

[CF Elite Tracker](https://cfelitetracker.vercel.app)

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Unique solved — pzc2004

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

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

Filters: none

Count: 408

1.

2003B

[Turtle and Piggy Are Playing a Game 2](#) · [Tutorial](#)

Quality: 27,528 global accepts · Rating: 800 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: [games](#), [greedy](#), [sortings](#)
[pzc2004's solution](#)

2.

2003A

[Turtle and Good Strings](#) · [Tutorial](#)

Quality: 32,664 global accepts · Rating: 800 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: [greedy](#), [strings](#)
[pzc2004's solution](#)

3.

1989A

[Catch the Coin](#) · [Tutorial](#)

Quality: 29,351 global accepts · Rating: 800 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: [implementation](#)
[pzc2004's solution](#)

4.

1957A

[Stickogon](#) · [Tutorial](#)

Quality: 25,674 global accepts · Rating: 800 · first AC: 2024-04-26 · C++20 (GCC 13-64) (first AC) · Tags: [constructive algorithms](#), [greedy](#)
[pzc2004's solution](#)

5.

1654B

[Prefix Removals](#) · [Tutorial](#)

Quality: 16,778 global accepts · Rating: 800 · first AC: 2022-03-20 · last AC: 2022-03-22 · C++20 (GCC 11-64) (first AC) · Tags: [strings](#)
[pzc2004's solution](#)

6.

1654A

[Maximum Cake Tastiness](#) · [Tutorial](#)

Quality: 19,390 global accepts · Rating: 800 · first AC: 2022-03-20 · last AC: 2022-03-22 · C++20 (GCC 11-64) (first AC) · Tags: [brute force](#), [greedy](#), [implementation](#), [sortings](#)
[pzc2004's solution](#)

7.

1637A

[Sorting Parts](#) · [Tutorial](#)

Quality: 24,135 global accepts · Rating: 800 · first AC: 2022-02-12 · last AC: 2022-02-13 · C++20 (GCC 11-64) (first AC) · Tags: [brute force](#), [sortings](#)
[pzc2004's solution](#)

8.

1592A

[Gamer Hemose](#) · [Tutorial](#)

Quality: 23,791 global accepts · Rating: 800 · first AC: 2021-11-01 · C++17 (GCC 9-64) (first AC) · Tags: [binary search](#), [greedy](#), [math](#), [sortings](#)
[pzc2004's solution](#)

9.

1530B

[Putting Plates](#) · [Tutorial](#)

Quality: 16,287 global accepts · Rating: 800 · first AC: 2021-07-17 · last AC: 2021-08-02 · GNU C++11 (first AC) · Tags: [constructive algorithms](#), [implementation](#)
[pzc2004's solution](#)

10.

1530A

[Binary Decimal](#) · [Tutorial](#)

Quality: 21,925 global accepts · Rating: 800 · first AC: 2021-07-17 · last AC: 2021-08-02 · GNU C++11 (first AC) · Tags: greedy, math
[pzc2004's solution](#)

11.

1553A

[Digits Sum](#) · [Tutorial](#)

Quality: 34,263 global accepts · Rating: 800 · first AC: 2021-07-22 · last AC: 2021-07-23 · GNU C++11 (first AC) · Tags: math, number theory
[pzc2004's solution](#)

12.

1542A

[Odd Set](#) · [Tutorial](#)

Quality: 51,632 global accepts · Rating: 800 · first AC: 2021-07-07 · GNU C++11 (first AC) · Tags: math
[pzc2004's solution](#)

13.

1534A

[Colour the Flag](#) · [Tutorial](#)

Quality: 13,175 global accepts · Rating: 800 · first AC: 2021-06-14 · last AC: 2021-06-14 · GNU C++11 (first AC) · Tags: brute force, implementation
[pzc2004's solution](#)

14.

1487A

[Arena](#) · [Tutorial](#)

Quality: 27,529 global accepts · Rating: 800 · first AC: 2021-02-15 · last AC: 2021-02-17 · GNU C++11 (first AC) · Tags: implementation, sortings
[pzc2004's solution](#)

15.

1345A

[Puzzle Pieces](#) · [Tutorial](#)

Quality: 24,827 global accepts · Rating: 800 · first AC: 2020-05-10 · last AC: 2020-05-10 · GNU C++11 (first AC) · Tags: math
[pzc2004's solution](#)

16.

1281A

[Suffix Three](#) · [Tutorial](#)

Quality: 18,925 global accepts · Rating: 800 · first AC: 2019-12-15 · last AC: 2019-12-16 · GNU C++11 (first AC) · Tags: implementation
[pzc2004's solution](#)

17.

1186A

[Vus the Cossack and a Contest](#) · [Tutorial](#)

Quality: 42,454 global accepts · Rating: 800 · first AC: 2019-10-17 · GNU C++11 (first AC) · Tags: implementation
[pzc2004's solution](#)

18.

996A

[Hit the Lottery](#) · [Tutorial](#)

Quality: 118,349 global accepts · Rating: 800 · first AC: 2019-10-15 · GNU C++11 (first AC) · Tags: dp, greedy
[pzc2004's solution](#)

19.

41A

[Translation](#) · [Tutorial](#)

Quality: 188,426 global accepts · Rating: 800 · first AC: 2019-10-15 · GNU C++11 (first AC) · Tags: implementation, strings
[pzc2004's solution](#)

20.

16A

[Flag](#) · [Tutorial](#)

Quality: 17,251 global accepts · Rating: 800 · first AC: 2019-10-14 · GNU C++11 (first AC) · Tags: implementation

[pzc2004's solution](#)

21.

14A

[Letter](#) · [Tutorial](#)

Quality: 12,396 global accepts · Rating: 800 · first AC: 2019-10-13 · GNU C++11 (first AC) · Tags: implementation

[pzc2004's solution](#)

22.

12A

[Super Agent](#) · [Tutorial](#)

Quality: 15,424 global accepts · Rating: 800 · first AC: 2019-10-13 · GNU C++11 (first AC) · Tags: implementation

[pzc2004's solution](#)

23.

71A

[Way Too Long Words](#) · [Tutorial](#)

Quality: 503,187 global accepts · Rating: 800 · first AC: 2019-10-12 · C++17 (GCC 7-32) (first AC) · Tags: strings

[pzc2004's solution](#)

24.

32B

[Borze](#) · [Tutorial](#)

Quality: 79,745 global accepts · Rating: 800 · first AC: 2019-10-11 · GNU C++11 (first AC) · Tags: expression parsing, implementation

[pzc2004's solution](#)

25.

49A

[Sleuth](#) · [Tutorial](#)

Quality: 15,265 global accepts · Rating: 800 · first AC: 2019-10-10 · last AC: 2019-10-10 · GNU C++11 (first AC) · Tags: implementation

[pzc2004's solution](#)

26.

910A

[The Way to Home](#) · [Tutorial](#)

Quality: 13,994 global accepts · Rating: 800 · first AC: 2019-10-09 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, implementation

[pzc2004's solution](#)

27.

977A

[Wrong Subtraction](#) · [Tutorial](#)

Quality: 217,462 global accepts · Rating: 800 · first AC: 2019-10-07 · last AC: 2019-10-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[pzc2004's solution](#)

28.

447A

[DZY Loves Hash](#) · [Tutorial](#)

Quality: 10,283 global accepts · Rating: 800 · first AC: 2019-10-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[pzc2004's solution](#)

29.

1234A

[Equalize Prices Again](#) · [Tutorial](#)

Quality: 29,553 global accepts · Rating: 800 · first AC: 2019-10-01 · last AC: 2019-10-02 · C++17 (GCC 7-32) (first AC) · Tags: math

[pzc2004's solution](#)

30.

1005A

[Tanya and Stairways](#) · [Tutorial](#)

Quality: 27,484 global accepts · Rating: 800 · first AC: 2019-09-28 · last AC: 2019-09-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[pzc2004's solution](#)

31.

22A

[Second Order Statistics](#) · [Tutorial](#)

Quality: 27,084 global accepts · Rating: 800 · first AC: 2019-09-21 · GNU C++11 (first AC) · Tags: brute force

[pzc2004's solution](#)

32.

732A

[Buy a Shovel](#) · [Tutorial](#)

Quality: 88,829 global accepts · Rating: 800 · first AC: 2019-09-21 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation, math

[pzc2004's solution](#)

33.

47A

[Triangular numbers](#) · [Tutorial](#)

Quality: 18,172 global accepts · Rating: 800 · first AC: 2019-09-21 · GNU C++11 (first AC) · Tags: brute force, math

[pzc2004's solution](#)

34.

9A

[Die Roll](#) · [Tutorial](#)

Quality: 69,665 global accepts · Rating: 800 · first AC: 2019-09-05 · last AC: 2019-09-05 · GNU C++11 (first AC) · Tags: math, probabilities

[pzc2004's solution](#)

35.

4A

[Watermelon](#) · [Tutorial](#)

Quality: 687,728 global accepts · Rating: 800 · first AC: 2019-09-01 · last AC: 2019-09-01 · GNU C++11 (first AC) · Tags: brute force, math

[pzc2004's solution](#)

36.

1013A

[Piles With Stones](#) · [Tutorial](#)

Quality: 11,708 global accepts · Rating: 800 · first AC: 2019-09-01 · GNU C++11 (first AC) · Tags: math

[pzc2004's solution](#)

37.

1003A

[Polycarp's Pockets](#) · [Tutorial](#)

Quality: 29,981 global accepts · Rating: 800 · first AC: 2019-08-30 · GNU C++11 (first AC) · Tags: implementation

[pzc2004's solution](#)

38.

1207A

[There Are Two Types Of Burgers](#) · [Tutorial](#)

Quality: 23,388 global accepts · Rating: 800 · first AC: 2019-08-22 · last AC: 2019-08-23 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, math

[pzc2004's solution](#)

39.

1106A

[Lunar New Year and Cross Counting](#) · [Tutorial](#)

Quality: 12,864 global accepts · Rating: 800 · first AC: 2019-01-31 · last AC: 2019-07-24 · GNU C++11 (first AC) · Tags: implementation

[pzc2004's solution](#)

40.

78A

[Haiku](#) · [Tutorial](#)

Quality: 15,435 global accepts · Rating: 800 · first AC: 2019-04-11 · GNU C++11 (first AC) · Tags: implementation, strings

[pzc2004's solution](#)

41.

669A

[Little Artem and Presents](#) · [Tutorial](#)

Quality: 11,681 global accepts · Rating: 800 · first AC: 2019-04-11 · GNU C++11 (first AC) · Tags: math

[pzc2004's solution](#)

42.

411A

[Password Check](#) · [Tutorial](#)

Quality: 8,102 global accepts · Rating: 800 · first AC: 2019-04-11 · GNU C++11 (first AC) · Tags: *special, implementation

[pzc2004's solution](#)

43.

