462 global accepts · Rating: 1000 · first AC: 2020-11-15 · GNU C++11 (first AC) · Tags: greedy, math

[mike_chu's solution](#)

124.

2162C

[Beautiful XOR](#) · [Tutorial](#)

Quality: 21,337 global accepts · Rating: 1100 · first AC: 2025-12-22 · Kotlin 2.2 (first AC) · Tags: bitmasks, constructive algorithms, greedy

[mike_chu's solution](#)

125.

2128B

[Deque Process](#) · [Tutorial](#)

Quality: 21,422 global accepts · Rating: 1100 · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[mike_chu's solution](#)

126.

2096B

[Wonderful Gloves](#) · [Tutorial](#)

Quality: 16,575 global accepts · Rating: 1100 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[mike_chu's solution](#)

127.

2084B

[MIN = GCD](#) · [Tutorial](#)

Quality: 16,618 global accepts · Rating: 1100 · first AC: 2025-04-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory
[mike_chu's solution](#)

128.

2063B

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

Quality: 23,197 global accepts · Rating: 1100 · first AC: 2025-01-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[mike_chu's solution](#)

129.

2061B

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

Quality: 14,693 global accepts · Rating: 1100 · first AC: 2025-01-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry

[mike_chu's solution](#)

130.

2029B

[Replacement](#) · [Tutorial](#)

Quality: 11,743 global accepts · Rating: 1100 · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, strings

[mike_chu's solution](#)

131.

2004C

[Splitting Items](#) · [Tutorial](#)

Quality: 27,130 global accepts · Rating: 1100 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings

[mike_chu's solution](#)

132.

1993B

[Parity and Sum](#) · [Tutorial](#)

Quality: 26,449 global accepts · Rating: 1100 · first AC: 2024-08-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[mike_chu's solution](#)

133.

1633C

[Kill the Monster](#) · [Tutorial](#)

Quality: 21,257 global accepts · Rating: 1100 · first AC: 2022-01-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[mike_chu's solution](#)

134.

1626B

[Minor Reduction](#) · [Tutorial](#)

Quality: 23,935 global accepts · Rating: 1100 · first AC: 2022-01-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[mike_chu's solution](#)

135.

1623B

[Game on Ranges](#) · [Tutorial](#)

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

[mike_chu's solution](#)

136.

1594B

[Special Numbers](#) · [Tutorial](#)

Quality: 22,140 global accepts · Rating: 1100 · first AC: 2021-11-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math

[mike_chu's solution](#)

137.

1574B

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

Quality: 18,222 global accepts · Rating: 1100 · first AC: 2021-09-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, math

[mike_chu's solution](#)

138.

1557B

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

Quality: 24,612 global accepts · Rating: 1100 · first AC: 2021-08-09 · GNU C++11 (first AC) · Tags: greedy, sortings

[mike_chu's solution](#)

139.

1509B

[TMT Document](#) · [Tutorial](#)

Quality: 23,056 global accepts · Rating: 1100 · first AC: 2021-04-16 · GNU C++11 (first AC) · Tags: greedy

[mike_chu's solution](#)

140.

1496B

[Max and Mex](#) · [Tutorial](#)

Quality: 18,279 global accepts · Rating: 1100 · first AC: 2021-03-10 · GNU C++11 (first AC) · Tags: math

[mike_chu's solution](#)

141.

1481B

[New Colony](#) · [Tutorial](#)

Quality: 19,909 global accepts · Rating: 1100 · first AC: 2021-02-05 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation

[mike_chu's solution](#)

142.

1478B

[Nezzar and Lucky Number](#) · [Tutorial](#)

Quality: 19,004 global accepts · Rating: 1100 · first AC: 2021-01-28 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, math

[mike_chu's solution](#)

143.

1457B

[Repainting Street](#) · [Tutorial](#)

Rating: 1100 · first AC: 2020-11-29 · GNU C++11 (first AC) · Tags: brute force, greedy

[mike_chu's solution](#)

144.

2181H

[Honey Cake](#) · [Tutorial](#)

Quality: 6,609 global accepts · Rating: 1200 · first AC: 2026-01-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[mike_chu's solution](#)

145.

2123D

[Binary String Battle](#) · [Tutorial](#)

Quality: 21,893 global accepts · Rating: 1200 · first AC: 2025-12-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games, greedy

[mike_chu's solution](#)

146.

2174A

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

Quality: 14,312 global accepts · Rating: 1200 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings, two pointers

[mike_chu's solution](#)

147.

2170B

[Addition on a Segment](#) · [Tutorial](#)

Quality: 14,296 global accepts · Rating: 1200 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[mike_chu's solution](#)

148.

2128C

[Leftmost Below](#) · [Tutorial](#)

Quality: 20,598 global accepts · Rating: 1200 · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[mike_chu's solution](#)

149.

2046A

[Swap Columns and Find a Path](#) · [Tutorial](#)

Quality: 16,816 global accepts · Rating: 1200 · first AC: 2025-03-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings
[mike_chu's solution](#)

150.

2062C

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

Quality: 18,392 global accepts · Rating: 1200 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math
[mike_chu's solution](#)

151.

2039C1

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

Quality: 13,521 global accepts · Rating: 1200 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, math, number theory
[mike_chu's solution](#)

152.

2005B2

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

Quality: 21,694 global accepts · Rating: 1200 · first AC: 2024-09-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings
[mike_chu's solution](#)

153.

2002C

[Black Circles](#) · [Tutorial](#)

Quality: 17,706 global accepts · Rating: 1200 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, greedy, math
[mike_chu's solution](#)

154.

1996C

[Sort](#) · [Tutorial](#)

Quality: 28,030 global accepts · Rating: 1200 · first AC: 2024-07-26 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings, strings
[mike_chu's solution](#)

155.

1990B

[Array Craft](#) · [Tutorial](#)

Quality: 19,870 global accepts · Rating: 1200 · first AC: 2024-07-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[mike_chu's solution](#)

156.

1657C

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

Quality: 17,685 global accepts · Rating: 1200 · first AC: 2022-03-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[mike_chu's solution](#)

157.

1641A

[Great Sequence](#) · [Tutorial](#)

Quality: 18,985 global accepts · Rating: 1200 · first AC: 2022-03-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings
[mike_chu's solution](#)

158.

1647B

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

Quality: 17,124 global accepts · Rating: 1200 · first AC: 2022-03-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation
[mike_chu's solution](#)

159.

1594C

[Make Them Equal](#) · [Tutorial](#)

Quality: 28,350 global accepts · Rating: 1200 · first AC: 2021-11-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, strings

[mike_chu's solution](#)

160.

1582C

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

Quality: 23,661 global accepts · Rating: 1200 · first AC: 2021-11-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, strings, two pointers

[mike_chu's solution](#)

161.

