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Unique solved — ouqingliang

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Count: 396

1.

2104A

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2.

2069A

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3.

2064A

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4.

2062A

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5.

1734B

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6.

1734A

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7.

1672B

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8.

1672A

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9.

1556A

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10.

1537A

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11.

1535A

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Quality: 57,161 global accepts · Rating: 800 · first AC: 2021-06-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
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12.

1487A

[Arena](#) · [Tutorial](#)

Quality: 27,530 global accepts · Rating: 800 · first AC: 2021-02-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings
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13.

1466B

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14.

1466A

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15.

1312A

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16.

1316A

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17.

1305A

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18.

1303A

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19.

1307A

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20.

1189A

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- 21.**
1200A
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- 22.**
1148A
[Another One Bites The Dust](#) · [Tutorial](#)
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- 23.**
1167A
[Telephone Number](#) · [Tutorial](#)
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1064A
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832A
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831B
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- 27.**
822A
[I'm bored with life](#) · [Tutorial](#)
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- 29.**
2028A
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1609A
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1559B
[Mocha and Red and Blue](#) · [Tutorial](#)
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32.

1559A

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33.

1537B

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Quality: 42,324 global accepts · Rating: 900 · first AC: 2021-06-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
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34.

1535B

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35.

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36.

1326B

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37.

1321A

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38.

1201A

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39.

1175A

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40.

263B

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41.

1016A

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42.

2104B

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43.

1476A

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44.

1326A

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45.

1312B

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46.

1020A

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47.

1020B

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48.

831A

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49.

2104C

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50.

2064B

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Quality: 20,121 global accepts · Rating: 1100 · first AC: 2025-02-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, two pointers

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51.

1672C

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[ouqingliang's solution](#)

52.

1609B

[William the Vigilant](#) · [Tutorial](#)

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53.

1214B

[Badges](#) · [Tutorial](#)

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54.

1189B

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Quality: 15,308 global accepts · Rating: 1100 · first AC: 2019-08-17 · GNU C++11 (first AC) · Tags: greedy, math, sortings
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55.

767A

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56.

2069B

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57.

2062C

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58.

1734C

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59.

1559C

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60.

1537C

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61.

1487B

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62.

1305B

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63.

1205A

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64.

1214C

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65.

1200B

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66.

1064B

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67.

828A

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68.

2064C

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69.

1667A

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70.

1601A

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71.

1556B

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72.

1558A

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73.

1466C

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Quality: 18,728 global accepts · Rating: 1300 · first AC: 2021-01-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings

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74.

1326C

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75.

1307B

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76.

1064C

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Rating: 1300 · first AC: 2018-10-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
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77.

1016B

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78.

828B

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79.

2104D

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80.

2028B

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81.

1609C

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82.

1559D1

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83.

1535C

[Unstable String](#) · [Tutorial](#)

Quality: 17,726 global accepts · Rating: 1400 · first AC: 2021-06-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, strings, two pointers
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84.

1312C

[Adding Powers](#) · [Tutorial](#)

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85.

1316B

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86.

1321B

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Rating: 1400 · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings

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87.

1303B

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88.

1214A

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89.

1189C

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90.

1200C

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91.

2069C

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92.

1569C

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93.

1486B

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Quality: 20,485 global accepts · Rating: 1500 · first AC: 2021-02-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, shortest paths, sortings

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94.

1487D

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Quality: 20,593 global accepts · Rating: 1500 · first AC: 2021-02-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, number theory

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95.

1487C

[Minimum Ties](#) · [Tutorial](#)

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96.

1466D

[13th Labour of Heracles](#) · [Tutorial](#)

Quality: 14,633 global accepts · Rating: 1500 · first AC: 2021-01-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings, trees

[ouqingliang's solution](#)

97.

1326D1

[Prefix-Suffix Palindrome \(Easy version\)](#) · [Tutorial](#)

Quality: 13,296 global accepts · Rating: 1500 · first AC: 2020-03-20 · C++17 (GCC 7-32) (first AC) · Tags: hashing, string suffix structures, strings

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98.

1307C

[Cow and Message](#) · [Tutorial](#)

Quality: 12,592 global accepts · Rating: 1500 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, strings

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99.

1209C

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Quality: 7,860 global accepts · Rating: 1500 · first AC: 2019-09-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

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100.

1215C

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Quality: 11,944 global accepts · Rating: 1500 · first AC: 2019-09-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

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101.

2028C

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

Quality: 9,984 global accepts · Rating: 1600 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, two pointers

[ouqingliang's solution](#)

102.

1609D

[Social Network](#) · [Tutorial](#)

Quality: 8,400 global accepts · Rating: 1600 · first AC: 2021-11-28 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy, implementation, trees

[ouqingliang's solution](#)

103.

1486C1

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

Quality: 14,244 global accepts · Rating: 1600 · first AC: 2021-02-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive

[ouqingliang's solution](#)

104.

1305C

[Kuroni and Impossible Calculation](#) · [Tutorial](#)

Quality: 18,787 global accepts · Rating: 1600 · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, math, number theory

[ouqingliang's solution](#)

105.

1321C

[Remove Adjacent](#) · [Tutorial](#)

Quality: 10,525 global accepts · Rating: 1600 · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, strings

[ouqingliang's solution](#)

106.

1303C

[Perfect Keyboard](#) · [Tutorial](#)

Quality: 12,859 global accepts · Rating: 1600 · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, implementation

[ouqingliang's solution](#)

107.

1189D1

[Add on a Tree](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-08-17 · GNU C++11 (first AC) · Tags: trees

[ouqingliang's solution](#)

108.

1148B

[Born This Way](#) · [Tutorial](#)

Quality: 7,941 global accepts · Rating: 1600 · first AC: 2019-06-13 · GNU C++11 (first AC) · Tags: binary search, brute force, two pointers

[ouqingliang's solution](#)

109.