965A

[Paper Airplanes](#) · [Tutorial](#)

Quality: 10,356 global accepts · Rating: 800 · first AC: 2018-11-17 · GNU C++11 (first AC) · Tags: math

[pzc2004's solution](#)

44.

855A

[Tom Riddle's Diary](#) · [Tutorial](#)

Quality: 27,339 global accepts · Rating: 800 · first AC: 2018-11-17 · GNU C++11 (first AC) · Tags: brute force, implementation, strings

[pzc2004's solution](#)

45.

678A

[Johny Likes Numbers](#) · [Tutorial](#)

Quality: 15,162 global accepts · Rating: 800 · first AC: 2018-11-06 · GNU C++11 (first AC) · Tags: implementation, math

[pzc2004's solution](#)

46.

859A

[Declined Finalists](#) · [Tutorial](#)

Quality: 8,619 global accepts · Rating: 800 · first AC: 2018-11-06 · GNU C++11 (first AC) · Tags: greedy, implementation

[pzc2004's solution](#)

47.

110A

[Nearly Lucky Number](#) · [Tutorial](#)

Quality: 199,480 global accepts · Rating: 800 · first AC: 2018-10-05 · GNU C++11 (first AC) · Tags: implementation

[pzc2004's solution](#)

48.

155A

[I love \%username%](#) · [Tutorial](#)

Quality: 93,659 global accepts · Rating: 800 · first AC: 2018-10-05 · GNU C++11 (first AC) · Tags: brute force

[pzc2004's solution](#)

49.

271A

[Beautiful Year](#) · [Tutorial](#)

Quality: 177,718 global accepts · Rating: 800 · first AC: 2018-10-05 · GNU C++11 (first AC) · Tags: brute force

[pzc2004's solution](#)

50.

677A

[Vanya and Fence](#) · [Tutorial](#)

Quality: 180,566 global accepts · Rating: 800 · first AC: 2018-10-05 · last AC: 2018-10-05 · GNU C++11 (first AC) · Tags: implementation

[pzc2004's solution](#)

51.

1869A

[Make It Zero](#) · [Tutorial](#)

Quality: 40,049 global accepts · Rating: 900 · first AC: 2023-10-20 · last AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[pzc2004's solution](#)

52.

1584C

[Two Arrays](#) · [Tutorial](#)

Quality: 17,704 global accepts · Rating: 900 · first AC: 2021-11-27 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings

[pzc2004's solution](#)

53.

1588A

[Two Arrays](#) · [Tutorial](#)

Rating: 900 · first AC: 2021-11-14 · C++17 (GCC 9-64) (first AC) · Tags: graph matchings, greedy, math, sortings

[pzc2004's solution](#)

54.

1543B

[Customising the Track](#) · [Tutorial](#)

Quality: 24,477 global accepts · Rating: 900 · first AC: 2021-07-07 · last AC: 2021-07-12 · GNU C++11 (first AC) · Tags: combinatorics, greedy, math

[pzc2004's solution](#)

55.

1543A

[Exciting Bets](#) · [Tutorial](#)

Quality: 40,944 global accepts · Rating: 900 · first AC: 2021-07-07 · last AC: 2021-07-12 · GNU C++11 (first AC) · Tags: greedy, math, number theory

[pzc2004's solution](#)

56.

1419A

[Digit Game](#) · [Tutorial](#)

Quality: 20,526 global accepts · Rating: 900 · first AC: 2020-09-19 · last AC: 2020-09-20 · GNU C++11 (first AC) · Tags: games, greedy, implementation

[pzc2004's solution](#)

57.

45A

[Codecraft III](#) · [Tutorial](#)

Quality: 8,111 global accepts · Rating: 900 · first AC: 2019-11-03 · GNU C++11 (first AC) · Tags: implementation

[pzc2004's solution](#)

58.

765A

[Neverending competitions](#) · [Tutorial](#)

Quality: 9,560 global accepts · Rating: 900 · first AC: 2019-09-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[pzc2004's solution](#)

59.

6A

[Triangle](#) · [Tutorial](#)

Quality: 22,846 global accepts · Rating: 900 · first AC: 2019-09-01 · last AC: 2019-09-01 · GNU C++11 (first AC) · Tags: brute force, geometry

[pzc2004's solution](#)

60.

1004A

[Sonya and Hotels](#) · [Tutorial](#)

Quality: 11,856 global accepts · Rating: 900 · first AC: 2019-08-30 · GNU C++11 (first AC) · Tags: implementation

[pzc2004's solution](#)

61.

1208A

[XORinacci](#) · [Tutorial](#)

Quality: 18,021 global accepts · Rating: 900 · first AC: 2019-08-25 · last AC: 2019-08-28 · GNU C++11 (first AC) · Tags: math

[pzc2004's solution](#)

62.

1016A

[Death Note](#) · [Tutorial](#)

Quality: 15,971 global accepts · Rating: 900 · first AC: 2019-08-19 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[pzc2004's solution](#)

63.

1106C

[Lunar New Year and Number Division](#) · [Tutorial](#)

Quality: 15,908 global accepts · Rating: 900 · first AC: 2019-07-24 · GNU C++11 (first AC) · Tags: greedy, implementation, math, sortings

[pzc2004's solution](#)

- 64.**
194A
[Exams](#) · [Tutorial](#)
Quality: 10,914 global accepts · Rating: 900 · first AC: 2019-04-11 · GNU C++11 (first AC) · Tags: implementation, math
[pzc2004's solution](#)
- 65.**
387A
[George and Sleep](#) · [Tutorial](#)
Quality: 10,543 global accepts · Rating: 900 · first AC: 2019-04-11 · GNU C++11 (first AC) · Tags: implementation
[pzc2004's solution](#)
- 66.**
697A
[Pineapple Incident](#) · [Tutorial](#)
Quality: 13,352 global accepts · Rating: 900 · first AC: 2018-11-01 · GNU C++11 (first AC) · Tags: implementation, math
[pzc2004's solution](#)
- 67.**
1419D1
[Sage's Birthday \(easy version\)](#) · [Tutorial](#)
Quality: 26,385 global accepts · Rating: 1000 · first AC: 2020-09-19 · last AC: 2020-09-20 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, greedy, sortings
[pzc2004's solution](#)
- 68.**
1033A
[King Escape](#) · [Tutorial](#)
Quality: 16,053 global accepts · Rating: 1000 · first AC: 2020-04-22 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, implementation
[pzc2004's solution](#)
- 69.**
816A
[Karen and Morning](#) · [Tutorial](#)
Quality: 9,709 global accepts · Rating: 1000 · first AC: 2019-11-27 · GNU C++11 (first AC) · Tags: brute force, implementation
[pzc2004's solution](#)
- 70.**
43A
[Football](#) · [Tutorial](#)
Quality: 69,159 global accepts · Rating: 1000 · first AC: 2019-10-18 · GNU C++11 (first AC) · Tags: strings
[pzc2004's solution](#)
- 71.**
118A
[String Task](#) · [Tutorial](#)
Quality: 231,406 global accepts · Rating: 1000 · first AC: 2019-10-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[pzc2004's solution](#)
- 72.**
691A
[Fashion in Berland](#) · [Tutorial](#)
Quality: 11,122 global accepts · Rating: 1000 · first AC: 2019-10-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[pzc2004's solution](#)
- 73.**
379A
[New Year Candles](#) · [Tutorial](#)
Quality: 53,262 global accepts · Rating: 1000 · first AC: 2019-10-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[pzc2004's solution](#)
- 74.**
1234B1
[Social Network \(easy version\)](#) · [Tutorial](#)
Quality: 19,767 global accepts · Rating: 1000 · first AC: 2019-10-01 · last AC: 2019-10-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[pzc2004's solution](#)

75.

979A

[Pizza, Pizza, Pizza!!!](#) · [Tutorial](#)

Quality: 14,575 global accepts · Rating: 1000 · first AC: 2019-10-01 · C++17 (GCC 7-32) (first AC) · Tags: math

[pzc2004's solution](#)

76.

13A

[Numbers](#) · [Tutorial](#)

Quality: 9,440 global accepts · Rating: 1000 · first AC: 2019-09-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[pzc2004's solution](#)

77.

864B

[Polycarp and Letters](#) · [Tutorial](#)

Quality: 9,983 global accepts · Rating: 1000 · first AC: 2019-09-21 · GNU C++11 (first AC) · Tags: brute force, implementation, strings

[pzc2004's solution](#)

78.

909A

[Generate Login](#) · [Tutorial](#)

Quality: 10,364 global accepts · Rating: 1000 · first AC: 2019-09-21 · GNU C++11 (first AC) · Tags: brute force, greedy, sortings

[pzc2004's solution](#)

79.

1215A

[Yellow Cards](#) · [Tutorial](#)

Quality: 12,182 global accepts · Rating: 1000 · first AC: 2019-09-20 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[pzc2004's solution](#)

80.

5A

[Chat Servers Outgoing Traffic](#) · [Tutorial](#)

Quality: 11,122 global accepts · Rating: 1000 · first AC: 2019-09-01 · last AC: 2019-09-01 · GNU C++11 (first AC) · Tags: implementation

[pzc2004's solution](#)

81.

3A

[Shortest path of the king](#) · [Tutorial](#)

Quality: 22,140 global accepts · Rating: 1000 · first AC: 2019-09-01 · last AC: 2019-09-01 · GNU C++11 (first AC) · Tags: greedy, shortest paths

[pzc2004's solution](#)

82.

864A

[Fair Game](#) · [Tutorial](#)

Quality: 12,294 global accepts · Rating: 1000 · first AC: 2018-10-11 · last AC: 2019-07-23 · GNU C++11 (first AC) · Tags: implementation, sortings

[pzc2004's solution](#)

83.

659A

[Round House](#) · [Tutorial](#)

Quality: 16,826 global accepts · Rating: 1000 · first AC: 2019-04-12 · GNU C++11 (first AC) · Tags: implementation, math

[pzc2004's solution](#)

84.