1592B

[Hemose Shopping](#) · [Tutorial](#)

Quality: 17,161 global accepts · Rating: 1200 · first AC: 2021-10-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dsu, math, sortings

[mike_chu's solution](#)

162.

1581B

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

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

[mike_chu's solution](#)

163.

1559C

[Mocha and Hiking](#) · [Tutorial](#)

Quality: 22,817 global accepts · Rating: 1200 · first AC: 2021-08-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs

[mike_chu's solution](#)

164.

1553C

[Penalty](#) · [Tutorial](#)

Quality: 19,806 global accepts · Rating: 1200 · first AC: 2021-07-22 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp, greedy

[mike_chu's solution](#)

165.

1530C

[Pursuit](#) · [Tutorial](#)

Quality: 15,578 global accepts · Rating: 1200 · first AC: 2021-07-17 · GNU C++11 (first AC) · Tags: binary search, brute force, greedy, sortings

[mike_chu's solution](#)

166.

1541B

[Pleasant Pairs](#) · [Tutorial](#)

Quality: 38,490 global accepts · Rating: 1200 · first AC: 2021-06-25 · GNU C++11 (first AC) · Tags: brute force, implementation, math, number theory

[mike_chu's solution](#)

167.

1536B

[Prinzessin der Verurteilung](#) · [Tutorial](#)

Quality: 25,031 global accepts · Rating: 1200 · first AC: 2021-06-06 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, strings

[mike_chu's solution](#)

168.

1496C

[Diamond Miner](#) · [Tutorial](#)

Rating: 1200 · first AC: 2021-03-10 · GNU C++11 (first AC) · Tags: geometry, greedy, sortings

[mike_chu's solution](#)

169.

1491B

[Minimal Cost](#) · [Tutorial](#)

Quality: 14,230 global accepts · Rating: 1200 · first AC: 2021-02-28 · GNU C++11 (first AC) · Tags: brute force, math

[mike_chu's solution](#)

170.

1487B

[Cat Cycle](#) · [Tutorial](#)

Quality: 28,704 global accepts · Rating: 1200 · first AC: 2021-02-15 · GNU C++11 (first AC) · Tags: math, number theory

[mike_chu's solution](#)

171.

1485B

[Replace and Keep Sorted](#) · [Tutorial](#)

Quality: 17,922 global accepts · Rating: 1200 · first AC: 2021-02-12 · GNU C++11 (first AC) · Tags: dp, implementation, math

[mike_chu's solution](#)

172.

2181A

[Alphabet City](#) · [Tutorial](#)

Quality: 3,734 global accepts · Rating: 1300 · first AC: 2026-01-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, strings

[mike_chu's solution](#)

173.

2170C

[Quotient and Remainder](#) · [Tutorial](#)

Quality: 11,250 global accepts · Rating: 1300 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, two pointers

[mike_chu's solution](#)

174.

2169C

[Range Operation](#) · [Tutorial](#)

Quality: 12,681 global accepts · Rating: 1300 · first AC: 2025-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math, two pointers

[mike_chu's solution](#)

175.

2144C

[Non-Descending Arrays](#) · [Tutorial](#)

Quality: 14,996 global accepts · Rating: 1300 · first AC: 2025-09-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[mike_chu's solution](#)

176.

2075B

[Array Recoloring](#) · [Tutorial](#)

Quality: 18,834 global accepts · Rating: 1300 · first AC: 2025-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[mike_chu's solution](#)

177.

2073L

[Boarding Queue](#) · [Tutorial](#)

Quality: 1,779 global accepts · Rating: 1300 · first AC: 2025-03-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[mike_chu's solution](#)

178.

2031C

[Penchick and BBQ Buns](#) · [Tutorial](#)

Quality: 15,716 global accepts · Rating: 1300 · first AC: 2024-11-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[mike_chu's solution](#)

179.

2023A

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

Quality: 16,572 global accepts · Rating: 1300 · first AC: 2024-10-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[mike_chu's solution](#)

180.

1647C

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

Quality: 13,334 global accepts · Rating: 1300 · first AC: 2022-03-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[mike_chu's solution](#)

181.

1627B

[Not Sitting](#) · [Tutorial](#)

Quality: 17,565 global accepts · Rating: 1300 · first AC: 2022-01-15 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, sortings
[mike_chu's solution](#)

182.

1615B

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

Quality: 17,917 global accepts · Rating: 1300 · first AC: 2021-12-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math
[mike_chu's solution](#)

183.

1594E1

[Rubik's Cube Coloring \(easy version\)](#) · [Tutorial](#)

Quality: 12,197 global accepts · Rating: 1300 · first AC: 2021-11-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math
[mike_chu's solution](#)

184.

1601A

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

Quality: 21,100 global accepts · Rating: 1300 · first AC: 2021-11-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math, number theory
[mike_chu's solution](#)

185.

1574C

[Slay the Dragon](#) · [Tutorial](#)

Quality: 18,569 global accepts · Rating: 1300 · first AC: 2021-09-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings, ternary search
[mike_chu's solution](#)

186.

1556B

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

Quality: 13,276 global accepts · Rating: 1300 · first AC: 2021-08-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[mike_chu's solution](#)

187.

1561C

[Deep Down Below](#) · [Tutorial](#)

Quality: 21,426 global accepts · Rating: 1300 · first AC: 2021-08-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings
[mike_chu's solution](#)

188.

1561B

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

Rating: 1300 · first AC: 2021-08-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math
[mike_chu's solution](#)

189.

1560D

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

Quality: 19,459 global accepts · Rating: 1300 · first AC: 2021-08-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, strings
[mike_chu's solution](#)

190.

1555C

[Coin Rows](#) · [Tutorial](#)

Quality: 24,087 global accepts · Rating: 1300 · first AC: 2021-07-30 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, dp,

implementation

[mike_chu's solution](#)

191.

1555B

[Two Tables](#) · [Tutorial](#)

Quality: 17,250 global accepts · Rating: 1300 · first AC: 2021-07-30 · GNU C++11 (first AC) · Tags: brute force

[mike_chu's solution](#)

192.

1447C

[Knapsack](#) · [Tutorial](#)

Rating: 1300 · first AC: 2020-11-15 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, sortings

[mike_chu's solution](#)

193.

2181B

[Battle of Arrays](#) · [Tutorial](#)

Quality: 5,686 global accepts · Rating: 1400 · first AC: 2026-01-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, games, greedy

[mike_chu's solution](#)

194.

2084C

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

Quality: 11,712 global accepts · Rating: 1400 · first AC: 2025-04-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[mike_chu's solution](#)

195.

2055C

[The Trail](#) · [Tutorial](#)

Quality: 17,249 global accepts · Rating: 1400 · first AC: 2025-01-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, two pointers

[mike_chu's solution](#)

196.