1175C

[Electrification](#) · [Tutorial](#)

Quality: 7,261 global accepts · Rating: 1600 · first AC: 2019-06-10 · GNU C++11 (first AC) · Tags: binary search, brute force, greedy

[ouqingliang's solution](#)

110.

1175B

[Catch Overflow!](#) · [Tutorial](#)

Quality: 12,433 global accepts · Rating: 1600 · first AC: 2019-06-10 · GNU C++11 (first AC) · Tags: data structures, expression parsing, implementation

[ouqingliang's solution](#)

111.

1027C

[Minimum Value Rectangle](#) · [Tutorial](#)

Quality: 7,152 global accepts · Rating: 1600 · first AC: 2018-08-28 · GNU C++11 (first AC) · Tags: greedy

[ouqingliang's solution](#)

112.

832B

[Petya and Exam](#) · [Tutorial](#)

Quality: 4,682 global accepts · Rating: 1600 · first AC: 2017-07-28 · GNU C++11 (first AC) · Tags: implementation, strings

[ouqingliang's solution](#)

113.

831E

[Cards Sorting](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-07-17 · GNU C++11 (first AC) · Tags: data structures

[ouqingliang's solution](#)

114.

1537D

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

Quality: 13,614 global accepts · Rating: 1700 · first AC: 2021-06-18 · C++17 (GCC 7-32) (first AC) · Tags: games, math, number theory

[ouqingliang's solution](#)

115.

1312D

[Count the Arrays](#) · [Tutorial](#)

Quality: 10,528 global accepts · Rating: 1700 · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math
[ouqingliang's solution](#)

116.

1321D

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

Rating: 1700 · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[ouqingliang's solution](#)

117.

1314A

[Recommendations](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[ouqingliang's solution](#)

118.

1209D

[Cow and Snacks](#) · [Tutorial](#)

Quality: 10,729 global accepts · Rating: 1700 · first AC: 2019-09-18 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[ouqingliang's solution](#)

119.

1215D

[Ticket Game](#) · [Tutorial](#)

Quality: 6,565 global accepts · Rating: 1700 · first AC: 2019-09-16 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math

[ouqingliang's solution](#)

120.

1217C

[The Number Of Good Substrings](#) · [Tutorial](#)

Quality: 7,857 global accepts · Rating: 1700 · first AC: 2019-09-07 · GNU C++11 (first AC) · Tags: binary search, bitmasks, brute force

[ouqingliang's solution](#)

121.

1194D

[1-2-K Game](#) · [Tutorial](#)

Quality: 7,178 global accepts · Rating: 1700 · first AC: 2019-08-15 · GNU C++11 (first AC) · Tags: games, math

[ouqingliang's solution](#)

122.

1168A

[Increasing by Modulo](#) · [Tutorial](#)

Quality: 7,597 global accepts · Rating: 1700 · first AC: 2019-05-28 · GNU C++11 (first AC) · Tags: binary search, greedy

[ouqingliang's solution](#)

123.

1142A

[The Beatles](#) · [Tutorial](#)

Quality: 3,581 global accepts · Rating: 1700 · first AC: 2019-04-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[ouqingliang's solution](#)

124.

229B

[Planets](#) · [Tutorial](#)

Quality: 5,786 global accepts · Rating: 1700 · first AC: 2018-09-19 · GNU C++11 (first AC) · Tags: binary search, data structures, graphs, shortest paths

[ouqingliang's solution](#)

125.

1027D

[Mouse Hunt](#) · [Tutorial](#)

Quality: 8,368 global accepts · Rating: 1700 · first AC: 2018-08-28 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[ouqingliang's solution](#)

126.

1020C

[Elections](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-08-11 · GNU C++11 (first AC) · Tags: greedy

[ouqingliang's solution](#)

127.

831C

[Jury Marks](#) · [Tutorial](#)

Quality: 5,511 global accepts · Rating: 1700 · first AC: 2017-07-14 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms

[ouqingliang's solution](#)

128.

828C

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

Rating: 1700 · first AC: 2017-07-11 · GNU C++ (first AC) · Tags: data structures, sortings, strings

[ouqingliang's solution](#)

129.

2069D

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

Quality: 7,050 global accepts · Rating: 1800 · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, hashing, strings, two pointers

[ouqingliang's solution](#)

130.

1734D

[Slime Escape](#) · [Tutorial](#)

Quality: 7,051 global accepts · Rating: 1800 · first AC: 2022-09-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, two pointers

[ouqingliang's solution](#)

131.

1582F1

[Korney Korneevich and XOR \(easy version\)](#) · [Tutorial](#)

Quality: 6,582 global accepts · Rating: 1800 · first AC: 2021-10-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, greedy

[ouqingliang's solution](#)

132.

1556D

[Take a Guess](#) · [Tutorial](#)

Quality: 8,601 global accepts · Rating: 1800 · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[ouqingliang's solution](#)

133.

1556C

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

Quality: 6,216 global accepts · Rating: 1800 · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[ouqingliang's solution](#)

134.

1535D

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

Quality: 8,494 global accepts · Rating: 1800 · first AC: 2021-06-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, implementation, trees

[ouqingliang's solution](#)

135.

1326D2

[Prefix-Suffix Palindrome \(Hard version\)](#) · [Tutorial](#)

Quality: 11,759 global accepts · Rating: 1800 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, hashing, string suffix structures, strings

[ouqingliang's solution](#)

136.

1316C

[Primitive Primes](#) · [Tutorial](#)

Quality: 7,592 global accepts · Rating: 1800 · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, ternary

search

[ouqingliang's solution](#)

137.

1295D

[Same GCDs](#) · [Tutorial](#)

Quality: 10,221 global accepts · Rating: 1800 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[ouqingliang's solution](#)

138.