389A

[Fox and Number Game](#) · [Tutorial](#)

Quality: 14,976 global accepts · Rating: 1000 · first AC: 2019-04-12 · GNU C++11 (first AC) · Tags: greedy, math

[pzc2004's solution](#)

85.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,177 global accepts · Rating: 1000 · first AC: 2018-11-24 · GNU C++11 (first AC) · Tags: math

[pzc2004's solution](#)

- 86.**
652B
[z-sort](#) · [Tutorial](#)
Quality: 11,808 global accepts · Rating: 1000 · first AC: 2018-11-17 · GNU C++11 (first AC) · Tags: sortings
[pzc2004's solution](#)
- 87.**
777A
[Shell Game](#) · [Tutorial](#)
Quality: 10,884 global accepts · Rating: 1000 · first AC: 2018-11-06 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, math
[pzc2004's solution](#)
- 88.**
114A
[Cifera](#) · [Tutorial](#)
Quality: 15,080 global accepts · Rating: 1000 · first AC: 2018-10-05 · last AC: 2018-10-05 · GNU C++11 (first AC) · Tags: math
[pzc2004's solution](#)
- 89.**
1957B
[A BIT of a Construction](#) · [Tutorial](#)
Quality: 20,408 global accepts · Rating: 1100 · first AC: 2024-04-26 · last AC: 2024-04-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation
[pzc2004's solution](#)
- 90.**
1869B
[2D Traveling](#) · [Tutorial](#)
Quality: 25,716 global accepts · Rating: 1100 · first AC: 2023-10-20 · last AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math, shortest paths, sortings
[pzc2004's solution](#)
- 91.**
1637B
[MEX and Array](#) · [Tutorial](#)
Quality: 15,457 global accepts · Rating: 1100 · first AC: 2022-02-12 · last AC: 2022-02-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math
[pzc2004's solution](#)
- 92.**
1534B
[Histogram Ugliness](#) · [Tutorial](#)
Quality: 12,873 global accepts · Rating: 1100 · first AC: 2021-06-13 · last AC: 2021-06-14 · GNU C++11 (first AC) · Tags: greedy, implementation, math
[pzc2004's solution](#)
- 93.**
869A
[The Artful Expedient](#) · [Tutorial](#)
Quality: 9,795 global accepts · Rating: 1100 · first AC: 2020-07-21 · GNU C++11 (first AC) · Tags: brute force, implementation
[pzc2004's solution](#)
- 94.**
1033B
[Square Difference](#) · [Tutorial](#)
Quality: 11,954 global accepts · Rating: 1100 · first AC: 2020-05-10 · GNU C++11 (first AC) · Tags: math, number theory
[pzc2004's solution](#)
- 95.**
1345B
[Card Constructions](#) · [Tutorial](#)
Quality: 28,241 global accepts · Rating: 1100 · first AC: 2020-05-10 · last AC: 2020-05-10 · GNU C++11 (first AC) · Tags: binary search, brute force, dp, math
[pzc2004's solution](#)

96.

43B

[Letter](#) · [Tutorial](#)

Quality: 20,487 global accepts · Rating: 1100 · first AC: 2019-10-19 · GNU C++11 (first AC) · Tags: implementation, strings
[pzc2004's solution](#)

97.

635A

[Orchestra](#) · [Tutorial](#)

Quality: 3,202 global accepts · Rating: 1100 · first AC: 2019-10-15 · GNU C++11 (first AC) · Tags: brute force, implementation
[pzc2004's solution](#)

98.

682A

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

Quality: 23,993 global accepts · Rating: 1100 · first AC: 2019-10-15 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory
[pzc2004's solution](#)

99.

25B

[Phone numbers](#) · [Tutorial](#)

Quality: 11,255 global accepts · Rating: 1100 · first AC: 2019-10-14 · GNU C++11 (first AC) · Tags: implementation
[pzc2004's solution](#)

100.

433A

[Kitahara Haruki's Gift](#) · [Tutorial](#)

Quality: 17,890 global accepts · Rating: 1100 · first AC: 2019-10-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[pzc2004's solution](#)

101.

7A

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

Quality: 8,023 global accepts · Rating: 1100 · first AC: 2019-09-02 · last AC: 2019-09-02 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms
[pzc2004's solution](#)

102.

6B

[President's Office](#) · [Tutorial](#)

Quality: 14,826 global accepts · Rating: 1100 · first AC: 2019-09-01 · last AC: 2019-09-01 · GNU C++11 (first AC) · Tags: implementation
[pzc2004's solution](#)

103.

1105B

[Zuhair and Strings](#) · [Tutorial](#)

Quality: 10,557 global accepts · Rating: 1100 · first AC: 2019-07-26 · GNU C++11 (first AC) · Tags: brute force, implementation, strings
[pzc2004's solution](#)

104.

1099B

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

Quality: 11,478 global accepts · Rating: 1100 · first AC: 2019-01-28 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, math
[pzc2004's solution](#)

105.

292A

[SMSC](#) · [Tutorial](#)

Quality: 2,864 global accepts · Rating: 1100 · first AC: 2018-11-06 · GNU C++11 (first AC) · Tags: implementation
[pzc2004's solution](#)

106.

2003C

[Turtle and Good Pairs](#) · [Tutorial](#)

Quality: 21,662 global accepts · Rating: 1200 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy,

sortings, strings

[pzc2004's solution](#)

107.

1989B

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

Quality: 23,315 global accepts · Rating: 1200 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, strings

[pzc2004's solution](#)

108.

1641A

[Great Sequence](#) · [Tutorial](#)

Quality: 18,983 global accepts · Rating: 1200 · first AC: 2022-02-23 · last AC: 2022-02-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[pzc2004's solution](#)

109.

1637C

[Andrew and Stones](#) · [Tutorial](#)

Quality: 18,744 global accepts · Rating: 1200 · first AC: 2022-02-12 · last AC: 2022-02-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[pzc2004's solution](#)

110.

1495A

[Diamond Miner](#) · [Tutorial](#)

Quality: 17,877 global accepts · Rating: 1200 · first AC: 2021-11-03 · last AC: 2021-11-04 · C++17 (GCC 9-64) (first AC) · Tags: geometry, greedy, math, sortings

[pzc2004's solution](#)

111.

1592B

[Hemose Shopping](#) · [Tutorial](#)

Quality: 17,161 global accepts · Rating: 1200 · first AC: 2021-11-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dsu, math, sortings

[pzc2004's solution](#)

112.

1530C

[Pursuit](#) · [Tutorial](#)

Quality: 15,576 global accepts · Rating: 1200 · first AC: 2021-07-17 · last AC: 2021-08-02 · GNU C++11 (first AC) · Tags: binary search, brute force, greedy, sortings

[pzc2004's solution](#)

113.

1553C

[Penalty](#) · [Tutorial](#)

Quality: 19,803 global accepts · Rating: 1200 · first AC: 2021-07-22 · last AC: 2021-07-23 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp, greedy

[pzc2004's solution](#)

114.

1487B

[Cat Cycle](#) · [Tutorial](#)

Quality: 28,682 global accepts · Rating: 1200 · first AC: 2021-02-15 · last AC: 2021-02-17 · GNU C++11 (first AC) · Tags: math, number theory

[pzc2004's solution](#)

115.

1419B

[Stairs](#) · [Tutorial](#)

Quality: 16,976 global accepts · Rating: 1200 · first AC: 2020-09-19 · last AC: 2020-09-20 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math

[pzc2004's solution](#)

116.

445A

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

Quality: 33,665 global accepts · Rating: 1200 · first AC: 2019-12-12 · GNU C++11 (first AC) · Tags: dfs and similar, implementation
[pzc2004's solution](#)

117.

18C

[Stripe](#) · [Tutorial](#)

Quality: 15,418 global accepts · Rating: 1200 · first AC: 2019-09-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation
[pzc2004's solution](#)

118.

9C

[Hexadecimal's Numbers](#) · [Tutorial](#)

Quality: 14,346 global accepts · Rating: 1200 · first AC: 2019-09-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math
[pzc2004's solution](#)

119.

9B

[Running Student](#) · [Tutorial](#)

Quality: 6,188 global accepts · Rating: 1200 · first AC: 2019-09-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, implementation
[pzc2004's solution](#)

120.

4B

[Before an Exam](#) · [Tutorial](#)

Quality: 29,472 global accepts · Rating: 1200 · first AC: 2019-09-01 · last AC: 2019-09-01 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy
[pzc2004's solution](#)

121.

1000A

[Codehorses T-shirts](#) · [Tutorial](#)

Quality: 9,367 global accepts · Rating: 1200 · first AC: 2019-08-30 · GNU C++11 (first AC) · Tags: greedy, implementation
[pzc2004's solution](#)

122.

1207B

[Square Filling](#) · [Tutorial](#)

Quality: 13,759 global accepts · Rating: 1200 · first AC: 2019-08-22 · last AC: 2019-08-23 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation
[pzc2004's solution](#)

123.

1100C

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

Quality: 10,930 global accepts · Rating: 1200 · first AC: 2019-07-24 · GNU C++11 (first AC) · Tags: binary search, geometry, math
[pzc2004's solution](#)

124.

632A

[Grandma Laura and Apples](#) · [Tutorial](#)

Quality: 4,920 global accepts · Rating: 1200 · first AC: 2018-11-06 · GNU C++11 (first AC) · Tags: —
[pzc2004's solution](#)

125.

1868A

[Fill in the Matrix](#) · [Tutorial](#)

Quality: 13,613 global accepts · Rating: 1300 · first AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation
[pzc2004's solution](#)

126.

1869C

[Fill in the Matrix](#) · [Tutorial](#)

Rating: 1300 · first AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[pzc2004's solution](#)

127.

1601A

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

Quality: 21,088 global accepts · Rating: 1300 · first AC: 2021-10-25 · last AC: 2021-10-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math, number theory

[pzc2004's solution](#)

128.

1558A

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

Quality: 11,495 global accepts · Rating: 1300 · first AC: 2021-10-26 · last AC: 2021-10-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[pzc2004's solution](#)

129.

1553B

[Reverse String](#) · [Tutorial](#)

Quality: 15,481 global accepts · Rating: 1300 · first AC: 2021-07-22 · last AC: 2021-07-23 · GNU C++11 (first AC) · Tags: brute force, dp, hashing, implementation, strings

[pzc2004's solution](#)

130.

1534C

[Little Alawn's Puzzle](#) · [Tutorial](#)

Quality: 13,810 global accepts · Rating: 1300 · first AC: 2021-06-13 · last AC: 2021-06-14 · GNU C++11 (first AC) · Tags: combinatorics, dp, dsu, graphs, math

[pzc2004's solution](#)

131.

924A

[Mystical Mosaic](#) · [Tutorial](#)

Quality: 5,216 global accepts · Rating: 1300 · first AC: 2020-01-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[pzc2004's solution](#)

132.

1029A

[Many Equal Substrings](#) · [Tutorial](#)

Quality: 13,432 global accepts · Rating: 1300 · first AC: 2019-11-12 · GNU C++11 (first AC) · Tags: implementation, strings

[pzc2004's solution](#)

133.

573A

[Bear and Poker](#) · [Tutorial](#)

Quality: 18,202 global accepts · Rating: 1300 · first AC: 2019-10-15 · GNU C++11 (first AC) · Tags: implementation, math, number theory

[pzc2004's solution](#)

134.

36A

[Extra-terrestrial Intelligence](#) · [Tutorial](#)

Quality: 3,547 global accepts · Rating: 1300 · first AC: 2019-10-14 · GNU C++11 (first AC) · Tags: implementation

[pzc2004's solution](#)

135.