2034C

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

Quality: 9,142 global accepts · Rating: 1400 · first AC: 2024-11-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation

[mike_chu's solution](#)

197.

2013C

[Password Cracking](#) · [Tutorial](#)

Quality: 14,583 global accepts · Rating: 1400 · first AC: 2024-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, strings

[mike_chu's solution](#)

198.

1993C

[Light Switches](#) · [Tutorial](#)

Quality: 16,180 global accepts · Rating: 1400 · first AC: 2024-08-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[mike_chu's solution](#)

199.

1634B

[Fortune Telling](#) · [Tutorial](#)

Quality: 22,310 global accepts · Rating: 1400 · first AC: 2022-02-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math

[mike_chu's solution](#)

200.

1629C

[Meximum Array](#) · [Tutorial](#)

Rating: 1400 · first AC: 2022-01-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, math, two pointers

[mike_chu's solution](#)

201.

1627C

[Not Assigning](#) · [Tutorial](#)

Quality: 16,243 global accepts · Rating: 1400 · first AC: 2022-01-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, number theory, trees

[mike_chu's solution](#)

202.

1605C

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

Quality: 18,857 global accepts · Rating: 1400 · first AC: 2021-11-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, strings

[mike_chu's solution](#)

203.

1549C

[Web of Lies](#) · [Tutorial](#)

Rating: 1400 · first AC: 2021-08-01 · GNU C++11 (first AC) · Tags: graphs, greedy

[mike_chu's solution](#)

204.

1541C

[Great Graphs](#) · [Tutorial](#)

Rating: 1400 · first AC: 2021-06-25 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, sortings

[mike_chu's solution](#)

205.

1535C

[Unstable String](#) · [Tutorial](#)

Quality: 17,726 global accepts · Rating: 1400 · first AC: 2021-06-04 · GNU C++11 (first AC) · Tags: binary search, dp, greedy, implementation, strings, two pointers

[mike_chu's solution](#)

206.

1526B

[I Hate 1111](#) · [Tutorial](#)

Quality: 36,739 global accepts · Rating: 1400 · first AC: 2021-05-28 · GNU C++11 (first AC) · Tags: dp, math, number theory

[mike_chu's solution](#)

207.

1515C

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

Quality: 18,751 global accepts · Rating: 1400 · first AC: 2021-05-02 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy

[mike_chu's solution](#)

208.

1457C

[Bouncing Ball](#) · [Tutorial](#)

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

[mike_chu's solution](#)

209.

1451C

[String Equality](#) · [Tutorial](#)

Quality: 17,297 global accepts · Rating: 1400 · first AC: 2020-11-21 · GNU C++11 (first AC) · Tags: dp, greedy, hashing, implementation, strings

[mike_chu's solution](#)

210.

1452B

[Toy Blocks](#) · [Tutorial](#)

Quality: 15,493 global accepts · Rating: 1400 · first AC: 2020-11-19 · GNU C++11 (first AC) · Tags: binary search, greedy, math, sortings

[mike_chu's solution](#)

211.

2169D1

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

Quality: 8,551 global accepts · Rating: 1500 · first AC: 2025-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, implementation, math, number theory

[mike_chu's solution](#)

212.

2075C

[Two Colors](#) · [Tutorial](#)

Quality: 14,369 global accepts · Rating: 1500 · first AC: 2025-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, math

[mike_chu's solution](#)

213.

2057C

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

Quality: 13,803 global accepts · Rating: 1500 · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[mike_chu's solution](#)

214.

2007C

[Dora and C++](#) · [Tutorial](#)

Quality: 15,916 global accepts · Rating: 1500 · first AC: 2024-08-30 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[mike_chu's solution](#)

215.

2001C

[Guess The Tree](#) · [Tutorial](#)

Quality: 12,799 global accepts · Rating: 1500 · first AC: 2024-08-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dfs and similar, divide and conquer, dsu, greedy, interactive, trees

[mike_chu's solution](#)

216.

1996D

[Fun](#) · [Tutorial](#)

Quality: 19,606 global accepts · Rating: 1500 · first AC: 2024-07-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory

[mike_chu's solution](#)

217.

1990C

[Mad MAD Sum](#) · [Tutorial](#)

Quality: 14,574 global accepts · Rating: 1500 · first AC: 2024-07-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math

[mike_chu's solution](#)

218.

1646C

[Factorials and Powers of Two](#) · [Tutorial](#)

Quality: 19,521 global accepts · Rating: 1500 · first AC: 2022-03-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, math

[mike_chu's solution](#)

219.

1630A

[And Matching](#) · [Tutorial](#)

Quality: 16,153 global accepts · Rating: 1500 · first AC: 2022-01-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms

[mike_chu's solution](#)

220.

1562C

[Rings](#) · [Tutorial](#)

Quality: 14,311 global accepts · Rating: 1500 · first AC: 2021-09-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[mike_chu's solution](#)

221.

1418C

[Mortal Kombat Tower](#) · [Tutorial](#)

Quality: 28,151 global accepts · Rating: 1500 · first AC: 2021-08-10 · GNU C++11 (first AC) · Tags: dp, graphs, greedy, shortest paths
[mike_chu's solution](#)

222.

1547E

[Air Conditioners](#) · [Tutorial](#)

Quality: 16,375 global accepts · Rating: 1500 · first AC: 2021-08-02 · GNU C++11 (first AC) · Tags: data structures, dp, implementation, shortest paths, sortings, two pointers
[mike_chu's solution](#)

223.

1551C

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

Quality: 14,544 global accepts · Rating: 1500 · first AC: 2021-08-02 · GNU C++11 (first AC) · Tags: greedy, sortings, strings
[mike_chu's solution](#)

224.

1552B

[Running for Gold](#) · [Tutorial](#)

Quality: 16,932 global accepts · Rating: 1500 · first AC: 2021-07-25 · GNU C++11 (first AC) · Tags: combinatorics, graphs, greedy, sortings
[mike_chu's solution](#)

225.

1553D

[Backspace](#) · [Tutorial](#)

Quality: 15,087 global accepts · Rating: 1500 · first AC: 2021-07-22 · GNU C++11 (first AC) · Tags: dp, greedy, strings, two pointers
[mike_chu's solution](#)

226.

1546C

[AquaMoon and Strange Sort](#) · [Tutorial](#)

Rating: 1500 · first AC: 2021-07-12 · GNU C++11 (first AC) · Tags: sortings
[mike_chu's solution](#)

227.

1542B

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

Quality: 26,544 global accepts · Rating: 1500 · first AC: 2021-07-03 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory
[mike_chu's solution](#)

228.

1536C

[Diluc and Kaeya](#) · [Tutorial](#)

Quality: 16,123 global accepts · Rating: 1500 · first AC: 2021-06-06 · GNU C++11 (first AC) · Tags: data structures, dp, hashing, number theory
[mike_chu's solution](#)

229.