1187C

[Vasya And Array](#) · [Tutorial](#)

Quality: 6,764 global accepts · Rating: 1800 · first AC: 2019-08-16 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

[ouqingliang's solution](#)

139.

1172A

[Nauuo and Cards](#) · [Tutorial](#)

Quality: 5,177 global accepts · Rating: 1800 · first AC: 2019-06-09 · GNU C++11 (first AC) · Tags: greedy, implementation

[ouqingliang's solution](#)

140.

471D

[MUH and Cube Walls](#) · [Tutorial](#)

Quality: 10,277 global accepts · Rating: 1800 · first AC: 2018-11-16 · C++14 (GCC 6-32) (first AC) · Tags: string suffix structures, strings

[ouqingliang's solution](#)

141.

167B

[Wizards and Huge Prize](#) · [Tutorial](#)

Quality: 2,452 global accepts · Rating: 1800 · first AC: 2018-10-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[ouqingliang's solution](#)

142.

173B

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

Quality: 3,990 global accepts · Rating: 1800 · first AC: 2018-10-06 · GNU C++11 (first AC) · Tags: dfs and similar, shortest paths

[ouqingliang's solution](#)

143.

624C

[Graph and String](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-10-06 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[ouqingliang's solution](#)

144.

33B

[String Problem](#) · [Tutorial](#)

Quality: 5,724 global accepts · Rating: 1800 · first AC: 2018-09-19 · GNU C++11 (first AC) · Tags: shortest paths

[ouqingliang's solution](#)

145.

1016D

[Vasya And The Matrix](#) · [Tutorial](#)

Quality: 4,985 global accepts · Rating: 1800 · first AC: 2018-08-04 · GNU C++11 (first AC) · Tags: constructive algorithms, flows, math

[ouqingliang's solution](#)

146.

1016C

[Vasya And The Mushrooms](#) · [Tutorial](#)

Quality: 3,991 global accepts · Rating: 1800 · first AC: 2018-08-03 · GNU C++11 (first AC) · Tags: dp, implementation

[ouqingliang's solution](#)

147.

831D

[Office Keys](#) · [Tutorial](#)

Rating: 1800 · first AC: 2017-07-14 · GNU C++11 (first AC) · Tags: binary search, brute force, dp, greedy

[ouqingliang's solution](#)

148.

828D

[High Load](#) · [Tutorial](#)

Rating: 1800 · first AC: 2017-07-12 · last AC: 2017-07-12 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, trees

[ouqingliang's solution](#)

149.

2064D

[Eating](#) · [Tutorial](#)

Quality: 5,878 global accepts · Rating: 1900 · first AC: 2025-02-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp, greedy, trees, two pointers

[ouqingliang's solution](#)

150.

1077F1

[Pictures with Kittens \(easy version\)](#) · [Tutorial](#)

Quality: 5,350 global accepts · Rating: 1900 · first AC: 2022-02-16 · C++17 (GCC 9-64) (first AC) · Tags: dp

[ouqingliang's solution](#)

151.

1601B

[Frog Traveler](#) · [Tutorial](#)

Quality: 5,503 global accepts · Rating: 1900 · first AC: 2021-10-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, shortest paths, two pointers

[ouqingliang's solution](#)

152.

1558B

[Up the Strip](#) · [Tutorial](#)

Quality: 5,271 global accepts · Rating: 1900 · first AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory, two pointers

[ouqingliang's solution](#)

153.

1486C2

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

Quality: 9,972 global accepts · Rating: 1900 · first AC: 2021-02-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive

[ouqingliang's solution](#)

154.

1305D

[Kuroni and the Celebration](#) · [Tutorial](#)

Quality: 5,365 global accepts · Rating: 1900 · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, trees

[ouqingliang's solution](#)

155.

1303D

[Fill The Bag](#) · [Tutorial](#)

Quality: 7,706 global accepts · Rating: 1900 · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy

[ouqingliang's solution](#)

156.

1307D

[Cow and Fields](#) · [Tutorial](#)

Quality: 7,171 global accepts · Rating: 1900 · first AC: 2020-02-24 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, shortest paths, sortings

[ouqingliang's solution](#)

157.

1214D

[Treasure Island](#) · [Tutorial](#)

Quality: 7,169 global accepts · Rating: 1900 · first AC: 2019-09-04 · GNU C++11 (first AC) · Tags: dfs and similar, dp, flows, hashing

[ouqingliang's solution](#)

158.

1197D

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

Quality: 5,781 global accepts · Rating: 1900 · first AC: 2019-08-13 · GNU C++11 (first AC) · Tags: dp, greedy, math

[ouqingliang's solution](#)

159.

1200D

[White Lines](#) · [Tutorial](#)

Quality: 4,402 global accepts · Rating: 1900 · first AC: 2019-08-12 · GNU C++11 (first AC) · Tags: brute force, data structures, dp, implementation, two pointers

[ouqingliang's solution](#)

160.

1175D

[Array Splitting](#) · [Tutorial](#)

Quality: 7,068 global accepts · Rating: 1900 · first AC: 2019-06-10 · GNU C++11 (first AC) · Tags: greedy, sortings

[ouqingliang's solution](#)

161.

1172B

[Nauuo and Circle](#) · [Tutorial](#)

Quality: 4,405 global accepts · Rating: 1900 · first AC: 2019-06-09 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, dp, trees

[ouqingliang's solution](#)

162.

1168B

[Good Triple](#) · [Tutorial](#)

Quality: 3,811 global accepts · Rating: 1900 · first AC: 2019-05-29 · GNU C++11 (first AC) · Tags: brute force, two pointers

[ouqingliang's solution](#)

163.

535D

[Tavas and Malekas](#) · [Tutorial](#)

Quality: 4,679 global accepts · Rating: 1900 · first AC: 2018-11-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, hashing, string suffix structures, strings

[ouqingliang's solution](#)

164.