25A

[IQ test](#) · [Tutorial](#)

Quality: 103,873 global accepts · Rating: 1300 · first AC: 2019-10-11 · GNU C++11 (first AC) · Tags: brute force

[pzc2004's solution](#)

136.

44C

[Holidays](#) · [Tutorial](#)

Quality: 4,053 global accepts · Rating: 1300 · first AC: 2019-10-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[pzc2004's solution](#)

137.

66A

[Petya and Java](#) · [Tutorial](#)

Quality: 7,080 global accepts · Rating: 1300 · first AC: 2019-10-09 · GNU C++11 (first AC) · Tags: implementation, strings
[pzc2004's solution](#)

138.

1234B2

[Social Network \(hard version\)](#) · [Tutorial](#)

Quality: 18,443 global accepts · Rating: 1300 · first AC: 2019-10-01 · last AC: 2019-10-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation
[pzc2004's solution](#)

139.

1217A

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

Quality: 15,823 global accepts · Rating: 1300 · first AC: 2019-09-05 · last AC: 2019-09-06 · GNU C++11 (first AC) · Tags: binary search, math
[pzc2004's solution](#)

140.

4C

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

Quality: 108,124 global accepts · Rating: 1300 · first AC: 2019-09-01 · last AC: 2019-09-01 · GNU C++11 (first AC) · Tags: data structures, hashing, implementation
[pzc2004's solution](#)

141.

1100B

[Build a Contest](#) · [Tutorial](#)

Quality: 11,775 global accepts · Rating: 1300 · first AC: 2019-07-24 · GNU C++11 (first AC) · Tags: data structures, implementation
[pzc2004's solution](#)

142.

304B

[Calendar](#) · [Tutorial](#)

Quality: 3,158 global accepts · Rating: 1300 · first AC: 2018-12-12 · Python 3 (first AC) · Tags: brute force, implementation
[pzc2004's solution](#)

143.

1989C

[Two Movies](#) · [Tutorial](#)

Quality: 22,447 global accepts · Rating: 1400 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
[pzc2004's solution](#)

144.

1654C

[Alice and the Cake](#) · [Tutorial](#)

Quality: 14,527 global accepts · Rating: 1400 · first AC: 2022-03-20 · last AC: 2022-03-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation, sortings
[pzc2004's solution](#)

145.

1648A

[Weird Sum](#) · [Tutorial](#)

Quality: 18,761 global accepts · Rating: 1400 · first AC: 2022-03-06 · last AC: 2022-03-11 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, geometry, math, matrices, sortings
[pzc2004's solution](#)

146.

1548A

[Web of Lies](#) · [Tutorial](#)

Quality: 17,732 global accepts · Rating: 1400 · first AC: 2021-08-01 · last AC: 2021-08-05 · GNU C++11 (first AC) · Tags: brute force, graphs, greedy
[pzc2004's solution](#)

147.

1167B

[Lost Numbers](#) · [Tutorial](#)

Quality: 16,466 global accepts · Rating: 1400 · first AC: 2019-09-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, divide and conquer, interactive, math

[pzc2004's solution](#)

148.

277A

[Learning Languages](#) · [Tutorial](#)

Quality: 21,578 global accepts · Rating: 1400 · first AC: 2019-07-18 · GNU C++11 (first AC) · Tags: dfs and similar, dsu

[pzc2004's solution](#)

149.

2003D1

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

Quality: 13,445 global accepts · Rating: 1500 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[pzc2004's solution](#)

150.

1553D

[Backspace](#) · [Tutorial](#)

Quality: 15,086 global accepts · Rating: 1500 · first AC: 2021-07-22 · last AC: 2021-07-23 · GNU C++11 (first AC) · Tags: dp, greedy, strings, two pointers

[pzc2004's solution](#)

151.

1545A

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

Quality: 14,881 global accepts · Rating: 1500 · first AC: 2021-07-16 · GNU C++11 (first AC) · Tags: sortings

[pzc2004's solution](#)

152.

1542B

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

Quality: 26,536 global accepts · Rating: 1500 · first AC: 2021-07-06 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory

[pzc2004's solution](#)

153.

1487D

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

Quality: 20,590 global accepts · Rating: 1500 · first AC: 2021-02-15 · last AC: 2021-02-17 · GNU C++11 (first AC) · Tags: binary search, brute force, math, number theory

[pzc2004's solution](#)

154.

1487C

[Minimum Ties](#) · [Tutorial](#)

Quality: 15,400 global accepts · Rating: 1500 · first AC: 2021-02-15 · last AC: 2021-02-17 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation, math

[pzc2004's solution](#)

155.

1419D2

[Sage's Birthday \(hard version\)](#) · [Tutorial](#)

Quality: 17,417 global accepts · Rating: 1500 · first AC: 2020-09-20 · GNU C++11 (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, sortings, two pointers

[pzc2004's solution](#)

156.

1419C

[Killjoy](#) · [Tutorial](#)

Quality: 16,301 global accepts · Rating: 1500 · first AC: 2020-09-19 · last AC: 2020-09-20 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[pzc2004's solution](#)

157.

340D

[Bubble Sort Graph](#) · [Tutorial](#)

Quality: 7,904 global accepts · Rating: 1500 · first AC: 2020-04-15 · GNU C++11 (first AC) · Tags: binary search, data structures, dp
[pzc2004's solution](#)

158.

24B

[F1 Champions](#) · [Tutorial](#)

Quality: 2,035 global accepts · Rating: 1500 · first AC: 2020-04-12 · GNU C++11 (first AC) · Tags: implementation
[pzc2004's solution](#)

159.

91B

[Queue](#) · [Tutorial](#)

Quality: 7,734 global accepts · Rating: 1500 · first AC: 2019-10-13 · GNU C++11 (first AC) · Tags: binary search, data structures
[pzc2004's solution](#)

160.

409H

[A + B Strikes Back](#) · [Tutorial](#)

Quality: 9,487 global accepts · Rating: 1500 · first AC: 2019-10-13 · GNU C++11 (first AC) · Tags: *special, brute force, constructive algorithms, dsu, implementation
[pzc2004's solution](#)

161.

356A

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

Quality: 16,787 global accepts · Rating: 1500 · first AC: 2019-10-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu
[pzc2004's solution](#)

162.

1234C

[Pipes](#) · [Tutorial](#)

Quality: 13,485 global accepts · Rating: 1500 · first AC: 2019-10-01 · last AC: 2019-10-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation
[pzc2004's solution](#)

163.

115B

[Lawnmower](#) · [Tutorial](#)

Quality: 2,841 global accepts · Rating: 1500 · first AC: 2019-09-29 · last AC: 2019-09-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[pzc2004's solution](#)

164.

2A

[Winner](#) · [Tutorial](#)

Quality: 31,223 global accepts · Rating: 1500 · first AC: 2019-09-01 · last AC: 2019-09-01 · GNU C++11 (first AC) · Tags: hashing, implementation
[pzc2004's solution](#)

165.

1208B

[Uniqueness](#) · [Tutorial](#)

Quality: 11,664 global accepts · Rating: 1500 · first AC: 2019-08-25 · GNU C++11 (first AC) · Tags: binary search, brute force, implementation, two pointers
[pzc2004's solution](#)

166.

1207C

[Gas Pipeline](#) · [Tutorial](#)

Quality: 10,444 global accepts · Rating: 1500 · first AC: 2019-08-22 · last AC: 2019-08-23 · GNU C++11 (first AC) · Tags: dp, greedy
[pzc2004's solution](#)

167.

1105C

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

Quality: 11,365 global accepts · Rating: 1500 · first AC: 2019-07-26 · GNU C++11 (first AC) · Tags: combinatorics, dp, math
[pzc2004's solution](#)

168.

1106D

[Lunar New Year and a Wander](#) · [Tutorial](#)

Quality: 19,652 global accepts · Rating: 1500 · first AC: 2019-07-24 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, graphs, greedy, shortest paths
[pzc2004's solution](#)

169.

1106B

[Lunar New Year and Food Ordering](#) · [Tutorial](#)

Quality: 6,997 global accepts · Rating: 1500 · first AC: 2019-07-24 · GNU C++11 (first AC) · Tags: data structures, implementation
[pzc2004's solution](#)

170.

290B

[QR code](#) · [Tutorial](#)

Quality: 2,617 global accepts · Rating: 1500 · first AC: 2019-04-12 · GNU C++11 (first AC) · Tags: *special, implementation
[pzc2004's solution](#)

171.

1957C

[How Does the Rook Move?](#) · [Tutorial](#)

Quality: 11,935 global accepts · Rating: 1600 · first AC: 2024-04-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math
[pzc2004's solution](#)

172.

1530D

[Secret Santa](#) · [Tutorial](#)

Quality: 10,097 global accepts · Rating: 1600 · first AC: 2021-07-17 · last AC: 2021-08-02 · GNU C++11 (first AC) · Tags: constructive algorithms, flows, graphs, greedy, math
[pzc2004's solution](#)

173.

1542C

[Strange Function](#) · [Tutorial](#)

Quality: 16,181 global accepts · Rating: 1600 · first AC: 2021-07-07 · GNU C++11 (first AC) · Tags: math, number theory
[pzc2004's solution](#)

174.

1503A

[Balance the Bits](#) · [Tutorial](#)

Quality: 14,606 global accepts · Rating: 1600 · first AC: 2021-04-14 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy
[pzc2004's solution](#)

175.

1344A

[Hilbert's Hotel](#) · [Tutorial](#)

Quality: 16,503 global accepts · Rating: 1600 · first AC: 2020-05-10 · GNU C++11 (first AC) · Tags: math, number theory, sortings
[pzc2004's solution](#)

176.

1345C

[Hilbert's Hotel](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-05-10 · GNU C++11 (first AC) · Tags: math, sortings
[pzc2004's solution](#)

177.

924B

[Three-level Laser](#) · [Tutorial](#)

Quality: 5,618 global accepts · Rating: 1600 · first AC: 2020-01-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, two pointers

[pzc2004's solution](#)

178.

1281B

[Azamon Web Services](#) · [Tutorial](#)

Quality: 8,687 global accepts · Rating: 1600 · first AC: 2019-12-15 · last AC: 2019-12-16 · GNU C++11 (first AC) · Tags: greedy
[pzc2004's solution](#)

179.

28B

[pSort](#) · [Tutorial](#)

Quality: 5,517 global accepts · Rating: 1600 · first AC: 2019-10-27 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs
[pzc2004's solution](#)

180.

888D

[Almost Identity Permutations](#) · [Tutorial](#)

Quality: 10,502 global accepts · Rating: 1600 · first AC: 2019-10-05 · GNU C++11 (first AC) · Tags: combinatorics, dp, math
[pzc2004's solution](#)

181.