1515D

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

Quality: 12,822 global accepts · Rating: 1500 · first AC: 2021-05-02 · GNU C++11 (first AC) · Tags: greedy, sortings, two pointers
[mike_chu's solution](#)

230.

1516B

[AGAGA XOOORRR](#) · [Tutorial](#)

Quality: 25,538 global accepts · Rating: 1500 · first AC: 2021-04-21 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp, greedy
[mike_chu's solution](#)

231.

1486B

[Eastern Exhibition](#) · [Tutorial](#)

Quality: 20,488 global accepts · Rating: 1500 · first AC: 2021-02-18 · GNU C++11 (first AC) · Tags: binary search, geometry, shortest paths,

sortings

[mike_chu's solution](#)

232.

1487D

[Pythagorean Triples](#) · [Tutorial](#)

Quality: 20,594 global accepts · Rating: 1500 · first AC: 2021-02-15 · GNU C++11 (first AC) · Tags: binary search, brute force, math, number theory

[mike_chu's solution](#)

233.

1487C

[Minimum Ties](#) · [Tutorial](#)

Quality: 15,400 global accepts · Rating: 1500 · first AC: 2021-02-15 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation, math

[mike_chu's solution](#)

234.

1473C

[No More Inversions](#) · [Tutorial](#)

Quality: 13,414 global accepts · Rating: 1500 · first AC: 2021-01-17 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[mike_chu's solution](#)

235.

2194D

[Table Cut](#) · [Tutorial](#)

Quality: 7,861 global accepts · Rating: 1600 · first AC: 2026-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation

[mike_chu's solution](#)

236.

2181F

[Fragmented Nim](#) · [Tutorial](#)

Quality: 3,520 global accepts · Rating: 1600 · first AC: 2026-01-11 · C++17 (GCC 7-32) (first AC) · Tags: games

[mike_chu's solution](#)

237.

2128D

[Sum of LDS](#) · [Tutorial](#)

Quality: 12,294 global accepts · Rating: 1600 · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, greedy, math

[mike_chu's solution](#)

238.

2084D

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

Quality: 8,844 global accepts · Rating: 1600 · first AC: 2025-04-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[mike_chu's solution](#)

239.

2046B

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

Quality: 10,870 global accepts · Rating: 1600 · first AC: 2025-03-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings

[mike_chu's solution](#)

240.

2063C

[Remove Exactly Two](#) · [Tutorial](#)

Quality: 14,645 global accepts · Rating: 1600 · first AC: 2025-01-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy, sortings, trees

[mike_chu's solution](#)

241.

2061D

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

Quality: 10,786 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures
[mike_chu's solution](#)

242.

2061C

[Kevin and Puzzle](#) · [Tutorial](#)

Quality: 9,965 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, combinatorics, dp
[mike_chu's solution](#)

243.

2034D

[Darius' Wisdom](#) · [Tutorial](#)

Quality: 6,606 global accepts · Rating: 1600 · first AC: 2024-11-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings
[mike_chu's solution](#)

244.

2004D

[Colored Portals](#) · [Tutorial](#)

Quality: 13,258 global accepts · Rating: 1600 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, graphs, greedy, implementation, shortest paths
[mike_chu's solution](#)

245.

1996E

[Decode](#) · [Tutorial](#)

Quality: 12,540 global accepts · Rating: 1600 · first AC: 2024-07-26 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, implementation, math
[mike_chu's solution](#)

246.

1633D

[Make Them Equal](#) · [Tutorial](#)

Quality: 18,704 global accepts · Rating: 1600 · first AC: 2022-02-06 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy
[mike_chu's solution](#)

247.

1632C

[Strange Test](#) · [Tutorial](#)

Quality: 14,074 global accepts · Rating: 1600 · first AC: 2022-01-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, dp, math
[mike_chu's solution](#)

248.

1623C

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

Quality: 14,314 global accepts · Rating: 1600 · first AC: 2021-12-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy
[mike_chu's solution](#)

249.

1615C

[Menorah](#) · [Tutorial](#)

Quality: 9,195 global accepts · Rating: 1600 · first AC: 2021-12-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, greedy, math
[mike_chu's solution](#)

250.

1555D

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

Quality: 15,472 global accepts · Rating: 1600 · first AC: 2021-08-06 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, dp, strings
[mike_chu's solution](#)

251.

1530D

[Secret Santa](#) · [Tutorial](#)

Quality: 10,098 global accepts · Rating: 1600 · first AC: 2021-07-17 · GNU C++11 (first AC) · Tags: constructive algorithms, flows, graphs,

greedy, math

[mike_chu's solution](#)

252.

1542C

[Strange Function](#) · [Tutorial](#)

Quality: 16,183 global accepts · Rating: 1600 · first AC: 2021-07-03 · GNU C++11 (first AC) · Tags: math, number theory

[mike_chu's solution](#)

253.

1526C2

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

Quality: 29,765 global accepts · Rating: 1600 · first AC: 2021-06-04 · GNU C++11 (first AC) · Tags: data structures, greedy

[mike_chu's solution](#)

254.

1503A

[Balance the Bits](#) · [Tutorial](#)

Quality: 14,610 global accepts · Rating: 1600 · first AC: 2021-04-03 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[mike_chu's solution](#)

255.

1483A

[Basic Diplomacy](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-03-21 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

[mike_chu's solution](#)

256.

1486C1

[Guessing the Greatest \(easy version\)](#) · [Tutorial](#)

Quality: 14,245 global accepts · Rating: 1600 · first AC: 2021-02-18 · GNU C++11 (first AC) · Tags: binary search, interactive

[mike_chu's solution](#)

257.

1481C

[Fence Painting](#) · [Tutorial](#)

Quality: 12,401 global accepts · Rating: 1600 · first AC: 2021-02-06 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy

[mike_chu's solution](#)

258.

1452D

[Radio Towers](#) · [Tutorial](#)

Quality: 8,685 global accepts · Rating: 1600 · first AC: 2020-11-19 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[mike_chu's solution](#)

259.

2181M

[Medical Parity](#) · [Tutorial](#)

Quality: 3,495 global accepts · Rating: 1700 · first AC: 2026-01-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[mike_chu's solution](#)

260.

2096C

[Wonderful City](#) · [Tutorial](#)

Quality: 8,227 global accepts · Rating: 1700 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[mike_chu's solution](#)

261.

2050F

[Maximum modulo equality](#) · [Tutorial](#)

Quality: 10,604 global accepts · Rating: 1700 · first AC: 2025-01-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, math, number theory

[mike_chu's solution](#)

262.

2039D

[Shohag Loves GCD](#) · [Tutorial](#)

Quality: 6,969 global accepts · Rating: 1700 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[mike_chu's solution](#)

263.