730J

[Bottles](#) · [Tutorial](#)

Quality: 3,967 global accepts · Rating: 1900 · first AC: 2018-10-07 · C++14 (GCC 6-32) (first AC) · Tags: dp

[ouqingliang's solution](#)

165.

739B

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

Quality: 5,120 global accepts · Rating: 1900 · first AC: 2018-09-04 · GNU C++ (first AC) · Tags: binary search, data structures, dfs and similar, graphs, trees

[ouqingliang's solution](#)

166.

16E

[Fish](#) · [Tutorial](#)

Quality: 6,544 global accepts · Rating: 1900 · first AC: 2018-08-09 · GNU C++11 (first AC) · Tags: bitmasks, dp, probabilities

[ouqingliang's solution](#)

167.

832D

[Misha, Grisha and Underground](#) · [Tutorial](#)

Quality: 4,483 global accepts · Rating: 1900 · first AC: 2017-07-28 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

[ouqingliang's solution](#)

168.

2028D

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

Quality: 3,740 global accepts · Rating: 2000 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dp, graphs, greedy, implementation, ternary search

[ouqingliang's solution](#)

169.

1558C

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

Quality: 3,714 global accepts · Rating: 2000 · first AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[ouqingliang's solution](#)

170.

1321E

[World of Darkraft: Battle for Azathoth](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings, two pointers

[ouqingliang's solution](#)

171.

1209E1

[Rotate Columns \(easy version\)](#) · [Tutorial](#)

Quality: 3,251 global accepts · Rating: 2000 · first AC: 2019-09-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, sortings

[ouqingliang's solution](#)

172.

1214E

[Petya and Construction Set](#) · [Tutorial](#)

Quality: 2,864 global accepts · Rating: 2000 · first AC: 2019-09-04 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, math, sortings, trees

[ouqingliang's solution](#)

173.

1190D

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

Quality: 2,685 global accepts · Rating: 2000 · first AC: 2019-08-17 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, sortings, two pointers

[ouqingliang's solution](#)

174.

1200E

[Compress Words](#) · [Tutorial](#)

Quality: 9,365 global accepts · Rating: 2000 · first AC: 2019-08-12 · GNU C++11 (first AC) · Tags: brute force, hashing, implementation, string suffix structures, strings

[ouqingliang's solution](#)

175.

767C

[Garland](#) · [Tutorial](#)

Quality: 4,636 global accepts · Rating: 2000 · first AC: 2019-05-30 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, greedy, trees

[ouqingliang's solution](#)

176.

1142B

[Lynyrd Skynyrd](#) · [Tutorial](#)

Quality: 3,739 global accepts · Rating: 2000 · first AC: 2019-04-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, math, trees

[ouqingliang's solution](#)

177.

337D

[Book of Evil](#) · [Tutorial](#)

Quality: 6,911 global accepts · Rating: 2000 · first AC: 2018-12-07 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, trees

[ouqingliang's solution](#)

178.

432D

[Prefixes and Suffixes](#) · [Tutorial](#)

Quality: 11,994 global accepts · Rating: 2000 · first AC: 2018-11-19 · C++14 (GCC 6-32) (first AC) · Tags: dp, string suffix structures, strings, two pointers

[ouqingliang's solution](#)

179.

494B

[Obsessive String](#) · [Tutorial](#)

Quality: 3,111 global accepts · Rating: 2000 · first AC: 2018-11-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[ouqingliang's solution](#)

180.

557D

[Vitaly and Cycle](#) · [Tutorial](#)

Quality: 2,380 global accepts · Rating: 2000 · first AC: 2018-10-06 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, graphs, math

[ouqingliang's solution](#)

181.

291E

[Tree-String Problem](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2000 · first AC: 2018-09-04 · GNU C++ (first AC) · Tags: *special, dfs and similar, hashing, strings

[ouqingliang's solution](#)

182.

895C

[Square Subsets](#) · [Tutorial](#)

Quality: 7,348 global accepts · Rating: 2000 · first AC: 2018-08-09 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, dp, math

[ouqingliang's solution](#)

183.

401D

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

Quality: 4,571 global accepts · Rating: 2000 · first AC: 2018-08-02 · GNU C++11 (first AC) · Tags: bitmasks, brute force, combinatorics, dp, number theory

[ouqingliang's solution](#)

184.

1734E

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

Quality: 3,240 global accepts · Rating: 2100 · first AC: 2022-09-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[ouqingliang's solution](#)

185.

1667B

[Optimal Partition](#) · [Tutorial](#)

Quality: 4,321 global accepts · Rating: 2100 · first AC: 2022-04-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[ouqingliang's solution](#)

186.

1077F2

[Pictures with Kittens \(hard version\)](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2022-02-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[ouqingliang's solution](#)

187.

1486D

[Max Median](#) · [Tutorial](#)

Quality: 9,731 global accepts · Rating: 2100 · first AC: 2021-02-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp

[ouqingliang's solution](#)

188.

1312E

[Array Shrinking](#) · [Tutorial](#)

Quality: 7,382 global accepts · Rating: 2100 · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[ouqingliang's solution](#)

189.

1217D

[Coloring Edges](#) · [Tutorial](#)

Quality: 5,946 global accepts · Rating: 2100 · first AC: 2019-09-06 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[ouqingliang's solution](#)

190.

1187E

[Tree Painting](#) · [Tutorial](#)

Quality: 11,284 global accepts · Rating: 2100 · first AC: 2019-08-16 · GNU C++11 (first AC) · Tags: dfs and similar, dp, trees

[ouqingliang's solution](#)

191.

767D

[Cartons of milk](#) · [Tutorial](#)

Quality: 2,414 global accepts · Rating: 2100 · first AC: 2019-05-30 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers

[ouqingliang's solution](#)

192.