1234D

[Distinct Characters Queries](#) · [Tutorial](#)

Quality: 18,587 global accepts · Rating: 1600 · first AC: 2019-10-01 · last AC: 2019-10-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures
[pzc2004's solution](#)

182.

1217B

[Zmei Gorynich](#) · [Tutorial](#)

Quality: 11,857 global accepts · Rating: 1600 · first AC: 2019-09-05 · last AC: 2019-09-06 · GNU C++11 (first AC) · Tags: greedy, math
[pzc2004's solution](#)

183.

1B

[Spreadsheet](#) · [Tutorial](#)

Quality: 26,313 global accepts · Rating: 1600 · first AC: 2019-09-01 · last AC: 2019-09-01 · GNU C++11 (first AC) · Tags: implementation, math
[pzc2004's solution](#)

184.

1868B1

[Candy Party \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,325 global accepts · Rating: 1700 · first AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, implementation, math
[pzc2004's solution](#)

185.

1869D1

[Candy Party \(Easy Version\)](#) · [Tutorial](#)

Rating: 1700 · first AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, graphs, implementation, math
[pzc2004's solution](#)

186.

1592C

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

Quality: 9,132 global accepts · Rating: 1700 · first AC: 2021-11-01 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, dp, graphs, trees
[pzc2004's solution](#)

187.

1580A

[Portal](#) · [Tutorial](#)

Quality: 3,924 global accepts · Rating: 1700 · first AC: 2021-10-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation
[pzc2004's solution](#)

188.

1543D1

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

Quality: 8,000 global accepts · Rating: 1700 · first AC: 2021-07-07 · last AC: 2021-07-12 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[pzc2004's solution](#)

189.

1085D

[Minimum Diameter Tree](#) · [Tutorial](#)

Quality: 5,907 global accepts · Rating: 1700 · first AC: 2020-06-05 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, trees

[pzc2004's solution](#)

190.

924C

[Riverside Curio](#) · [Tutorial](#)

Quality: 4,219 global accepts · Rating: 1700 · first AC: 2020-01-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[pzc2004's solution](#)

191.

20A

[BerOS file system](#) · [Tutorial](#)

Quality: 7,128 global accepts · Rating: 1700 · first AC: 2019-10-14 · GNU C++11 (first AC) · Tags: implementation

[pzc2004's solution](#)

192.

409D

[Big Data](#) · [Tutorial](#)

Quality: 1,803 global accepts · Rating: 1700 · first AC: 2019-04-12 · GNU C++11 (first AC) · Tags: *special

[pzc2004's solution](#)

193.

290C

[WTF?](#) · [Tutorial](#)

Quality: 1,672 global accepts · Rating: 1700 · first AC: 2018-11-04 · GNU C++11 (first AC) · Tags: *special, graph matchings, implementation, trees

[pzc2004's solution](#)

194.

1648B

[Integral Array](#) · [Tutorial](#)

Quality: 7,260 global accepts · Rating: 1800 · first AC: 2022-03-06 · last AC: 2022-03-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, data structures, math

[pzc2004's solution](#)

195.

1637D

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

Quality: 8,921 global accepts · Rating: 1800 · first AC: 2022-02-12 · last AC: 2022-02-13 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math

[pzc2004's solution](#)

196.

1548B

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

Quality: 11,348 global accepts · Rating: 1800 · first AC: 2021-08-01 · last AC: 2021-08-05 · GNU C++11 (first AC) · Tags: binary search, data structures, divide and conquer, math, number theory, two pointers

[pzc2004's solution](#)

197.

1534D

[Lost Tree](#) · [Tutorial](#)

Quality: 6,810 global accepts · Rating: 1800 · first AC: 2021-06-13 · last AC: 2021-06-14 · GNU C++11 (first AC) · Tags: constructive algorithms, interactive, trees

[pzc2004's solution](#)

198.

220B

[Little Elephant and Array](#) · [Tutorial](#)

Quality: 12,882 global accepts · Rating: 1800 · first AC: 2020-12-03 · last AC: 2020-12-03 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures

[pzc2004's solution](#)

199.

1286B

[Numbers on Tree](#) · [Tutorial](#)

Quality: 5,468 global accepts · Rating: 1800 · first AC: 2020-10-30 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs, greedy, trees

[pzc2004's solution](#)

200.

1286A

[Garland](#) · [Tutorial](#)

Quality: 9,647 global accepts · Rating: 1800 · first AC: 2020-10-28 · GNU C++11 (first AC) · Tags: dp, greedy, sortings

[pzc2004's solution](#)

201.

869C

[The Intriguing Obsession](#) · [Tutorial](#)

Quality: 5,203 global accepts · Rating: 1800 · first AC: 2020-07-21 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[pzc2004's solution](#)

202.

743D

[Chloe and pleasant prizes](#) · [Tutorial](#)

Quality: 4,729 global accepts · Rating: 1800 · first AC: 2020-05-23 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, trees

[pzc2004's solution](#)

203.

24C

[Sequence of points](#) · [Tutorial](#)

Quality: 1,448 global accepts · Rating: 1800 · first AC: 2020-04-12 · GNU C++11 (first AC) · Tags: geometry, implementation, math

[pzc2004's solution](#)

204.

161D

[Distance in Tree](#) · [Tutorial](#)

Quality: 19,175 global accepts · Rating: 1800 · first AC: 2020-02-15 · GNU C++11 (first AC) · Tags: dfs and similar, dp, trees

[pzc2004's solution](#)

205.

580D

[Kefa and Dishes](#) · [Tutorial](#)

Quality: 11,874 global accepts · Rating: 1800 · first AC: 2019-10-16 · GNU C++11 (first AC) · Tags: bitmasks, dp

[pzc2004's solution](#)

206.

1063B

[Labyrinth](#) · [Tutorial](#)

Quality: 9,253 global accepts · Rating: 1800 · first AC: 2019-10-12 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[pzc2004's solution](#)

207.

7C

[Line](#) · [Tutorial](#)

Quality: 5,480 global accepts · Rating: 1800 · first AC: 2019-10-06 · GNU C++11 (first AC) · Tags: math, number theory

[pzc2004's solution](#)

208.

1242B

[0-1 MST](#) · [Tutorial](#)

Quality: 9,246 global accepts · Rating: 1900 · first AC: 2024-12-17 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs, sortings

[pzc2004's solution](#)

209.

1989D

[Smithing Skill](#) · [Tutorial](#)

Quality: 7,099 global accepts · Rating: 1900 · first AC: 2024-06-30 · last AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, math, sortings, two pointers

[pzc2004's solution](#)

210.

1957D

[A BIT of an Inequality](#) · [Tutorial](#)

Quality: 5,811 global accepts · Rating: 1900 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, math

[pzc2004's solution](#)

211.

1648C

[Tyler and Strings](#) · [Tutorial](#)

Quality: 3,340 global accepts · Rating: 1900 · first AC: 2022-03-06 · last AC: 2022-03-11 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, implementation

[pzc2004's solution](#)

212.

1495B

[Let's Go Hiking](#) · [Tutorial](#)

Quality: 6,333 global accepts · Rating: 1900 · first AC: 2021-11-03 · last AC: 2021-11-04 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy

[pzc2004's solution](#)

213.

1601B

[Frog Traveler](#) · [Tutorial](#)

Quality: 5,503 global accepts · Rating: 1900 · first AC: 2021-10-25 · last AC: 2021-10-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, shortest paths, two pointers

[pzc2004's solution](#)

214.

1558B

[Up the Strip](#) · [Tutorial](#)

Quality: 5,271 global accepts · Rating: 1900 · first AC: 2021-10-26 · last AC: 2021-10-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math, number theory, two pointers

[pzc2004's solution](#)

215.

1545B

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

Quality: 6,762 global accepts · Rating: 1900 · first AC: 2021-07-16 · GNU C++11 (first AC) · Tags: combinatorics, math

[pzc2004's solution](#)

216.

1543C

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

Quality: 5,625 global accepts · Rating: 1900 · first AC: 2021-07-07 · last AC: 2021-07-12 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dfs and similar, implementation, math, probabilities

[pzc2004's solution](#)

217.

577B

[Modulo Sum](#) · [Tutorial](#)

Quality: 14,858 global accepts · Rating: 1900 · first AC: 2021-03-20 · GNU C++11 (first AC) · Tags: combinatorics, data structures, dp, two pointers

[pzc2004's solution](#)

218.

909E

[Coprocessor](#) · [Tutorial](#)

Quality: 2,462 global accepts · Rating: 1900 · first AC: 2020-09-11 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, greedy

[pzc2004's solution](#)

219.

41D

[Pawn](#) · [Tutorial](#)

Quality: 2,897 global accepts · Rating: 1900 · first AC: 2020-05-10 · GNU C++11 (first AC) · Tags: dp

[pzc2004's solution](#)

220.

20C

[Dijkstra?](#) · [Tutorial](#)

Quality: 46,876 global accepts · Rating: 1900 · first AC: 2019-10-21 · GNU C++11 (first AC) · Tags: graphs, shortest paths

[pzc2004's solution](#)

221.

1105D

[Kilani and the Game](#) · [Tutorial](#)

Quality: 4,423 global accepts · Rating: 1900 · first AC: 2019-07-26 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[pzc2004's solution](#)

222.

656A

[Da Vinci Powers](#) · [Tutorial](#)

Quality: 3,815 global accepts · Rating: 1900 · first AC: 2019-04-12 · GNU C++11 (first AC) · Tags: *special

[pzc2004's solution](#)

223.

409F

[000001](#) · [Tutorial](#)

Quality: 2,173 global accepts · Rating: 1900 · first AC: 2018-10-23 · GNU C++11 (first AC) · Tags: *special

[pzc2004's solution](#)

224.

1641B

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

Quality: 4,064 global accepts · Rating: 2000 · first AC: 2022-02-23 · last AC: 2022-02-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, sortings

[pzc2004's solution](#)

225.

1584D

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

Quality: 3,991 global accepts · Rating: 2000 · first AC: 2021-11-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, interactive, math

[pzc2004's solution](#)

226.

1588B

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

Rating: 2000 · first AC: 2021-11-14 · last AC: 2021-11-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, implementation, interactive

[pzc2004's solution](#)

227.

1558C

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

Quality: 3,714 global accepts · Rating: 2000 · first AC: 2021-10-26 · last AC: 2021-10-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[pzc2004's solution](#)

228.

446B

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

Quality: 3,856 global accepts · Rating: 2000 · first AC: 2021-03-21 · GNU C++11 (first AC) · Tags: brute force, data structures, greedy

[pzc2004's solution](#)

229.

380C

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

Quality: 19,778 global accepts · Rating: 2000 · first AC: 2021-03-20 · GNU C++11 (first AC) · Tags: data structures, schedules
[pzc2004's solution](#)

230.