2031D

[Penchick and Desert Rabbit](#) · [Tutorial](#)

Quality: 9,692 global accepts · Rating: 1700 · first AC: 2024-11-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, dsu, greedy, implementation, two pointers

[mike_chu's solution](#)

264.

2029C

[New Rating](#) · [Tutorial](#)

Quality: 7,587 global accepts · Rating: 1700 · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy

[mike_chu's solution](#)

265.

2023B

[Skipping](#) · [Tutorial](#)

Quality: 7,082 global accepts · Rating: 1700 · first AC: 2024-10-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, graphs, shortest paths

[mike_chu's solution](#)

266.

2007D

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

Rating: 1700 · first AC: 2024-08-30 · C++17 (GCC 7-32) (first AC) · Tags: games, graphs, greedy, trees

[mike_chu's solution](#)

267.

1995B2

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

Quality: 10,151 global accepts · Rating: 1700 · first AC: 2024-07-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[mike_chu's solution](#)

268.

1626C

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

Quality: 11,811 global accepts · Rating: 1700 · first AC: 2022-01-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, math, two pointers

[mike_chu's solution](#)

269.

1594D

[The Number of Imposters](#) · [Tutorial](#)

Quality: 9,401 global accepts · Rating: 1700 · first AC: 2021-11-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, dsu, graphs

[mike_chu's solution](#)

270.

1592C

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

Quality: 9,134 global accepts · Rating: 1700 · first AC: 2021-10-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, dp, graphs, trees

[mike_chu's solution](#)

271.

1562D1

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

Quality: 6,650 global accepts · Rating: 1700 · first AC: 2021-09-03 · last AC: 2021-09-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, math

[mike_chu's solution](#)

272.

1422C

[Bargain](#) · [Tutorial](#)

Quality: 8,842 global accepts · Rating: 1700 · first AC: 2021-08-10 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[mike_chu's solution](#)

273.

1554B

[Cobb](#) · [Tutorial](#)

Quality: 13,798 global accepts · Rating: 1700 · first AC: 2021-07-29 · GNU C++11 (first AC) · Tags: bitmasks, brute force, greedy, math

[mike_chu's solution](#)

274.

1550C

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

Quality: 10,847 global accepts · Rating: 1700 · first AC: 2021-07-14 · GNU C++11 (first AC) · Tags: brute force, geometry, greedy, implementation

[mike_chu's solution](#)

275.

1543D1

[RPD and Rap Sheet \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,001 global accepts · Rating: 1700 · first AC: 2021-07-07 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[mike_chu's solution](#)

276.

1516C

[Baby Ehab Partitions Again](#) · [Tutorial](#)

Quality: 14,112 global accepts · Rating: 1700 · first AC: 2021-04-21 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, dp, math

[mike_chu's solution](#)

277.

1503B

[3-Coloring](#) · [Tutorial](#)

Quality: 7,681 global accepts · Rating: 1700 · first AC: 2021-04-03 · GNU C++11 (first AC) · Tags: constructive algorithms, games, interactive

[mike_chu's solution](#)

278.

1491C

[Pekora and Trampoline](#) · [Tutorial](#)

Quality: 8,394 global accepts · Rating: 1700 · first AC: 2021-02-28 · GNU C++11 (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[mike_chu's solution](#)

279.

1485C

[Floor and Mod](#) · [Tutorial](#)

Quality: 11,008 global accepts · Rating: 1700 · first AC: 2021-02-12 · GNU C++11 (first AC) · Tags: binary search, brute force, math, number theory

[mike_chu's solution](#)

280.

1479A

[Searching Local Minimum](#) · [Tutorial](#)

Quality: 13,085 global accepts · Rating: 1700 · first AC: 2021-02-08 · GNU C++11 (first AC) · Tags: binary search, interactive, ternary search

[mike_chu's solution](#)

281.

1478C

[Nezzar and Symmetric Array](#) · [Tutorial](#)

Quality: 10,624 global accepts · Rating: 1700 · first AC: 2021-01-28 · GNU C++11 (first AC) · Tags: implementation, math, sortings

[mike_chu's solution](#)

282.

1474C

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

Quality: 14,161 global accepts · Rating: 1700 · first AC: 2021-01-20 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation, sortings

[mike_chu's solution](#)

283.

1473D

[Program](#) · [Tutorial](#)

Quality: 10,970 global accepts · Rating: 1700 · first AC: 2021-01-14 · GNU C++11 (first AC) · Tags: data structures, dp, implementation, strings

[mike_chu's solution](#)

284.

1451D

[Circle Game](#) · [Tutorial](#)

Quality: 10,150 global accepts · Rating: 1700 · first AC: 2020-11-21 · GNU C++11 (first AC) · Tags: games, geometry, math

[mike_chu's solution](#)

285.

2039C2

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

Quality: 4,969 global accepts · Rating: 1800 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, math, number theory

[mike_chu's solution](#)

286.

2005C

[Lazy Narek](#) · [Tutorial](#)

Quality: 8,681 global accepts · Rating: 1800 · first AC: 2024-09-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, strings

[mike_chu's solution](#)

287.

2007E

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

Rating: 1800 · first AC: 2024-08-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, math, trees

[mike_chu's solution](#)

288.

1990D

[Grid Puzzle](#) · [Tutorial](#)

Quality: 7,722 global accepts · Rating: 1800 · first AC: 2024-08-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation

[mike_chu's solution](#)

289.

1995C

[Squaring](#) · [Tutorial](#)

Quality: 10,289 global accepts · Rating: 1800 · first AC: 2024-07-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math, number theory

[mike_chu's solution](#)

290.

1630B

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

Quality: 6,486 global accepts · Rating: 1800 · first AC: 2022-01-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[mike_chu's solution](#)

291.

1556C

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

Quality: 6,216 global accepts · Rating: 1800 · first AC: 2021-08-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[mike_chu's solution](#)

292.

1548B

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

Quality: 11,349 global accepts · Rating: 1800 · first AC: 2021-08-03 · GNU C++11 (first AC) · Tags: binary search, data structures, divide and conquer, math, number theory, two pointers

[mike_chu's solution](#)

293.

1554D

[Diane](#) · [Tutorial](#)

Quality: 10,562 global accepts · Rating: 1800 · first AC: 2021-07-30 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, strings

[mike_chu's solution](#)

294.

1554C

[Mikasa](#) · [Tutorial](#)

Quality: 9,776 global accepts · Rating: 1800 · first AC: 2021-07-29 · GNU C++11 (first AC) · Tags: binary search, bitmasks, greedy, implementation

[mike_chu's solution](#)

295.

1552D

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

Quality: 7,888 global accepts · Rating: 1800 · first AC: 2021-07-25 · GNU C++11 (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, graphs, math

[mike_chu's solution](#)

296.