767B

[The Queue](#) · [Tutorial](#)

Quality: 2,248 global accepts · Rating: 2100 · first AC: 2019-05-30 · GNU C++11 (first AC) · Tags: brute force, greedy

[ouqingliang's solution](#)

193.

1025D

[Recovering BST](#) · [Tutorial](#)

Quality: 4,138 global accepts · Rating: 2100 · first AC: 2019-02-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math, number theory, trees

[ouqingliang's solution](#)

194.

229D

[Towers](#) · [Tutorial](#)

Quality: 2,619 global accepts · Rating: 2100 · first AC: 2018-10-07 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, two pointers

[ouqingliang's solution](#)

195.

283C

[Coin Troubles](#) · [Tutorial](#)

Quality: 1,566 global accepts · Rating: 2100 · first AC: 2018-10-06 · C++14 (GCC 6-32) (first AC) · Tags: dp

[ouqingliang's solution](#)

196.

165D

[Beard Graph](#) · [Tutorial](#)

Quality: 1,929 global accepts · Rating: 2100 · first AC: 2018-09-27 · GNU C++11 (first AC) · Tags: data structures, dsu, trees

[ouqingliang's solution](#)

197.

609E

[Minimum spanning tree for each edge](#) · [Tutorial](#)

Quality: 10,273 global accepts · Rating: 2100 · first AC: 2018-09-27 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, graphs, trees

[ouqingliang's solution](#)

198.

1027E

[Inverse Coloring](#) · [Tutorial](#)

Quality: 2,362 global accepts · Rating: 2100 · first AC: 2018-08-28 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[ouqingliang's solution](#)

199.

372C

[Watching Fireworks is Fun](#) · [Tutorial](#)

Quality: 4,932 global accepts · Rating: 2100 · first AC: 2018-08-06 · GNU C++11 (first AC) · Tags: data structures, dp, math
[ouqingliang's solution](#)

200.

828E

[DNA Evolution](#) · [Tutorial](#)

Rating: 2100 · first AC: 2017-07-12 · GNU C++11 (first AC) · Tags: data structures, strings
[ouqingliang's solution](#)

201.

2062D

[Balanced Tree](#) · [Tutorial](#)

Quality: 3,544 global accepts · Rating: 2200 · first AC: 2025-01-27 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees
[ouqingliang's solution](#)

202.

1556E

[Equilibrium](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2200 · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy
[ouqingliang's solution](#)

203.

1559E

[Mocha and Stars](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2200 · first AC: 2021-08-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math, number theory
[ouqingliang's solution](#)

204.

1486E

[Paired Payment](#) · [Tutorial](#)

Quality: 3,359 global accepts · Rating: 2200 · first AC: 2021-02-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, dp, flows, graphs, shortest paths
[ouqingliang's solution](#)

205.

1305E

[Kuroni and the Score Distribution](#) · [Tutorial](#)

Quality: 3,272 global accepts · Rating: 2200 · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[ouqingliang's solution](#)

206.

1303E

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

Quality: 3,165 global accepts · Rating: 2200 · first AC: 2020-03-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings
[ouqingliang's solution](#)

207.

1208E

[Let Them Slide](#) · [Tutorial](#)

Quality: 2,183 global accepts · Rating: 2200 · first AC: 2019-09-04 · GNU C++11 (first AC) · Tags: data structures, implementation
[ouqingliang's solution](#)

208.

1178F1

[Short Colorful Strip](#) · [Tutorial](#)

Quality: 2,287 global accepts · Rating: 2200 · first AC: 2019-08-15 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, dp
[ouqingliang's solution](#)

209.

617E

[XOR and Favorite Number](#) · [Tutorial](#)

Quality: 10,617 global accepts · Rating: 2200 · first AC: 2019-08-02 · GNU C++11 (first AC) · Tags: data structures
[ouqingliang's solution](#)

210.

1168C

[And Reachability](#) · [Tutorial](#)

Quality: 2,733 global accepts · Rating: 2200 · first AC: 2019-05-30 · GNU C++11 (first AC) · Tags: bitmasks, dp
[ouqingliang's solution](#)

211.

76A

[Gift](#) · [Tutorial](#)

Quality: 2,264 global accepts · Rating: 2200 · first AC: 2018-09-28 · GNU C++11 (first AC) · Tags: dsu, graphs, sortings, trees
[ouqingliang's solution](#)

212.

762E

[Radio stations](#) · [Tutorial](#)

Quality: 1,644 global accepts · Rating: 2200 · first AC: 2018-08-16 · GNU C++11 (first AC) · Tags: binary search, data structures
[ouqingliang's solution](#)

213.

743E

[Vladik and cards](#) · [Tutorial](#)

Quality: 1,629 global accepts · Rating: 2200 · first AC: 2018-08-10 · GNU C++11 (first AC) · Tags: binary search, bitmasks, brute force, dp
[ouqingliang's solution](#)

214.

11D

[A Simple Task](#) · [Tutorial](#)

Quality: 6,391 global accepts · Rating: 2200 · first AC: 2018-08-09 · GNU C++11 (first AC) · Tags: bitmasks, dp, graphs
[ouqingliang's solution](#)

215.

628D

[Magic Numbers](#) · [Tutorial](#)

Quality: 8,286 global accepts · Rating: 2200 · first AC: 2018-08-02 · GNU C++11 (first AC) · Tags: dp
[ouqingliang's solution](#)

216.

2028E

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

Quality: 1,905 global accepts · Rating: 2300 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, games, greedy, math, probabilities, trees
[ouqingliang's solution](#)

217.

1601C

[Optimal Insertion](#) · [Tutorial](#)

Quality: 2,345 global accepts · Rating: 2300 · first AC: 2021-10-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy, sortings
[ouqingliang's solution](#)

218.

