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Unique solved — ntdung

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

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Count: 236

1.

1715A

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2.

1720B

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3.

1716B

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4.

1716A

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5.

1696A

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6.

1661A

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7.

1665A

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8.

1647A

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9.

1604A

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10.

1556A

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11.

1562A

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12.

1561A

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13.

1553A

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14.

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1530A

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17.

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18.

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19.

1523A

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20.

1526A

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21.

1529A

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22.

1527A

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23.

1484A

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24.

1497A

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25.

1474A

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27.

1451A

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28.

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29.

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30.

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31.

1397A

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- 32.**
1400A
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1392B
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1392A
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1398B
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1398A
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1391B
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1391A
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1399B
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1399A
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1385B
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1385A
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1343B
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1720A
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1696B
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1665B
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1486A
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1451B
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- 50.**
1427A
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- 51.**
1406A
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1401A
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- 53.**
1341A
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54.

1343A

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55.

1715B

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56.

1562B

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57.

1550B

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58.

1485A

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59.

1474B

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60.

1473B

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61.

1405B

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62.

1395A

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63.

500A

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64.

1604B

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1534B

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66.

1523B

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67.

1529B

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68.

1417B

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69.

1407A

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70.

1401B

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71.

1375A

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72.

1395B

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73.

1720C

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74.

1647B

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75.

1553C

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76.

1530C

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77.

1527B1

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78.

1497C1

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79.

1497B

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80.

1485B

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81.

1406B

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82.

1375B

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83.

1399C

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84.

1385C

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85.

1343C

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86.

1339B

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87.

1661B

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88.

1647C

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89.

1556B

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90.

1561C

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91.

1561B

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92.

1553B

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93.

1534C

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94.

1407B

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95.

1401C

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96.

1341B

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97.

1696C

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98.

1540A

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99.

1535C

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100.

1526B

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101.

1451C

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102.

1427B

[Chess Cheater](#) · [Tutorial](#)

Quality: 11,459 global accepts · Rating: 1400 · first AC: 2020-10-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings
[ntdung's solution](#)

103.

1408B

[Arrays Sum](#) · [Tutorial](#)

Quality: 10,455 global accepts · Rating: 1400 · first AC: 2020-10-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math
[ntdung's solution](#)

104.

279B

[Books](#) · [Tutorial](#)

Quality: 72,464 global accepts · Rating: 1400 · first AC: 2020-08-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation, two pointers
[ntdung's solution](#)

105.

520B

[Two Buttons](#) · [Tutorial](#)

Quality: 62,208 global accepts · Rating: 1400 · first AC: 2020-08-18 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy, implementation, math, shortest paths
[ntdung's solution](#)

106.

489C

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

Quality: 51,687 global accepts · Rating: 1400 · first AC: 2020-08-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation
[ntdung's solution](#)

107.

1393B

[Applejack and Storages](#) · [Tutorial](#)

Quality: 17,365 global accepts · Rating: 1400 · first AC: 2020-08-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation
[ntdung's solution](#)

108.

505B

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

Quality: 14,983 global accepts · Rating: 1400 · first AC: 2020-08-09 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs
[ntdung's solution](#)

109.

1562C

[Rings](#) · [Tutorial](#)

Quality: 14,311 global accepts · Rating: 1500 · first AC: 2021-08-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[ntdung's solution](#)

110.

1526C1

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

Quality: 27,192 global accepts · Rating: 1500 · first AC: 2021-05-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy
[ntdung's solution](#)

111.

1484B

[Restore Modulo](#) · [Tutorial](#)

Rating: 1500 · first AC: 2021-03-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[ntdung's solution](#)

112.

1486B

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

Quality: 20,488 global accepts · Rating: 1500 · first AC: 2021-02-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry, shortest paths, sortings
[ntdung's solution](#)

113.

1473C

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

Quality: 13,414 global accepts · Rating: 1500 · first AC: 2021-01-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[ntdung's solution](#)

114.