1552C

[Maximize the Intersections](#) · [Tutorial](#)

Quality: 6,287 global accepts · Rating: 1800 · first AC: 2021-07-25 · GNU C++11 (first AC) · Tags: combinatorics, constructive algorithms, geometry, greedy, sortings

[mike_chu's solution](#)

297.

1535D

[Playoff Tournament](#) · [Tutorial](#)

Quality: 8,494 global accepts · Rating: 1800 · first AC: 2021-06-04 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp, implementation, trees

[mike_chu's solution](#)

298.

1509E

[Almost Sorted](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-04-16 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math

[mike_chu's solution](#)

299.

1509C

[The Sports Festival](#) · [Tutorial](#)

Quality: 15,314 global accepts · Rating: 1800 · first AC: 2021-04-16 · GNU C++11 (first AC) · Tags: dp, greedy

[mike_chu's solution](#)

300.

1491D

[Zookeeper and The Infinite Zoo](#) · [Tutorial](#)

Quality: 8,288 global accepts · Rating: 1800 · first AC: 2021-03-09 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[mike_chu's solution](#)

301.

1478D

[Nezzar and Board](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-01-28 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory

[mike_chu's solution](#)

302.

1447D

[Catching Cheaters](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-11-15 · GNU C++11 (first AC) · Tags: dp, greedy, strings

[mike_chu's solution](#)

303.

2217D

[Flip the Bit \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,352 global accepts · Rating: 1900 · first AC: 2026-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math

[mike_chu's solution](#)

304.

2174B

[Wishing Cards](#) · [Tutorial](#)

Quality: 3,971 global accepts · Rating: 1900 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[mike_chu's solution](#)

305.

2128E1

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

Quality: 6,545 global accepts · Rating: 1900 · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy, math

[mike_chu's solution](#)

306.

2073A

[Control Towers](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 1900 · first AC: 2025-03-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[mike_chu's solution](#)

307.

2044F

[Easy Demon Problem](#) · [Tutorial](#)

Quality: 6,046 global accepts · Rating: 1900 · first AC: 2025-01-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, math, number theory

[mike_chu's solution](#)

308.

2050G

[Tree Destruction](#) · [Tutorial](#)

Quality: 5,384 global accepts · Rating: 1900 · first AC: 2025-01-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[mike_chu's solution](#)

309.

2001D

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

Quality: 6,387 global accepts · Rating: 1900 · first AC: 2024-09-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation

[mike_chu's solution](#)

310.

2013D

[Minimize the Difference](#) · [Tutorial](#)

Quality: 7,472 global accepts · Rating: 1900 · first AC: 2024-09-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[mike_chu's solution](#)

311.

1996F

[Bomb](#) · [Tutorial](#)

Quality: 6,325 global accepts · Rating: 1900 · first AC: 2024-07-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math

[mike_chu's solution](#)

312.

1647D

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

Quality: 5,701 global accepts · Rating: 1900 · first AC: 2022-03-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, math, number theory

[mike_chu's solution](#)

313.

1627D

[Not Adding](#) · [Tutorial](#)

Quality: 9,371 global accepts · Rating: 1900 · first AC: 2022-01-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math, number theory

[mike_chu's solution](#)

314.

1421D

[Hexagons](#) · [Tutorial](#)

Quality: 4,383 global accepts · Rating: 1900 · first AC: 2021-08-10 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math, shortest paths

[mike_chu's solution](#)

315.

1545B

[AquaMoon and Chess](#) · [Tutorial](#)

Quality: 6,763 global accepts · Rating: 1900 · first AC: 2021-07-12 · GNU C++11 (first AC) · Tags: combinatorics, math

[mike_chu's solution](#)

316.

1543C

[Need for Pink Slips](#) · [Tutorial](#)

Quality: 5,625 global accepts · Rating: 1900 · first AC: 2021-07-09 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dfs and similar, implementation, math, probabilities

[mike_chu's solution](#)

317.

1508A

[Binary Literature](#) · [Tutorial](#)

Quality: 6,671 global accepts · Rating: 1900 · first AC: 2021-04-17 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, strings, two pointers

[mike_chu's solution](#)

318.

1475G

[Strange Beauty](#) · [Tutorial](#)

Quality: 7,820 global accepts · Rating: 1900 · first AC: 2021-04-10 · GNU C++11 (first AC) · Tags: dp, math, number theory, sortings

[mike_chu's solution](#)

319.

1483B

[Playlist](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-03-26 · GNU C++11 (first AC) · Tags: data structures, dsu, implementation

[mike_chu's solution](#)

320.

1496D

[Let's Go Hiking](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-03-10 · GNU C++11 (first AC) · Tags: games

[mike_chu's solution](#)

321.

1486C2

[Guessing the Greatest \(hard version\)](#) · [Tutorial](#)

Quality: 9,972 global accepts · Rating: 1900 · first AC: 2021-02-18 · GNU C++11 (first AC) · Tags: binary search, interactive

[mike_chu's solution](#)

322.

1477B

[Nezzar and Binary String](#) · [Tutorial](#)

Quality: 3,550 global accepts · Rating: 1900 · first AC: 2021-01-31 · GNU C++11 (first AC) · Tags: data structures, greedy

[mike_chu's solution](#)

323.

1453D

[Checkpoints](#) · [Tutorial](#)

Quality: 4,438 global accepts · Rating: 1900 · first AC: 2020-12-04 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, math, probabilities

[mike_chu's solution](#)

324.

2217E

[Definitely Larger](#) · [Tutorial](#)

Quality: 2,077 global accepts · Rating: 2000 · first AC: 2026-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, data structures, graphs, greedy, sortings

[mike_chu's solution](#)

325.

2181D

[Doorway](#) · [Tutorial](#)

Quality: 1,358 global accepts · Rating: 2000 · first AC: 2026-01-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, sortings

[mike_chu's solution](#)

326.

2165C

[Binary Wine](#) · [Tutorial](#)

Quality: 3,531 global accepts · Rating: 2000 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, math

[mike_chu's solution](#)

327.

2171E

[Anisphia Wynn Palettia and Good Permutations](#) · [Tutorial](#)

Quality: 3,655 global accepts · Rating: 2000 · first AC: 2025-11-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, number theory

[mike_chu's solution](#)

328.

2096D

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

Quality: 5,608 global accepts · Rating: 2000 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[mike_chu's solution](#)

329.

2073J

[Gathering Sharks](#) · [Tutorial](#)

Quality: 1,173 global accepts · Rating: 2000 · first AC: 2025-03-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[mike_chu's solution](#)

330.

2062E1

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

Quality: 4,329 global accepts · Rating: 2000 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, trees

[mike_chu's solution](#)

331.