1314D

[Tourism](#) · [Tutorial](#)

Rating: 2300 · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, graphs, probabilities
[ouqingliang's solution](#)

219.

893F

[Subtree Minimum Query](#) · [Tutorial](#)

Quality: 2,500 global accepts · Rating: 2300 · first AC: 2019-10-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[ouqingliang's solution](#)

220.

438D

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

Quality: 11,605 global accepts · Rating: 2300 · first AC: 2019-10-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math

[ouqingliang's solution](#)

221.

1189E

[Count Pairs](#) · [Tutorial](#)

Rating: 2300 · first AC: 2019-08-17 · GNU C++11 (first AC) · Tags: number theory

[ouqingliang's solution](#)

222.

1198D

[Rectangle Painting 1](#) · [Tutorial](#)

Quality: 3,744 global accepts · Rating: 2300 · first AC: 2019-08-13 · GNU C++11 (first AC) · Tags: dp

[ouqingliang's solution](#)

223.

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,757 global accepts · Rating: 2300 · first AC: 2019-08-09 · GNU C++11 (first AC) · Tags: data structures, dsu, trees

[ouqingliang's solution](#)

224.

558E

[A Simple Task](#) · [Tutorial](#)

Quality: 7,405 global accepts · Rating: 2300 · first AC: 2019-04-05 · GNU C++11 (first AC) · Tags: data structures, sortings, strings

[ouqingliang's solution](#)

225.

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,863 global accepts · Rating: 2300 · first AC: 2018-09-30 · last AC: 2018-09-30 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, data structures

[ouqingliang's solution](#)

226.

141E

[Clearing Up](#) · [Tutorial](#)

Quality: 1,366 global accepts · Rating: 2300 · first AC: 2018-09-27 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, dsu, graphs

[ouqingliang's solution](#)

227.

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,024 global accepts · Rating: 2300 · first AC: 2018-09-22 · GNU C++11 (first AC) · Tags: data structures, graphs, shortest paths

[ouqingliang's solution](#)

228.

500E

[New Year Domino](#) · [Tutorial](#)

Quality: 1,582 global accepts · Rating: 2300 · first AC: 2018-09-08 · GNU C++11 (first AC) · Tags: data structures, dp, dsu

[ouqingliang's solution](#)

229.

831F

[Bamboo Partition](#) · [Tutorial](#)

Rating: 2300 · first AC: 2017-07-17 · GNU C++11 (first AC) · Tags: —

[ouqingliang's solution](#)

230.

1667C

[Half Queen Cover](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2400 · first AC: 2022-04-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[ouqingliang's solution](#)

231.

1609E

[William The Oblivious](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2021-11-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dp, matrices
[ouqingliang's solution](#)

232.

1582F2

[Korney Korneevich and XOR \(hard version\)](#) · [Tutorial](#)

Quality: 2,099 global accepts · Rating: 2400 · first AC: 2021-10-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, dp, greedy, two pointers
[ouqingliang's solution](#)

233.

710F

[String Set Queries](#) · [Tutorial](#)

Quality: 2,505 global accepts · Rating: 2400 · first AC: 2020-03-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, hashing, interactive, string suffix structures, strings
[ouqingliang's solution](#)

234.

449D

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

Quality: 6,141 global accepts · Rating: 2400 · first AC: 2020-01-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp
[ouqingliang's solution](#)

235.

1251E2

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

Quality: 2,952 global accepts · Rating: 2400 · first AC: 2019-10-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy
[ouqingliang's solution](#)

236.

1187D

[Subarray Sorting](#) · [Tutorial](#)

Quality: 3,001 global accepts · Rating: 2400 · first AC: 2019-08-16 · GNU C++11 (first AC) · Tags: data structures, sortings
[ouqingliang's solution](#)

237.

1194F

[Crossword Expert](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2400 · first AC: 2019-08-15 · GNU C++11 (first AC) · Tags: combinatorics, dp, number theory, probabilities, two pointers
[ouqingliang's solution](#)

238.

767E

[Change-free](#) · [Tutorial](#)

Quality: 1,072 global accepts · Rating: 2400 · first AC: 2019-05-30 · GNU C++11 (first AC) · Tags: greedy
[ouqingliang's solution](#)

239.

1142C

[U2](#) · [Tutorial](#)

Quality: 1,547 global accepts · Rating: 2400 · first AC: 2019-04-03 · C++14 (GCC 6-32) (first AC) · Tags: geometry
[ouqingliang's solution](#)

240.

916E

[Jamie and Tree](#) · [Tutorial](#)

Quality: 2,106 global accepts · Rating: 2400 · first AC: 2018-10-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees
[ouqingliang's solution](#)

241.

125E

[MST Company](#) · [Tutorial](#)

Quality: 1,425 global accepts · Rating: 2400 · first AC: 2018-10-01 · GNU C++11 (first AC) · Tags: binary search, graphs
[ouqingliang's solution](#)

242.

1051F

[The Shortest Statement](#) · [Tutorial](#)

Quality: 3,755 global accepts · Rating: 2400 · first AC: 2018-09-28 · GNU C++11 (first AC) · Tags: graphs, shortest paths, trees
[ouqingliang's solution](#)

243.

1027F

[Session in BSU](#) · [Tutorial](#)

Quality: 1,947 global accepts · Rating: 2400 · first AC: 2018-08-28 · GNU C++11 (first AC) · Tags: binary search, dfs and similar, dsu, graph matchings, graphs
[ouqingliang's solution](#)

244.

673E

[Levels and Regions](#) · [Tutorial](#)

Rating: 2400 · first AC: 2018-08-09 · GNU C++11 (first AC) · Tags: divide and conquer, dp
[ouqingliang's solution](#)

245.