432D

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

Quality: 11,989 global accepts · Rating: 2000 · first AC: 2021-03-04 · GNU C++11 (first AC) · Tags: dp, string suffix structures, strings, two pointers
[pzc2004's solution](#)

231.

1487E

[Cheap Dinner](#) · [Tutorial](#)

Quality: 5,127 global accepts · Rating: 2000 · first AC: 2021-02-15 · last AC: 2021-02-17 · GNU C++11 (first AC) · Tags: brute force, data structures, graphs, greedy, implementation, sortings, two pointers
[pzc2004's solution](#)

232.

533B

[Work Group](#) · [Tutorial](#)

Quality: 2,687 global accepts · Rating: 2000 · first AC: 2021-01-04 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, strings, trees
[pzc2004's solution](#)

233.

1200E

[Compress Words](#) · [Tutorial](#)

Quality: 9,363 global accepts · Rating: 2000 · first AC: 2021-01-04 · GNU C++11 (first AC) · Tags: brute force, hashing, implementation, string suffix structures, strings
[pzc2004's solution](#)

234.

474E

[Pillars](#) · [Tutorial](#)

Quality: 4,181 global accepts · Rating: 2000 · first AC: 2020-11-06 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, sortings, trees
[pzc2004's solution](#)

235.

213C

[Relay Race](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2000 · first AC: 2020-10-12 · GNU C++11 (first AC) · Tags: dp
[pzc2004's solution](#)

236.

1010D

[Mars rover](#) · [Tutorial](#)

Quality: 2,563 global accepts · Rating: 2000 · first AC: 2020-09-19 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, implementation, trees
[pzc2004's solution](#)

237.

895C

[Square Subsets](#) · [Tutorial](#)

Quality: 7,347 global accepts · Rating: 2000 · first AC: 2020-08-31 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, dp, math
[pzc2004's solution](#)

238.

766D

[Mahmoud and a Dictionary](#) · [Tutorial](#)

Quality: 3,928 global accepts · Rating: 2000 · first AC: 2020-08-30 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs
[pzc2004's solution](#)

239.

401D

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

Quality: 4,571 global accepts · Rating: 2000 · first AC: 2020-08-24 · GNU C++11 (first AC) · Tags: bitmasks, brute force, combinatorics, dp, number theory

[pzc2004's solution](#)

240.

128C

[Games with Rectangle](#) · [Tutorial](#)

Quality: 3,244 global accepts · Rating: 2000 · first AC: 2020-08-10 · GNU C++11 (first AC) · Tags: combinatorics, dp

[pzc2004's solution](#)

241.

59E

[Shortest Path](#) · [Tutorial](#)

Quality: 4,811 global accepts · Rating: 2000 · first AC: 2020-07-08 · GNU C++11 (first AC) · Tags: graphs, shortest paths

[pzc2004's solution](#)

242.

545E

[Paths and Trees](#) · [Tutorial](#)

Quality: 5,554 global accepts · Rating: 2000 · first AC: 2020-06-03 · GNU C++11 (first AC) · Tags: graphs, greedy, shortest paths

[pzc2004's solution](#)

243.

1344B

[Monopole Magnets](#) · [Tutorial](#)

Quality: 6,354 global accepts · Rating: 2000 · first AC: 2020-05-10 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs

[pzc2004's solution](#)

244.

1345D

[Monopole Magnets](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-05-10 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dsu

[pzc2004's solution](#)

245.

296B

[Yaroslav and Two Strings](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2000 · first AC: 2020-05-10 · GNU C++11 (first AC) · Tags: combinatorics, dp

[pzc2004's solution](#)

246.

2B

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

Quality: 12,947 global accepts · Rating: 2000 · first AC: 2020-02-14 · GNU C++11 (first AC) · Tags: dp, math

[pzc2004's solution](#)

247.

400D

[Dima and Bacteria](#) · [Tutorial](#)

Quality: 3,172 global accepts · Rating: 2000 · first AC: 2019-10-26 · GNU C++11 (first AC) · Tags: dsu, graphs, shortest paths

[pzc2004's solution](#)

248.

383C

[Propagating tree](#) · [Tutorial](#)

Quality: 7,522 global accepts · Rating: 2000 · first AC: 2019-10-13 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, trees

[pzc2004's solution](#)

249.

8C

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

Quality: 4,212 global accepts · Rating: 2000 · first AC: 2019-10-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[pzc2004's solution](#)

250.

171E

[MYSTERIOUS LANGUAGE](#) · [Tutorial](#)

Quality: 1,601 global accepts · Rating: 2000 · first AC: 2019-08-31 · GNU C++11 (first AC) · Tags: *special

[pzc2004's solution](#)

251.

784E

[Twisted Circuit](#) · [Tutorial](#)

Quality: 2,039 global accepts · Rating: 2000 · first AC: 2018-10-30 · GNU C++11 (first AC) · Tags: *special, brute force, implementation

[pzc2004's solution](#)

252.

2003D2

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

Quality: 4,644 global accepts · Rating: 2100 · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, implementation, math

[pzc2004's solution](#)

253.

1868B2

[Candy Party \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,751 global accepts · Rating: 2100 · first AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, implementation, math

[pzc2004's solution](#)

254.

1869D2

[Candy Party \(Hard Version\)](#) · [Tutorial](#)

Rating: 2100 · first AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, implementation, math

[pzc2004's solution](#)

255.

1654D

[Potion Brewing Class](#) · [Tutorial](#)

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2022-03-20 · last AC: 2022-03-22 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, math, number theory, trees

[pzc2004's solution](#)

256.

1637E

[Best Pair](#) · [Tutorial](#)

Quality: 3,795 global accepts · Rating: 2100 · first AC: 2022-02-12 · last AC: 2022-02-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, implementation

[pzc2004's solution](#)

257.

1530E

[Minimax](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2100 · first AC: 2021-07-17 · last AC: 2021-08-02 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, strings

[pzc2004's solution](#)

258.

1553E

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

Quality: 3,773 global accepts · Rating: 2100 · first AC: 2021-07-22 · last AC: 2021-07-23 · GNU C++11 (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, dsu, graphs, math

[pzc2004's solution](#)

259.

859E

[Desk Disorder](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2100 · first AC: 2021-07-21 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs,

trees

[pzc2004's solution](#)

260.

1056E

[Check Transcription](#) · [Tutorial](#)

Quality: 2,814 global accepts · Rating: 2100 · first AC: 2021-07-05 · GNU C++11 (first AC) · Tags: brute force, data structures, hashing, strings

[pzc2004's solution](#)

261.

734E

[Anton and Tree](#) · [Tutorial](#)

Quality: 5,236 global accepts · Rating: 2100 · first AC: 2021-02-08 · GNU C++11 (first AC) · Tags: dfs and similar, dp, trees

[pzc2004's solution](#)

262.

1472G

[Moving to the Capital](#) · [Tutorial](#)

Quality: 5,643 global accepts · Rating: 2100 · first AC: 2021-02-03 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[pzc2004's solution](#)

263.

1472F

[New Year's Puzzle](#) · [Tutorial](#)

Quality: 3,289 global accepts · Rating: 2100 · first AC: 2021-02-03 · GNU C++11 (first AC) · Tags: brute force, dp, graph matchings, greedy, sortings

[pzc2004's solution](#)

264.

802J2

[Send the Fool Further! \(medium\)](#) · [Tutorial](#)

Quality: 735 global accepts · Rating: 2100 · first AC: 2020-11-03 · last AC: 2020-11-03 · GNU C++11 (first AC) · Tags: dp, trees

[pzc2004's solution](#)

265.

208E

[Blood Cousins](#) · [Tutorial](#)

Quality: 8,920 global accepts · Rating: 2100 · first AC: 2020-10-25 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, trees

[pzc2004's solution](#)

266.

980D

[Perfect Groups](#) · [Tutorial](#)

Quality: 3,006 global accepts · Rating: 2100 · first AC: 2020-10-01 · GNU C++11 (first AC) · Tags: dp, math, number theory

[pzc2004's solution](#)

267.

1419E

[Decryption](#) · [Tutorial](#)

Quality: 3,505 global accepts · Rating: 2100 · first AC: 2020-09-19 · last AC: 2020-09-20 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, math, number theory

[pzc2004's solution](#)

268.

912D

[Fishes](#) · [Tutorial](#)

Quality: 2,148 global accepts · Rating: 2100 · first AC: 2020-09-19 · GNU C++11 (first AC) · Tags: data structures, graphs, greedy, probabilities, shortest paths

[pzc2004's solution](#)

269.

242D

[Dispute](#) · [Tutorial](#)

Quality: 2,032 global accepts · Rating: 2100 · first AC: 2020-09-12 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, greedy

[pzc2004's solution](#)

270.

229D

[Towers](#) · [Tutorial](#)

Quality: 2,619 global accepts · Rating: 2100 · first AC: 2020-08-30 · last AC: 2020-08-30 · GNU C++11 (first AC) · Tags: dp, greedy, two pointers
[pzc2004's solution](#)

271.

231E

[Cactus](#) · [Tutorial](#)

Quality: 2,320 global accepts · Rating: 2100 · first AC: 2020-08-20 · last AC: 2020-08-20 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp, graphs, trees
[pzc2004's solution](#)

272.

1003E

[Tree Constructing](#) · [Tutorial](#)

Quality: 3,029 global accepts · Rating: 2100 · first AC: 2020-06-17 · last AC: 2020-06-17 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs
[pzc2004's solution](#)

273.

702E

[Analysis of Pathes in Functional Graph](#) · [Tutorial](#)

Quality: 3,107 global accepts · Rating: 2100 · first AC: 2020-06-03 · GNU C++11 (first AC) · Tags: data structures, graphs
[pzc2004's solution](#)

274.

609E

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

Quality: 10,269 global accepts · Rating: 2100 · first AC: 2020-05-29 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, graphs, trees
[pzc2004's solution](#)

275.

746G

[New Roads](#) · [Tutorial](#)

Quality: 1,641 global accepts · Rating: 2100 · first AC: 2020-05-24 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, trees
[pzc2004's solution](#)

276.

1C

[Ancient Berland Circus](#) · [Tutorial](#)

Quality: 6,481 global accepts · Rating: 2100 · first AC: 2020-02-14 · GNU C++11 (first AC) · Tags: geometry, math
[pzc2004's solution](#)

277.

165D

[Beard Graph](#) · [Tutorial](#)

Quality: 1,929 global accepts · Rating: 2100 · first AC: 2019-09-02 · last AC: 2019-09-02 · GNU C++11 (first AC) · Tags: data structures, dsu, trees
[pzc2004's solution](#)

278.