868C

[Qualification Rounds](#) · [Tutorial](#)

Quality: 5,026 global accepts · Rating: 1500 · first AC: 2020-10-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp
[ntdung's solution](#)

115.

821C

[Okabe and Boxes](#) · [Tutorial](#)

Quality: 7,916 global accepts · Rating: 1500 · first AC: 2020-10-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, trees
[ntdung's solution](#)

116.

329B

[Biridian Forest](#) · [Tutorial](#)

Quality: 7,497 global accepts · Rating: 1500 · first AC: 2020-10-18 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, shortest paths
[ntdung's solution](#)

117.

770C

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

Quality: 2,936 global accepts · Rating: 1500 · first AC: 2020-10-16 · C++17 (GCC 7-32) (first AC) · Tags: *special, dfs and similar, graphs, implementation
[ntdung's solution](#)

118.

1169B

[Pairs](#) · [Tutorial](#)

Quality: 10,734 global accepts · Rating: 1500 · first AC: 2020-10-16 · last AC: 2020-10-16 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation
[ntdung's solution](#)

119.

839C

[Journey](#) · [Tutorial](#)

Quality: 20,098 global accepts · Rating: 1500 · first AC: 2020-10-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, probabilities, trees
[ntdung's solution](#)

120.

1408C

[Discrete Acceleration](#) · [Tutorial](#)

Quality: 9,274 global accepts · Rating: 1500 · first AC: 2020-10-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, implementation, math, two pointers
[ntdung's solution](#)

121.

1417C

[k-Amazing Numbers](#) · [Tutorial](#)

Rating: 1500 · first AC: 2020-09-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[ntdung's solution](#)

122.

1405C

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

Rating: 1500 · first AC: 2020-09-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, strings
[ntdung's solution](#)

123.

1397B

[Power Sequence](#) · [Tutorial](#)

Quality: 15,467 global accepts · Rating: 1500 · first AC: 2020-08-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory, sortings
[ntdung's solution](#)

124.

1400C

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

Quality: 18,506 global accepts · Rating: 1500 · first AC: 2020-08-25 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, brute force, constructive algorithms, greedy
[ntdung's solution](#)

125.

1389C

[Good String](#) · [Tutorial](#)

Quality: 20,566 global accepts · Rating: 1500 · first AC: 2020-08-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, two pointers
[ntdung's solution](#)

126.

1391C

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

Quality: 16,028 global accepts · Rating: 1500 · first AC: 2020-08-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, graphs, math
[ntdung's solution](#)

127.

1399D

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

Quality: 19,902 global accepts · Rating: 1500 · first AC: 2020-08-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation
[ntdung's solution](#)

128.

1385D

[a-Good String](#) · [Tutorial](#)

Quality: 21,966 global accepts · Rating: 1500 · first AC: 2020-08-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, implementation
[ntdung's solution](#)

129.

1665C

[Tree Infection](#) · [Tutorial](#)

Quality: 9,862 global accepts · Rating: 1600 · first AC: 2022-04-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings, trees
[ntdung's solution](#)

130.

1530D

[Secret Santa](#) · [Tutorial](#)

Quality: 10,098 global accepts · Rating: 1600 · first AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, flows, graphs, greedy, math
[ntdung's solution](#)

131.

1523C

[Compression and Expansion](#) · [Tutorial](#)

Quality: 9,181 global accepts · Rating: 1600 · first AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, implementation, trees
[ntdung's solution](#)

132.

1526C2

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

Quality: 29,765 global accepts · Rating: 1600 · first AC: 2021-05-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy
[ntdung's solution](#)

133.

1529C

[Parsa's Humongous Tree](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-05-24 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees
[ntdung's solution](#)

134.

1527C

[Sequence Pair Weight](#) · [Tutorial](#)

Quality: 14,981 global accepts · Rating: 1600 · first AC: 2021-05-20 · C++14 (GCC 6-32) (first AC) · Tags: hashing, implementation, math
[ntdung's solution](#)

135.