21D

[Traveling Graph](#) · [Tutorial](#)

Quality: 1,293 global accepts · Rating: 2400 · first AC: 2018-08-09 · GNU C++11 (first AC) · Tags: bitmasks, graph matchings, graphs
[ouqingliang's solution](#)

246.

1734F

[Zeros and Ones](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2500 · first AC: 2022-09-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, dp, math
[ouqingliang's solution](#)

247.

1556F

[Sports Betting](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2500 · first AC: 2021-08-31 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, graphs, math, probabilities
[ouqingliang's solution](#)

248.

1305F

[Kuron and the Punishment](#) · [Tutorial](#)

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2020-03-04 · last AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory, probabilities
[ouqingliang's solution](#)

249.

1321F

[Reachable Strings](#) · [Tutorial](#)

Rating: 2500 · first AC: 2020-03-02 · C++17 (GCC 7-32) (first AC) · Tags: hashing, strings
[ouqingliang's solution](#)

250.

1307E

[Cow and Treats](#) · [Tutorial](#)

Quality: 1,365 global accepts · Rating: 2500 · first AC: 2020-02-24 · GNU C++11 (first AC) · Tags: binary search, combinatorics, dp, greedy, implementation, math
[ouqingliang's solution](#)

251.

1209E2

[Rotate Columns \(hard version\)](#) · [Tutorial](#)

Quality: 2,301 global accepts · Rating: 2500 · first AC: 2019-09-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy, sortings
[ouqingliang's solution](#)

252.

1189D2

[Add on a Tree: Revolution](#) · [Tutorial](#)

Rating: 2500 · first AC: 2019-08-17 · GNU C++11 (first AC) · Tags: dfs and similar, implementation, trees
[ouqingliang's solution](#)

253.

1187G

[Gang Up](#) · [Tutorial](#)

Quality: 688 global accepts · Rating: 2500 · first AC: 2019-08-16 · GNU C++11 (first AC) · Tags: flows, graphs
[ouqingliang's solution](#)

254.

1187F

[Expected Square Beauty](#) · [Tutorial](#)

Quality: 1,113 global accepts · Rating: 2500 · first AC: 2019-08-16 · GNU C++11 (first AC) · Tags: dp, math, probabilities
[ouqingliang's solution](#)

255.

835F

[Roads in the Kingdom](#) · [Tutorial](#)

Quality: 1,240 global accepts · Rating: 2500 · first AC: 2018-08-27 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, trees
[ouqingliang's solution](#)

256.

1004F

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

Quality: 928 global accepts · Rating: 2600 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, divide and conquer
[ouqingliang's solution](#)

257.

1558D

[Top-Notch Insertions](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 2600 · first AC: 2021-08-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures
[ouqingliang's solution](#)

258.

1326F1

[Wise Men \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,007 global accepts · Rating: 2600 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle
[ouqingliang's solution](#)

259.

1312G

[Autocompletion](#) · [Tutorial](#)

Quality: 1,081 global accepts · Rating: 2600 · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp
[ouqingliang's solution](#)

260.

1178F2

[Long Colorful Strip](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2600 · first AC: 2020-02-01 · GNU C++11 (first AC) · Tags: dp
[ouqingliang's solution](#)

261.

1217F

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

Quality: 722 global accepts · Rating: 2600 · first AC: 2019-09-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dsu,

graphs, trees

[ouqingliang's solution](#)

262.

1208F

[Bits And Pieces](#) · [Tutorial](#)

Quality: 3,300 global accepts · Rating: 2600 · first AC: 2019-09-04 · GNU C++11 (first AC) · Tags: bitmasks, dfs and similar, dp, greedy

[ouqingliang's solution](#)

263.

662C

[Binary Table](#) · [Tutorial](#)

Quality: 2,425 global accepts · Rating: 2600 · first AC: 2018-10-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, fft, math

[ouqingliang's solution](#)

264.

494C

[Helping People](#) · [Tutorial](#)

Quality: 958 global accepts · Rating: 2600 · first AC: 2018-10-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, probabilities

[ouqingliang's solution](#)

265.

755F

[PolandBall and Gifts](#) · [Tutorial](#)

Quality: 1,863 global accepts · Rating: 2600 · first AC: 2018-10-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy

[ouqingliang's solution](#)

266.

542E

[Playing on Graph](#) · [Tutorial](#)

Quality: 973 global accepts · Rating: 2600 · first AC: 2018-10-06 · GNU C++11 (first AC) · Tags: graphs, shortest paths

[ouqingliang's solution](#)

267.

741C

[Arpa's overnight party and Mehrdad's silent entering](#) · [Tutorial](#)

Quality: 3,119 global accepts · Rating: 2600 · first AC: 2018-10-05 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[ouqingliang's solution](#)

268.

631E

[Product Sum](#) · [Tutorial](#)

Quality: 3,205 global accepts · Rating: 2600 · first AC: 2018-08-08 · GNU C++11 (first AC) · Tags: data structures, dp, geometry

[ouqingliang's solution](#)

269.

2028F

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

Quality: 541 global accepts · Rating: 2700 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, implementation

[ouqingliang's solution](#)

270.

1303G

[Sum of Prefix Sums](#) · [Tutorial](#)

Quality: 1,011 global accepts · Rating: 2700 · first AC: 2020-03-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, geometry, trees

[ouqingliang's solution](#)

271.

1207G

[Indie Album](#) · [Tutorial](#)

Quality: 1,228 global accepts · Rating: 2700 · first AC: 2019-09-03 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, hashing, string suffix structures, strings, trees

[ouqingliang's solution](#)

272.

235C

[Cyclical Quest](#) · [Tutorial](#)

Quality: 2,473 global accepts · Rating: 2700 · first AC: 2018-11-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, string suffix structures, strings

[ouqingliang's solution](#)

273.