343D

[Water Tree](#) · [Tutorial](#)

Quality: 6,849 global accepts · Rating: 2100 · first AC: 2019-08-29 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, graphs, trees
[pzc2004's solution](#)

279.

1106E

[Lunar New Year and Red Envelopes](#) · [Tutorial](#)

Quality: 2,816 global accepts · Rating: 2100 · first AC: 2019-07-26 · GNU C++11 (first AC) · Tags: data structures, dp
[pzc2004's solution](#)

280.

656D

[Rosetta Problem](#) · [Tutorial](#)

Quality: 996 global accepts · Rating: 2100 · first AC: 2019-04-11 · GNU C++11 (first AC) · Tags: *special

[pzc2004's solution](#)

281.

1641C

[Anonymity Is Important](#) · [Tutorial](#)

Quality: 2,843 global accepts · Rating: 2200 · first AC: 2022-03-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[pzc2004's solution](#)

282.

1580C

[Train Maintenance](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2200 · first AC: 2021-10-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation

[pzc2004's solution](#)

283.

1543D2

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

Quality: 2,168 global accepts · Rating: 2200 · first AC: 2021-07-07 · last AC: 2021-07-12 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, interactive, math

[pzc2004's solution](#)

284.

1542D

[Priority Queue](#) · [Tutorial](#)

Quality: 2,921 global accepts · Rating: 2200 · first AC: 2021-07-07 · GNU C++11 (first AC) · Tags: combinatorics, dp, implementation, math, ternary search

[pzc2004's solution](#)

285.

981E

[Addition on Segments](#) · [Tutorial](#)

Quality: 2,536 global accepts · Rating: 2200 · first AC: 2021-07-05 · GNU C++11 (first AC) · Tags: bitmasks, data structures, divide and conquer, dp

[pzc2004's solution](#)

286.

86D

[Powerful array](#) · [Tutorial](#)

Quality: 16,874 global accepts · Rating: 2200 · first AC: 2021-05-03 · GNU C++11 (first AC) · Tags: data structures, implementation, math, two pointers

[pzc2004's solution](#)

287.

570D

[Tree Requests](#) · [Tutorial](#)

Quality: 9,041 global accepts · Rating: 2200 · first AC: 2020-10-27 · GNU C++11 (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees

[pzc2004's solution](#)

288.

662B

[Graph Coloring](#) · [Tutorial](#)

Quality: 1,657 global accepts · Rating: 2200 · first AC: 2020-09-23 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[pzc2004's solution](#)

289.

1156D

[0-1-Tree](#) · [Tutorial](#)

Quality: 4,667 global accepts · Rating: 2200 · first AC: 2020-09-21 · GNU C++11 (first AC) · Tags: dfs and similar, divide and conquer, dp, dsu, trees

[pzc2004's solution](#)

290.

56E

[Domino Principle](#) · [Tutorial](#)

Quality: 2,840 global accepts · Rating: 2200 · first AC: 2020-06-12 · GNU C++11 (first AC) · Tags: binary search, data structures, sortings

[pzc2004's solution](#)

291.

1114E

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

Quality: 3,191 global accepts · Rating: 2200 · first AC: 2020-04-25 · GNU C++11 (first AC) · Tags: binary search, interactive, number theory, probabilities

[pzc2004's solution](#)

292.

52C

[Circular RMQ](#) · [Tutorial](#)

Quality: 11,245 global accepts · Rating: 2200 · first AC: 2019-09-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[pzc2004's solution](#)

293.

1989E

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

Quality: 2,494 global accepts · Rating: 2300 · first AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[pzc2004's solution](#)

294.

1654E

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

Quality: 2,359 global accepts · Rating: 2300 · first AC: 2022-03-20 · last AC: 2022-03-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, graphs, math

[pzc2004's solution](#)

295.

1584E

[Game with Stones](#) · [Tutorial](#)

Quality: 1,470 global accepts · Rating: 2300 · first AC: 2021-11-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, games, greedy

[pzc2004's solution](#)

296.

1588C

[Game with Stones](#) · [Tutorial](#)

Rating: 2300 · first AC: 2021-11-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, games, greedy

[pzc2004's solution](#)

297.

1495C

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

Quality: 2,905 global accepts · Rating: 2300 · first AC: 2021-11-04 · last AC: 2021-11-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs

[pzc2004's solution](#)

298.

1592D

[Hemose in ICPC ?](#) · [Tutorial](#)

Quality: 2,570 global accepts · Rating: 2300 · first AC: 2021-11-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, implementation, interactive, math, number theory, trees

[pzc2004's solution](#)

299.

1601C

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

Quality: 2,345 global accepts · Rating: 2300 · first AC: 2021-10-25 · last AC: 2021-10-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy, sortings

[pzc2004's solution](#)

300.

1548D1

[Gregor and the Odd Cows \(Easy\) · Tutorial](#)

Quality: 1,623 global accepts · Rating: 2300 · first AC: 2021-08-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, geometry, math, number theory

[pzc2004's solution](#)

301.

1553F

[Pairwise Modulo · Tutorial](#)

Quality: 2,518 global accepts · Rating: 2300 · first AC: 2021-07-27 · last AC: 2021-07-27 · GNU C++11 (first AC) · Tags: data structures, math

[pzc2004's solution](#)

302.

1534E

[Lost Array · Tutorial](#)

Quality: 2,078 global accepts · Rating: 2300 · first AC: 2021-06-13 · last AC: 2021-06-14 · GNU C++11 (first AC) · Tags: graphs, greedy, interactive, shortest paths

[pzc2004's solution](#)

303.

558E

[A Simple Task · Tutorial](#)

Quality: 7,399 global accepts · Rating: 2300 · first AC: 2021-05-11 · GNU C++11 (first AC) · Tags: data structures, sortings, strings

[pzc2004's solution](#)

304.

22E

[Scheme · Tutorial](#)

Quality: 2,079 global accepts · Rating: 2300 · first AC: 2020-11-28 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[pzc2004's solution](#)

305.

629E

[Famil Door and Roads · Tutorial](#)

Quality: 1,151 global accepts · Rating: 2300 · first AC: 2020-11-04 · GNU C++11 (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, probabilities, trees

[pzc2004's solution](#)

306.

1009F

[Dominant Indices · Tutorial](#)

Quality: 7,751 global accepts · Rating: 2300 · first AC: 2020-10-28 · GNU C++11 (first AC) · Tags: data structures, dsu, trees

[pzc2004's solution](#)

307.

543D

[Road Improvement · Tutorial](#)

Quality: 3,255 global accepts · Rating: 2300 · first AC: 2020-08-13 · GNU C++11 (first AC) · Tags: dp, trees

[pzc2004's solution](#)

308.

915E

[Physical Education Lessons · Tutorial](#)

Quality: 5,569 global accepts · Rating: 2300 · first AC: 2019-11-13 · last AC: 2019-11-13 · GNU C++11 (first AC) · Tags: data structures, implementation, sortings

[pzc2004's solution](#)

309.

708C

[Centroids · Tutorial](#)

Quality: 4,360 global accepts · Rating: 2300 · first AC: 2019-11-12 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, trees

[pzc2004's solution](#)

310.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,403 global accepts · Rating: 2300 · first AC: 2019-11-11 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, trees
[pzc2004's solution](#)

311.

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,020 global accepts · Rating: 2300 · first AC: 2019-10-30 · GNU C++11 (first AC) · Tags: data structures, graphs, shortest paths
[pzc2004's solution](#)

312.

327E

[Axis Walking](#) · [Tutorial](#)

Quality: 1,583 global accepts · Rating: 2300 · first AC: 2019-10-16 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, meet-in-the-middle
[pzc2004's solution](#)

313.

1957E

[Carousel of Combinations](#) · [Tutorial](#)

Quality: 1,624 global accepts · Rating: 2400 · first AC: 2024-05-02 · last AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, number theory
[pzc2004's solution](#)

314.

1592E

[Bored Bakry](#) · [Tutorial](#)

Quality: 1,921 global accepts · Rating: 2400 · first AC: 2021-11-02 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math, two pointers
[pzc2004's solution](#)

315.

1051F

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

Quality: 3,753 global accepts · Rating: 2400 · first AC: 2021-10-10 · C++17 (GCC 9-64) (first AC) · Tags: graphs, shortest paths, trees
[pzc2004's solution](#)

316.

1202E

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

Quality: 2,763 global accepts · Rating: 2400 · first AC: 2021-04-07 · GNU C++11 (first AC) · Tags: brute force, string suffix structures, strings
[pzc2004's solution](#)

317.

914E

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

Quality: 1,921 global accepts · Rating: 2400 · first AC: 2021-02-06 · GNU C++11 (first AC) · Tags: bitmasks, data structures, divide and conquer, trees
[pzc2004's solution](#)

318.

632F

[Magic Matrix](#) · [Tutorial](#)

Quality: 1,284 global accepts · Rating: 2400 · first AC: 2020-11-28 · GNU C++11 (first AC) · Tags: brute force, divide and conquer, graphs, matrices, trees
[pzc2004's solution](#)

319.

444C

[DZY Loves Colors](#) · [Tutorial](#)

Quality: 3,360 global accepts · Rating: 2400 · first AC: 2020-11-22 · GNU C++11 (first AC) · Tags: data structures
[pzc2004's solution](#)

320.

1174F

[Ehab and the Big Finale](#) · [Tutorial](#)

Quality: 1,959 global accepts · Rating: 2400 · first AC: 2020-11-05 · GNU C++11 (first AC) · Tags: constructive algorithms, divide and conquer, graphs, implementation, interactive, trees

[pzc2004's solution](#)

321.

865D

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

Quality: 8,016 global accepts · Rating: 2400 · first AC: 2020-11-03 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy

[pzc2004's solution](#)

322.

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,914 global accepts · Rating: 2400 · first AC: 2020-10-28 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, trees

[pzc2004's solution](#)

323.

246E

[Blood Cousins Return](#) · [Tutorial](#)

Quality: 4,518 global accepts · Rating: 2400 · first AC: 2020-10-27 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, dp, sortings

[pzc2004's solution](#)

324.

467D

[Fedor and Essay](#) · [Tutorial](#)

Quality: 2,030 global accepts · Rating: 2400 · first AC: 2020-09-16 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, hashing, strings

[pzc2004's solution](#)

325.

1106F

[Lunar New Year and a Recursive Sequence](#) · [Tutorial](#)

Quality: 1,182 global accepts · Rating: 2400 · first AC: 2020-08-10 · GNU C++11 (first AC) · Tags: math, matrices, number theory

[pzc2004's solution](#)

326.

916E

[Jamie and Tree](#) · [Tutorial](#)

Quality: 2,104 global accepts · Rating: 2400 · first AC: 2020-08-04 · GNU C++11 (first AC) · Tags: data structures, trees

[pzc2004's solution](#)

327.