1484C

[Basic Diplomacy](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-03-21 · last AC: 2021-04-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, flows, greedy, implementation
[ntdung's solution](#)

136.

1497C2

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

Quality: 19,478 global accepts · Rating: 1600 · first AC: 2021-03-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[ntdung's solution](#)

137.

1486C1

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

Quality: 14,245 global accepts · Rating: 1600 · first AC: 2021-02-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive
[ntdung's solution](#)

138.

814C

[An impassioned circulation of affection](#) · [Tutorial](#)

Quality: 7,735 global accepts · Rating: 1600 · first AC: 2020-10-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, strings, two pointers
[ntdung's solution](#)

139.

793B

[Igor and his way to work](#) · [Tutorial](#)

Quality: 4,829 global accepts · Rating: 1600 · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths
[ntdung's solution](#)

140.

723D

[Lakes in Berland](#) · [Tutorial](#)

Quality: 7,506 global accepts · Rating: 1600 · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation
[ntdung's solution](#)

141.

763A

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

Quality: 11,868 global accepts · Rating: 1600 · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation, trees
[ntdung's solution](#)

142.

1165D

[Almost All Divisors](#) · [Tutorial](#)

Quality: 19,725 global accepts · Rating: 1600 · first AC: 2020-10-13 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[ntdung's solution](#)

143.

1303C

[Perfect Keyboard](#) · [Tutorial](#)

Quality: 12,859 global accepts · Rating: 1600 · first AC: 2020-10-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, implementation
[ntdung's solution](#)

144.

1295C

[Obtain The String](#) · [Tutorial](#)

Quality: 13,849 global accepts · Rating: 1600 · first AC: 2020-09-07 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, strings
[ntdung's solution](#)

145.

348A

[Mafia](#) · [Tutorial](#)

Quality: 14,684 global accepts · Rating: 1600 · first AC: 2020-09-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math, sortings
[ntdung's solution](#)

146.

1374E1

[Reading Books \(easy version\)](#) · [Tutorial](#)

Quality: 14,977 global accepts · Rating: 1600 · first AC: 2020-08-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings
[ntdung's solution](#)

147.

446A

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

Quality: 13,531 global accepts · Rating: 1600 · first AC: 2020-08-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, two pointers
[ntdung's solution](#)

148.

1389B

[Array Walk](#) · [Tutorial](#)

Quality: 20,356 global accepts · Rating: 1600 · first AC: 2020-08-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy
[ntdung's solution](#)

149.

1373D

[Maximum Sum on Even Positions](#) · [Tutorial](#)

Quality: 17,670 global accepts · Rating: 1600 · first AC: 2020-08-20 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp, greedy, implementation
[ntdung's solution](#)

150.

371C

[Hamburgers](#) · [Tutorial](#)

Quality: 34,518 global accepts · Rating: 1600 · first AC: 2020-08-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force
[ntdung's solution](#)

151.

235A

[LCM Challenge](#) · [Tutorial](#)

Quality: 20,989 global accepts · Rating: 1600 · first AC: 2020-08-20 · C++14 (GCC 6-32) (first AC) · Tags: number theory
[ntdung's solution](#)

152.

1371D

[Grid-00100](#) · [Tutorial](#)

Quality: 13,708 global accepts · Rating: 1600 · first AC: 2020-08-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation
[ntdung's solution](#)

153.

1349A

[Orac and LCM](#) · [Tutorial](#)

Quality: 21,644 global accepts · Rating: 1600 · first AC: 2020-08-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, number theory
[ntdung's solution](#)

154.

706C

[Hard problem](#) · [Tutorial](#)

Quality: 19,368 global accepts · Rating: 1600 · first AC: 2020-08-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings
[ntdung's solution](#)

155.

1342C

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

Quality: 14,996 global accepts · Rating: 1600 · first AC: 2020-08-20 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[ntdung's solution](#)

156.

1348C

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

Quality: 15,484 global accepts · Rating: 1600 · first AC: 2020-08-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy,

sortings, strings

[ntdung's solution](#)

157.