2063D

[Game With Triangles](#) · [Tutorial](#)

Quality: 5,042 global accepts · Rating: 2000 · first AC: 2025-01-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math, ternary search, two pointers

[mike_chu's solution](#)

332.

2061E

[Kevin and And](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 2000 · first AC: 2025-01-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, math, sortings

[mike_chu's solution](#)

333.

2055D

[Scarecrow](#) · [Tutorial](#)

Quality: 4,366 global accepts · Rating: 2000 · first AC: 2025-01-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
[mike_chu's solution](#)

334.

2057D

[Gifts Order](#) · [Tutorial](#)

Quality: 5,414 global accepts · Rating: 2000 · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, math, matrices
[mike_chu's solution](#)

335.

1657D

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

Quality: 5,292 global accepts · Rating: 2000 · first AC: 2022-03-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math, sortings
[mike_chu's solution](#)

336.

1642D

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

Rating: 2000 · first AC: 2022-03-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings
[mike_chu's solution](#)

337.

1561E

[Bottom-Tier Reversals](#) · [Tutorial](#)

Rating: 2000 · first AC: 2021-08-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[mike_chu's solution](#)

338.

1536D

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

Quality: 5,060 global accepts · Rating: 2000 · first AC: 2021-06-06 · GNU C++11 (first AC) · Tags: data structures, greedy, implementation
[mike_chu's solution](#)

339.

1506F

[Triangular Paths](#) · [Tutorial](#)

Quality: 3,702 global accepts · Rating: 2000 · first AC: 2021-05-02 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, math, shortest paths, sortings
[mike_chu's solution](#)

340.

1514D

[Cut and Stick](#) · [Tutorial](#)

Quality: 4,819 global accepts · Rating: 2000 · first AC: 2021-04-30 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, implementation, sortings
[mike_chu's solution](#)

341.

1487E

[Cheap Dinner](#) · [Tutorial](#)

Quality: 5,128 global accepts · Rating: 2000 · first AC: 2021-02-15 · GNU C++11 (first AC) · Tags: brute force, data structures, graphs, greedy, implementation, sortings, two pointers
[mike_chu's solution](#)

342.

1415D

[XOR-gun](#) · [Tutorial](#)

Quality: 6,166 global accepts · Rating: 2000 · first AC: 2021-01-20 · GNU C++11 (first AC) · Tags: bitmasks, brute force, constructive algorithms
[mike_chu's solution](#)

343.

2161D

[Locked Out](#) · [Tutorial](#)

Quality: 2,773 global accepts · Rating: 2100 · first AC: 2025-12-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy

[mike_chu's solution](#)

344.

2141E

[Perfect Cut](#) · [Tutorial](#)

Quality: 257 global accepts · Rating: 2100 · first AC: 2025-12-22 · Kotlin 2.2 (first AC) · Tags: *special, dp, greedy

[mike_chu's solution](#)

345.

2170E

[Binary Strings and Blocks](#) · [Tutorial](#)

Quality: 2,319 global accepts · Rating: 2100 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp

[mike_chu's solution](#)

346.

2169D2

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

Quality: 2,273 global accepts · Rating: 2100 · first AC: 2025-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, greedy, implementation, math, number theory

[mike_chu's solution](#)

347.

2092E

[She knows...](#) · [Tutorial](#)

Quality: 3,845 global accepts · Rating: 2100 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, graphs, math

[mike_chu's solution](#)

348.

2029E

[Common Generator](#) · [Tutorial](#)

Quality: 3,536 global accepts · Rating: 2100 · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[mike_chu's solution](#)

349.

2004E

[Not a Nim Problem](#) · [Tutorial](#)

Quality: 5,073 global accepts · Rating: 2100 · first AC: 2024-08-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, games, math, number theory

[mike_chu's solution](#)

350.

1629F1

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

Rating: 2100 · first AC: 2022-01-22 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, games

[mike_chu's solution](#)

351.

1605D

[Treelabeling](#) · [Tutorial](#)

Quality: 3,253 global accepts · Rating: 2100 · first AC: 2021-11-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, games, greedy, implementation, trees

[mike_chu's solution](#)

352.

1553E

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

Quality: 3,773 global accepts · Rating: 2100 · first AC: 2021-07-23 · GNU C++11 (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, dsu, graphs, math

[mike_chu's solution](#)

353.

1530E

[Minimax](#) · [Tutorial](#)

Quality: 3,256 global accepts · Rating: 2100 · first AC: 2021-07-18 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, strings

[mike_chu's solution](#)

354.

1538G

[Gift Set](#) · [Tutorial](#)

Quality: 5,214 global accepts · Rating: 2100 · first AC: 2021-06-24 · GNU C++11 (first AC) · Tags: binary search, greedy, math, ternary search

[mike_chu's solution](#)

355.

1516D

[Cut](#) · [Tutorial](#)

Quality: 5,173 global accepts · Rating: 2100 · first AC: 2021-04-24 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, graphs, number theory, two pointers

[mike_chu's solution](#)

356.

1499D

[The Number of Pairs](#) · [Tutorial](#)

Quality: 7,044 global accepts · Rating: 2100 · first AC: 2021-04-09 · GNU C++11 (first AC) · Tags: dp, math, number theory

[mike_chu's solution](#)

357.

1486D

[Max Median](#) · [Tutorial](#)

Quality: 9,731 global accepts · Rating: 2100 · first AC: 2021-02-25 · GNU C++11 (first AC) · Tags: binary search, data structures, dp

[mike_chu's solution](#)

358.

1446C

[Xor Tree](#) · [Tutorial](#)

Quality: 4,091 global accepts · Rating: 2100 · first AC: 2020-11-28 · GNU C++11 (first AC) · Tags: binary search, bitmasks, data structures, divide and conquer, dp, trees

[mike_chu's solution](#)

359.

2189D2

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

Quality: 1,945 global accepts · Rating: 2200 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math, number theory

[mike_chu's solution](#)

360.

2114G

[Build an Array](#) · [Tutorial](#)

Quality: 2,040 global accepts · Rating: 2200 · first AC: 2025-05-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dp, greedy, math, number theory

[mike_chu's solution](#)

361.

2108D

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

Quality: 2,419 global accepts · Rating: 2200 · first AC: 2025-05-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, implementation, interactive

[mike_chu's solution](#)

362.

2073G

[Corrupted File](#) · [Tutorial](#)

Quality: 926 global accepts · Rating: 2200 · first AC: 2025-03-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[mike_chu's solution](#)

363.

2062D

[Balanced Tree](#) · [Tutorial](#)

Quality: 3,544 global accepts · Rating: 2200 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[mike_chu's solution](#)

364.

2039E

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

Quality: 2,372 global accepts · Rating: 2200 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation, math

[mike_chu's solution](#)

365.

2013E

[Prefix GCD](#) · [Tutorial](#)

Quality: 4,218 global accepts · Rating: 2200 · first AC: 2024-09-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math, number theory

[mike_chu's solution](#)

366.