827E

[Rusty String](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2700 · first AC: 2018-10-10 · C++14 (GCC 6-32) (first AC) · Tags: fft, math, strings

[ouqingliang's solution](#)

274.

827D

[Best Edge Weight](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: 2700 · first AC: 2018-09-27 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, graphs, trees

[ouqingliang's solution](#)

275.

864F

[Cities Excursions](#) · [Tutorial](#)

Quality: 675 global accepts · Rating: 2700 · first AC: 2018-09-03 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

[ouqingliang's solution](#)

276.

76C

[Mutation](#) · [Tutorial](#)

Quality: 369 global accepts · Rating: 2700 · first AC: 2018-08-15 · GNU C++11 (first AC) · Tags: bitmasks, dp, math

[ouqingliang's solution](#)

277.

388D

[Fox and Perfect Sets](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 2700 · first AC: 2018-08-03 · GNU C++11 (first AC) · Tags: math

[ouqingliang's solution](#)

278.

828F

[Best Edge Weight](#) · [Tutorial](#)

Rating: 2700 · first AC: 2017-07-19 · last AC: 2017-07-19 · GNU C++11 (first AC) · Tags: data structures, graphs

[ouqingliang's solution](#)

279.

1303F

[Number of Components](#) · [Tutorial](#)

Quality: 615 global accepts · Rating: 2800 · first AC: 2020-03-02 · C++17 (GCC 7-32) (first AC) · Tags: dsu, implementation

[ouqingliang's solution](#)

280.

1208G

[Polygons](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2800 · first AC: 2019-09-04 · GNU C++11 (first AC) · Tags: greedy, math, number theory

[ouqingliang's solution](#)

281.

757F

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

Quality: 1,439 global accepts · Rating: 2800 · first AC: 2018-09-25 · GNU C++11 (first AC) · Tags: data structures, graphs, shortest paths

[ouqingliang's solution](#)

282.

1667D

[Edge Elimination](#) · [Tutorial](#)

Quality: 809 global accepts · Rating: 2900 · first AC: 2022-04-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar,

dp, trees

[ouqingliang's solution](#)

283.

611G

[New Year and Cake](#) · [Tutorial](#)

Quality: 464 global accepts · Rating: 2900 · first AC: 2020-06-10 · GNU C++11 (first AC) · Tags: geometry, two pointers

[ouqingliang's solution](#)

284.

932G

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

Quality: 1,182 global accepts · Rating: 2900 · first AC: 2020-02-03 · GNU C++11 (first AC) · Tags: dp, string suffix structures, strings

[ouqingliang's solution](#)

285.

338D

[GCD Table](#) · [Tutorial](#)

Quality: 1,404 global accepts · Rating: 2900 · first AC: 2019-12-10 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, math, number theory

[ouqingliang's solution](#)

286.

17E

[Palisection](#) · [Tutorial](#)

Quality: 1,991 global accepts · Rating: 2900 · first AC: 2018-11-19 · C++14 (GCC 6-32) (first AC) · Tags: strings

[ouqingliang's solution](#)

287.

980F

[Cactus to Tree](#) · [Tutorial](#)

Quality: 215 global accepts · Rating: 2900 · first AC: 2018-08-15 · GNU C++11 (first AC) · Tags: dp, graphs, trees

[ouqingliang's solution](#)

288.

1667E

[Centroid Probabilities](#) · [Tutorial](#)

Quality: 813 global accepts · Rating: 3000 · first AC: 2022-04-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math

[ouqingliang's solution](#)

289.

1286D

[LCC](#) · [Tutorial](#)

Quality: 728 global accepts · Rating: 3100 · first AC: 2020-02-02 · GNU C++11 (first AC) · Tags: data structures, math, matrices, probabilities

[ouqingliang's solution](#)

290.

438E

[The Child and Binary Tree](#) · [Tutorial](#)

Quality: 2,130 global accepts · Rating: 3100 · first AC: 2019-05-08 · GNU C++11 (first AC) · Tags: combinatorics, divide and conquer, fft, number theory

[ouqingliang's solution](#)

291.

1019E

[Raining season](#) · [Tutorial](#)

Quality: 407 global accepts · Rating: 3200 · first AC: 2021-09-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, trees

[ouqingliang's solution](#)

292.

1326F2

[Wise Men \(Hard Version\)](#) · [Tutorial](#)

Quality: 680 global accepts · Rating: 3200 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math

[ouqingliang's solution](#)

293.

1119H

[Triple](#) · [Tutorial](#)

Quality: 797 global accepts · Rating: 3200 · first AC: 2020-01-29 · C++17 (GCC 7-32) (first AC) · Tags: fft, math

[ouqingliang's solution](#)

294.

487E

[Tourists](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 3200 · first AC: 2019-04-05 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, graphs, trees

[ouqingliang's solution](#)

295.

1307F

[Cow and Vacation](#) · [Tutorial](#)

Quality: 675 global accepts · Rating: 3300 · first AC: 2020-02-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, trees

[ouqingliang's solution](#)

296.

623E

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

Quality: 614 global accepts · Rating: 3300 · first AC: 2018-10-12 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, fft, math

[ouqingliang's solution](#)

297.

804F

[Fake bullions](#) · [Tutorial](#)

Quality: 215 global accepts · Rating: 3400 · first AC: 2020-04-14 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, number theory

[ouqingliang's solution](#)

298.

105385E

[Sensors](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[ouqingliang's solution](#)

299.

105385L

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

Rating: — · first AC: 2025-04-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[ouqingliang's solution](#)

300.

105385M

[Palindromic Polygon](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[ouqingliang's solution](#)

301.

105385J

[Colorful Spanning Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[ouqingliang's solution](#)

302.

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314.

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105487A

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318.

105487C

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319.

105170J

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328.

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329.

105170L

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331.

104875K

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332.

104875L

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333.

104875J

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342.

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347.

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396.

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