1352G

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

Quality: 24,809 global accepts · Rating: 1600 · first AC: 2020-08-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[ntdung's solution](#)

158.

1363C

[Game On Leaves](#) · [Tutorial](#)

Quality: 21,087 global accepts · Rating: 1600 · first AC: 2020-08-19 · C++14 (GCC 6-32) (first AC) · Tags: games, trees

[ntdung's solution](#)

159.

1334C

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

Quality: 17,925 global accepts · Rating: 1600 · first AC: 2020-08-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[ntdung's solution](#)

160.

1344A

[Hilbert's Hotel](#) · [Tutorial](#)

Quality: 16,503 global accepts · Rating: 1600 · first AC: 2020-08-19 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory, sortings

[ntdung's solution](#)

161.

1353D

[Constructing the Array](#) · [Tutorial](#)

Quality: 20,280 global accepts · Rating: 1600 · first AC: 2020-08-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, sortings

[ntdung's solution](#)

162.

1336A

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

Quality: 24,671 global accepts · Rating: 1600 · first AC: 2020-08-19 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[ntdung's solution](#)

163.

377A

[Maze](#) · [Tutorial](#)

Quality: 27,062 global accepts · Rating: 1600 · first AC: 2020-08-18 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar

[ntdung's solution](#)

164.

1358C

[Celex Update](#) · [Tutorial](#)

Quality: 18,346 global accepts · Rating: 1600 · first AC: 2020-08-18 · C++14 (GCC 6-32) (first AC) · Tags: math

[ntdung's solution](#)

165.

431C

[k-Tree](#) · [Tutorial](#)

Quality: 29,788 global accepts · Rating: 1600 · first AC: 2020-08-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, trees

[ntdung's solution](#)

166.

1398C

[Good Subarrays](#) · [Tutorial](#)

Quality: 36,636 global accepts · Rating: 1600 · first AC: 2020-08-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, math

[ntdung's solution](#)

167.

1395C

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

Quality: 15,211 global accepts · Rating: 1600 · first AC: 2020-08-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, greedy
[ntdung's solution](#)

168.

1715C

[Monoblock](#) · [Tutorial](#)

Quality: 10,377 global accepts · Rating: 1700 · first AC: 2022-08-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, implementation, math
[ntdung's solution](#)

169.

1661C

[Water the Trees](#) · [Tutorial](#)

Quality: 10,540 global accepts · Rating: 1700 · first AC: 2022-04-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math
[ntdung's solution](#)

170.

1562D1

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

Quality: 6,650 global accepts · Rating: 1700 · first AC: 2021-08-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, math
[ntdung's solution](#)

171.

1561D1

[Up the Strip \(simplified version\)](#) · [Tutorial](#)

Quality: 6,113 global accepts · Rating: 1700 · first AC: 2021-08-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, math, number theory
[ntdung's solution](#)

172.

1550C

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

Quality: 10,847 global accepts · Rating: 1700 · first AC: 2021-07-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, greedy, implementation
[ntdung's solution](#)

173.

1529D

[Kavi on Pairing Duty](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-05-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory
[ntdung's solution](#)

174.

1497E1

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

Quality: 9,112 global accepts · Rating: 1700 · first AC: 2021-03-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers
[ntdung's solution](#)

175.

1485C

[Floor and Mod](#) · [Tutorial](#)

Quality: 11,008 global accepts · Rating: 1700 · first AC: 2021-02-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, math, number theory
[ntdung's solution](#)

176.

1474C

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

Quality: 14,161 global accepts · Rating: 1700 · first AC: 2021-01-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation, sortings
[ntdung's solution](#)

177.

1473D

[Program](#) · [Tutorial](#)

Quality: 10,970 global accepts · Rating: 1700 · first AC: 2021-01-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation, strings

[ntdung's solution](#)

178.

1451D

[Circle Game](#) · [Tutorial](#)

Quality: 10,150 global accepts · Rating: 1700 · first AC: 2020-11-21 · C++17 (GCC 9-64) (first AC) · Tags: games, geometry, math

[ntdung's solution](#)

179.