1993D

[Med-imize](#) · [Tutorial](#)

Quality: 4,479 global accepts · Rating: 2200 · first AC: 2024-08-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy

[mike_chu's solution](#)

367.

1556E

[Equilibrium](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2200 · first AC: 2021-08-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[mike_chu's solution](#)

368.

1551F

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

Quality: 2,179 global accepts · Rating: 2200 · first AC: 2021-08-07 · GNU C++11 (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees

[mike_chu's solution](#)

369.

1552F

[Telepanting](#) · [Tutorial](#)

Quality: 3,334 global accepts · Rating: 2200 · first AC: 2021-07-25 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, sortings

[mike_chu's solution](#)

370.

1543D2

[RPD and Rap Sheet \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,168 global accepts · Rating: 2200 · first AC: 2021-07-07 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, interactive, math

[mike_chu's solution](#)

371.

1526D

[Kill Anton](#) · [Tutorial](#)

Quality: 2,799 global accepts · Rating: 2200 · first AC: 2021-06-02 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, data structures, math, strings

[mike_chu's solution](#)

372.

1520G

[To Go Or Not To Go?](#) · [Tutorial](#)

Quality: 4,220 global accepts · Rating: 2200 · first AC: 2021-05-28 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, graphs, greedy, implementation, shortest paths

[mike_chu's solution](#)

373.

1503C

[Travelling Salesman Problem](#) · [Tutorial](#)

Quality: 3,846 global accepts · Rating: 2200 · first AC: 2021-04-05 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, greedy, shortest paths, sortings, two pointers

[mike_chu's solution](#)

374.

1477C

[Nezzar and Nice Beatmap](#) · [Tutorial](#)

Quality: 2,587 global accepts · Rating: 2200 · first AC: 2021-01-31 · GNU C++11 (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[mike_chu's solution](#)

375.

1415E

[New Game Plus!](#) · [Tutorial](#)

Quality: 3,002 global accepts · Rating: 2200 · first AC: 2021-01-22 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[mike_chu's solution](#)

376.

1474D

[Cleaning](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2200 · first AC: 2021-01-20 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, math

[mike_chu's solution](#)

377.

2181J

[Jinx or Jackpot](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 2300 · first AC: 2026-01-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, probabilities

[mike_chu's solution](#)

378.

2063E

[Triangle Tree](#) · [Tutorial](#)

Quality: 2,387 global accepts · Rating: 2300 · first AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, greedy, trees

[mike_chu's solution](#)

379.

2002E

[Cosmic Rays](#) · [Tutorial](#)

Quality: 2,920 global accepts · Rating: 2300 · first AC: 2024-10-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp

[mike_chu's solution](#)

380.

2006C

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

Quality: 2,074 global accepts · Rating: 2300 · first AC: 2024-09-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, math, number theory, two pointers

[mike_chu's solution](#)

381.

1629E

[Grid Xor](#) · [Tutorial](#)

Rating: 2300 · first AC: 2022-01-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, interactive, math

[mike_chu's solution](#)

382.

1550D

[Excellent Arrays](#) · [Tutorial](#)

Quality: 2,058 global accepts · Rating: 2300 · first AC: 2021-07-20 · GNU C++11 (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation, math, sortings, two pointers

[mike_chu's solution](#)

383.

1496E

[Garden of the Sun](#) · [Tutorial](#)

Rating: 2300 · first AC: 2021-03-10 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs

[mike_chu's solution](#)

384.

2181G

[Greta's Game](#) · [Tutorial](#)

Quality: 649 global accepts · Rating: 2400 · first AC: 2026-01-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, graphs, greedy, math

[mike_chu's solution](#)

385.

2169E

[Points Selection](#) · [Tutorial](#)

Quality: 1,044 global accepts · Rating: 2400 · first AC: 2025-11-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[mike_chu's solution](#)

386.

2143E

[Make Good](#) · [Tutorial](#)

Quality: 1,922 global accepts · Rating: 2400 · first AC: 2025-09-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, strings

[mike_chu's solution](#)

387.

2096E

[Wonderful Teddy Bears](#) · [Tutorial](#)

Quality: 2,047 global accepts · Rating: 2400 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings

[mike_chu's solution](#)

388.

2073D

[Tower of Hanoi](#) · [Tutorial](#)

Quality: 563 global accepts · Rating: 2400 · first AC: 2025-03-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[mike_chu's solution](#)

389.

1626E

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

Quality: 1,858 global accepts · Rating: 2400 · first AC: 2022-01-26 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, greedy, trees

[mike_chu's solution](#)

390.

1615E

[Purple Crayon](#) · [Tutorial](#)

Quality: 1,701 global accepts · Rating: 2400 · first AC: 2021-12-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, math, sortings, trees

[mike_chu's solution](#)

391.

865D

[Buy Low Sell High](#) · [Tutorial](#)

Quality: 8,023 global accepts · Rating: 2400 · first AC: 2021-11-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[mike_chu's solution](#)

392.

1594F

[Ideal Farm](#) · [Tutorial](#)

Quality: 1,538 global accepts · Rating: 2400 · first AC: 2021-11-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[mike_chu's solution](#)

393.

1473E

[Minimum Path](#) · [Tutorial](#)

Quality: 4,740 global accepts · Rating: 2400 · first AC: 2021-01-17 · GNU C++11 (first AC) · Tags: graphs, shortest paths

[mike_chu's solution](#)

394.

2174C2

[Beautiful Patterns \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 2500 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, probabilities

[mike_chu's solution](#)

395.

2113F

[Two Arrays](#) · [Tutorial](#)

Quality: 952 global accepts · Rating: 2500 · first AC: 2025-06-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[mike_chu's solution](#)

396.

1647E

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

Quality: 1,097 global accepts · Rating: 2500 · first AC: 2022-03-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, greedy

[mike_chu's solution](#)

397.

1549E

[The Three Little Pigs](#) · [Tutorial](#)

Rating: 2500 · first AC: 2021-08-03 · GNU C++11 (first AC) · Tags: combinatorics, dp, fft, math

[mike_chu's solution](#)

398.

1481E

[Sorting Books](#) · [Tutorial](#)

Quality: 2,417 global accepts · Rating: 2500 · first AC: 2021-02-10 · GNU C++11 (first AC) · Tags: data structures, dp, greedy

[mike_chu's solution](#)

399.

1474E

[What Is It?](#) · [Tutorial](#)

Quality: 1,463 global accepts · Rating: 2500 · first AC: 2021-01-20 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

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402.

1495D

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403.

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404.

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405.

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406.

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407.

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408.

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409.

1541E2

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410.

2073I

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412.

105229D

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Rating: — · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: —

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413.

105229K

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414.

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415.

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