798C

[Mike and gcd problem](#) · [Tutorial](#)

Quality: 6,370 global accepts · Rating: 1700 · first AC: 2020-11-20 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, number theory

[ntdung's solution](#)

180.

1278C

[Berry Jam](#) · [Tutorial](#)

Quality: 8,576 global accepts · Rating: 1700 · first AC: 2020-10-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, implementation

[ntdung's solution](#)

181.

295B

[Greg and Graph](#) · [Tutorial](#)

Quality: 17,666 global accepts · Rating: 1700 · first AC: 2020-10-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, shortest paths

[ntdung's solution](#)

182.

349B

[Color the Fence](#) · [Tutorial](#)

Quality: 15,119 global accepts · Rating: 1700 · first AC: 2020-10-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, implementation

[ntdung's solution](#)

183.

118D

[Caesar's Legions](#) · [Tutorial](#)

Quality: 20,487 global accepts · Rating: 1700 · first AC: 2020-10-13 · C++17 (GCC 7-32) (first AC) · Tags: dp

[ntdung's solution](#)

184.

339D

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

Quality: 32,560 global accepts · Rating: 1700 · first AC: 2020-10-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[ntdung's solution](#)

185.

474D

[Flowers](#) · [Tutorial](#)

Quality: 30,626 global accepts · Rating: 1700 · first AC: 2020-10-13 · C++17 (GCC 7-32) (first AC) · Tags: dp

[ntdung's solution](#)

186.

466C

[Number of Ways](#) · [Tutorial](#)

Quality: 41,894 global accepts · Rating: 1700 · first AC: 2020-10-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[ntdung's solution](#)

187.

1720D1

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

Quality: 6,711 global accepts · Rating: 1800 · first AC: 2022-08-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, strings, trees, two pointers

[ntdung's solution](#)

188.

1556C

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

Quality: 6,216 global accepts · Rating: 1800 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[ntdung's solution](#)

189.

1534D

[Lost Tree](#) · [Tutorial](#)

Quality: 6,812 global accepts · Rating: 1800 · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, trees

[ntdung's solution](#)

190.

1535D

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

Quality: 8,494 global accepts · Rating: 1800 · first AC: 2021-06-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, implementation, trees

[ntdung's solution](#)

191.

1715D

[2+ doors](#) · [Tutorial](#)

Quality: 6,089 global accepts · Rating: 1900 · first AC: 2022-08-20 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, bitmasks, graphs, greedy

[ntdung's solution](#)

192.

1696D

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

Quality: 6,014 global accepts · Rating: 1900 · first AC: 2022-06-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, greedy, shortest paths

[ntdung's solution](#)

193.

1661D

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

Quality: 5,398 global accepts · Rating: 1900 · first AC: 2022-04-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[ntdung's solution](#)

194.

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

[ntdung's solution](#)

195.

1561D2

[Up the Strip](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-08-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math, number theory

[ntdung's solution](#)

196.

817D

[Imbalanced Array](#) · [Tutorial](#)

Quality: 6,290 global accepts · Rating: 1900 · first AC: 2020-10-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dsu, sortings

[ntdung's solution](#)

197.

607B

[Zuma](#) · [Tutorial](#)

Quality: 16,320 global accepts · Rating: 1900 · first AC: 2020-10-18 · C++17 (GCC 7-32) (first AC) · Tags: dp

[ntdung's solution](#)

198.

839B

[Game of the Rows](#) · [Tutorial](#)

Quality: 3,438 global accepts · Rating: 1900 · first AC: 2020-10-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[ntdung's solution](#)

199.

5C

[Longest Regular Bracket Sequence](#) · [Tutorial](#)

Quality: 18,072 global accepts · Rating: 1900 · first AC: 2020-09-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, sortings, strings

[ntdung's solution](#)

200.

1405D

[Tree Tag](#) · [Tutorial](#)

Rating: 1900 · first AC: 2020-09-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, games, strings, trees

[ntdung's solution](#)

201.

1716D

[Chip Move](#) · [Tutorial](#)

Quality: 6,137 global accepts · Rating: 2000 · first AC: 2022-08-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math

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202.

1716C

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203.

1696E

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204.

1665D

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205.

383C

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206.

1451E1

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207.

1370D

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Quality: 10,929 global accepts · Rating: 2000 · first AC: 2020-10-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, dsu, greedy, implementation

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208.

1366D

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Quality: 12,349 global accepts · Rating: 2000 · first AC: 2020-10-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

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209.

380C

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210.

611D

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211.

251C

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Quality: 1,130 global accepts · Rating: 2000 · first AC: 2020-10-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, number theory

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212.

629C

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Quality: 3,023 global accepts · Rating: 2000 · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

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213.

721D

[Maxim and Array](#) · [Tutorial](#)

Quality: 2,488 global accepts · Rating: 2000 · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, math

[ntdung's solution](#)

214.

814D

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

Quality: 2,581 global accepts · Rating: 2000 · first AC: 2020-10-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, geometry, greedy, trees

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215.

1427C

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Quality: 6,071 global accepts · Rating: 2000 · first AC: 2020-10-12 · C++17 (GCC 7-32) (first AC) · Tags: dp

[ntdung's solution](#)

216.

441D

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Quality: 1,200 global accepts · Rating: 2100 · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, graphs, implementation, math, string suffix structures

[ntdung's solution](#)

217.

630P

[Area of a Star](#) · [Tutorial](#)

Quality: 1,346 global accepts · Rating: 2100 · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math
[ntdung's solution](#)

218.

1535E

[Gold Transfer](#) · [Tutorial](#)

Quality: 3,066 global accepts · Rating: 2200 · first AC: 2021-06-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, interactive, trees
[ntdung's solution](#)

219.

839D

[Winter is here](#) · [Tutorial](#)

Quality: 3,553 global accepts · Rating: 2200 · first AC: 2020-10-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory
[ntdung's solution](#)

220.

762D

[Maximum path](#) · [Tutorial](#)

Quality: 1,810 global accepts · Rating: 2300 · first AC: 2020-11-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation
[ntdung's solution](#)

221.

659G

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Quality: 1,317 global accepts · Rating: 2300 · first AC: 2020-10-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, number theory
[ntdung's solution](#)

222.

1715E

[Long Way Home](#) · [Tutorial](#)

Quality: 2,132 global accepts · Rating: 2400 · first AC: 2022-08-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, geometry, graphs, greedy, shortest paths
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223.

1720D2

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

Quality: 2,198 global accepts · Rating: 2400 · first AC: 2022-08-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, dp, strings, trees
[ntdung's solution](#)

224.

1527D

[MEX Tree](#) · [Tutorial](#)

Quality: 2,289 global accepts · Rating: 2400 · first AC: 2021-05-21 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, implementation, math, trees
[ntdung's solution](#)

225.

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,918 global accepts · Rating: 2400 · first AC: 2020-10-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees
[ntdung's solution](#)

226.

1468L

[Prime Divisors Selection](#) · [Tutorial](#)

Quality: 371 global accepts · Rating: 2700 · first AC: 2020-12-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, number theory
[ntdung's solution](#)

227.

1468B

[Bakery](#) · [Tutorial](#)

Quality: 241 global accepts · Rating: 2900 · first AC: 2021-01-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu
[ntdung's solution](#)

228.

105383E

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[ntdung's solution](#)

229.

105383F

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Rating: — · first AC: 2025-10-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
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230.

105383I

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231.

105383B

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232.

105383K

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[ntdung's solution](#)

233.

105383D

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234.

105383A

[Animal Farm](#) · [Tutorial](#)

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[ntdung's solution](#)

235.

105383J

[Just Round Down](#) · [Tutorial](#)

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[ntdung's solution](#)

236.

102767C

[Singhal and GCD](#) · [Tutorial](#)

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