815C

[Karen and Supermarket](#) · [Tutorial](#)

Quality: 3,317 global accepts · Rating: 2400 · first AC: 2020-07-23 · GNU C++11 (first AC) · Tags: brute force, dp, trees

[pzc2004's solution](#)

328.

12D

[Ball](#) · [Tutorial](#)

Quality: 2,885 global accepts · Rating: 2400 · first AC: 2019-10-06 · GNU C++11 (first AC) · Tags: data structures, sortings

[pzc2004's solution](#)

329.

1637F

[Towers](#) · [Tutorial](#)

Quality: 2,160 global accepts · Rating: 2500 · first AC: 2022-02-12 · last AC: 2022-02-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[pzc2004's solution](#)

330.

1556F

[Sports Betting](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2500 · first AC: 2021-11-16 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, graphs, math, probabilities

[pzc2004's solution](#)

331.

1548C

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

Quality: 2,042 global accepts · Rating: 2500 · first AC: 2021-08-05 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math

[pzc2004's solution](#)

332.

835F

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

Quality: 1,240 global accepts · Rating: 2500 · first AC: 2021-07-21 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, trees

[pzc2004's solution](#)

333.

1534F1

[Falling Sand \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,400 global accepts · Rating: 2500 · first AC: 2021-06-14 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, greedy

[pzc2004's solution](#)

334.

1957F1

[Frequency Mismatch \(Easy Version\)](#) · [Tutorial](#)

Quality: 664 global accepts · Rating: 2600 · first AC: 2024-05-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, hashing, probabilities, trees

[pzc2004's solution](#)

335.

1584F

[Strange LCS](#) · [Tutorial](#)

Quality: 1,116 global accepts · Rating: 2600 · first AC: 2021-11-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, graphs, greedy, strings

[pzc2004's solution](#)

336.

917D

[Stranger Trees](#) · [Tutorial](#)

Quality: 1,469 global accepts · Rating: 2600 · first AC: 2021-11-14 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, matrices, trees

[pzc2004's solution](#)

337.

1588D

[Strange LCS](#) · [Tutorial](#)

Rating: 2600 · first AC: 2021-11-14 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, graphs, strings

[pzc2004's solution](#)

338.

1495D

[BFS Trees](#) · [Tutorial](#)

Quality: 1,537 global accepts · Rating: 2600 · first AC: 2021-11-04 · last AC: 2021-11-04 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, graphs, math, shortest paths, trees

[pzc2004's solution](#)

339.

1580B

[Mathematics Curriculum](#) · [Tutorial](#)

Quality: 1,283 global accepts · Rating: 2600 · first AC: 2021-10-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, trees

[pzc2004's solution](#)

340.

622F

[The Sum of the k-th Powers](#) · [Tutorial](#)

Quality: 4,941 global accepts · Rating: 2600 · first AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: math

[pzc2004's solution](#)

341.

1500C

[Matrix Sorting](#) · [Tutorial](#)

Quality: 915 global accepts · Rating: 2600 · first AC: 2021-09-01 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, two pointers

[pzc2004's solution](#)

342.

1530F

[Bingo](#) · [Tutorial](#)

Quality: 992 global accepts · Rating: 2600 · first AC: 2021-08-04 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, probabilities

[pzc2004's solution](#)

343.

896C

[Willem, Chtholly and Seniorious](#) · [Tutorial](#)

Quality: 4,437 global accepts · Rating: 2600 · first AC: 2021-02-25 · GNU C++11 (first AC) · Tags: data structures, probabilities

[pzc2004's solution](#)

344.

1380F

[Strange Addition](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2600 · first AC: 2020-08-24 · GNU C++11 (first AC) · Tags: data structures, dp, matrices

[pzc2004's solution](#)

345.

542E

[Playing on Graph](#) · [Tutorial](#)

Quality: 973 global accepts · Rating: 2600 · first AC: 2020-08-07 · last AC: 2020-08-07 · GNU C++11 (first AC) · Tags: graphs, shortest paths

[pzc2004's solution](#)

346.

1344C

[Quantifier Question](#) · [Tutorial](#)

Quality: 1,980 global accepts · Rating: 2600 · first AC: 2020-05-10 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, math

[pzc2004's solution](#)

347.

741C

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

Quality: 3,118 global accepts · Rating: 2600 · first AC: 2020-04-14 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[pzc2004's solution](#)

348.

1957F2

[Frequency Mismatch \(Hard Version\)](#) · [Tutorial](#)

Quality: 610 global accepts · Rating: 2700 · first AC: 2024-05-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, hashing, probabilities, trees

[pzc2004's solution](#)

349.

241B

[Friends](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2700 · first AC: 2022-03-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, math

[pzc2004's solution](#)

350.

1000G

[Two-Paths](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2700 · first AC: 2021-11-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, trees

[pzc2004's solution](#)

351.

1601D

[Difficult Mountain](#) · [Tutorial](#)

Quality: 1,942 global accepts · Rating: 2700 · first AC: 2021-10-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, sortings

[pzc2004's solution](#)

352.

1458C

[Latin Square](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2700 · first AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: math, matrices

[pzc2004's solution](#)

353.

1553G

[Common Divisor Graph](#) · [Tutorial](#)

Quality: 1,213 global accepts · Rating: 2700 · first AC: 2021-08-02 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, hashing, math, number theory

[pzc2004's solution](#)

354.

251D

[Two Sets](#) · [Tutorial](#)

Quality: 584 global accepts · Rating: 2700 · first AC: 2021-05-13 · GNU C++11 (first AC) · Tags: bitmasks, math

[pzc2004's solution](#)

355.

1207G

[Indie Album](#) · [Tutorial](#)

Quality: 1,225 global accepts · Rating: 2700 · first AC: 2021-04-07 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, hashing, string suffix structures, strings, trees

[pzc2004's solution](#)

356.

13E

[Holes](#) · [Tutorial](#)

Quality: 7,948 global accepts · Rating: 2700 · first AC: 2021-03-12 · GNU C++11 (first AC) · Tags: data structures, dsu

[pzc2004's solution](#)

357.

1487G

[String Counting](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 2700 · first AC: 2021-02-24 · GNU C++11 (first AC) · Tags: combinatorics, dp, fft, math

[pzc2004's solution](#)

358.

961G

[Partitions](#) · [Tutorial](#)

Quality: 1,611 global accepts · Rating: 2700 · first AC: 2020-10-30 · GNU C++11 (first AC) · Tags: combinatorics, math, number theory

[pzc2004's solution](#)

359.

576D

[Flights for Regular Customers](#) · [Tutorial](#)

Quality: 1,597 global accepts · Rating: 2700 · first AC: 2020-09-28 · GNU C++11 (first AC) · Tags: dp, matrices

[pzc2004's solution](#)

360.

932F

[Escape Through Leaf](#) · [Tutorial](#)

Quality: 4,115 global accepts · Rating: 2700 · first AC: 2020-08-21 · GNU C++11 (first AC) · Tags: data structures, dp, geometry

[pzc2004's solution](#)

361.

1654F

[Minimal String XORation](#) · [Tutorial](#)

Quality: 1,483 global accepts · Rating: 2800 · first AC: 2022-03-21 · last AC: 2022-03-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, greedy, hashing, sortings, strings

[pzc2004's solution](#)

362.

1648D

[Serious Business](#) · [Tutorial](#)

Quality: 1,051 global accepts · Rating: 2800 · first AC: 2022-03-07 · last AC: 2022-03-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, implementation, shortest paths

[pzc2004's solution](#)

363.

702F

[T-Shirts](#) · [Tutorial](#)

Quality: 1,922 global accepts · Rating: 2800 · first AC: 2022-02-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[pzc2004's solution](#)

364.

986E

[Prince's Problem](#) · [Tutorial](#)

Quality: 898 global accepts · Rating: 2800 · first AC: 2022-02-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, math, number theory, trees

[pzc2004's solution](#)

365.

187D

[BRT Contract](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2800 · first AC: 2021-10-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[pzc2004's solution](#)

366.

613D

[Kingdom and its Cities](#) · [Tutorial](#)

Quality: 4,035 global accepts · Rating: 2800 · first AC: 2021-08-31 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, sortings, trees

[pzc2004's solution](#)

367.

1208G

[Polygons](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2800 · first AC: 2021-08-27 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory

[pzc2004's solution](#)

368.

1316F

[Battalion Strength](#) · [Tutorial](#)

Quality: 894 global accepts · Rating: 2800 · first AC: 2021-08-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, probabilities

[pzc2004's solution](#)

369.

1375G

[Tree Modification](#) · [Tutorial](#)

Quality: 2,187 global accepts · Rating: 2800 · first AC: 2021-08-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graph matchings, graphs, trees

[pzc2004's solution](#)

370.

1404D

[Game of Pairs](#) · [Tutorial](#)

Quality: 1,271 global accepts · Rating: 2800 · first AC: 2021-08-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, math, number theory

[pzc2004's solution](#)

371.

1419F

[Rain of Fire](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2800 · first AC: 2021-08-18 · last AC: 2021-08-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, dsu, graphs, implementation

[pzc2004's solution](#)

372.

1545C

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

Quality: 767 global accepts · Rating: 2800 · first AC: 2021-07-16 · GNU C++11 (first AC) · Tags: 2-sat, brute force, combinatorics, constructive algorithms, graph matchings, graphs

[pzc2004's solution](#)

373.

163E

[e-Government](#) · [Tutorial](#)

Quality: 2,186 global accepts · Rating: 2800 · first AC: 2021-04-05 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp, strings, trees

[pzc2004's solution](#)

374.

1580D

[Subsequence](#) · [Tutorial](#)

Quality: 1,105 global accepts · Rating: 2900 · first AC: 2021-10-16 · last AC: 2021-10-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, divide and conquer, dp, greedy, trees

[pzc2004's solution](#)

375.

933D

[A Creative Cutout](#) · [Tutorial](#)

Quality: 389 global accepts · Rating: 2900 · first AC: 2021-10-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, math

[pzc2004's solution](#)

376.

1487F

[Ones](#) · [Tutorial](#)

Quality: 503 global accepts · Rating: 2900 · first AC: 2021-08-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, shortest paths

[pzc2004's solution](#)

377.

1479D

[Odd Mineral Resource](#) · [Tutorial](#)

Quality: 1,333 global accepts · Rating: 2900 · first AC: 2021-08-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, probabilities, trees

[pzc2004's solution](#)

378.

1028H

[Make Square](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2900 · first AC: 2021-08-21 · C++17 (GCC 9-64) (first AC) · Tags: math

[pzc2004's solution](#)

379.

17E

[Palisection](#) · [Tutorial](#)

Quality: 1,990 global accepts · Rating: 2900 · first AC: 2021-03-20 · GNU C++11 (first AC) · Tags: strings

[pzc2004's solution](#)

380.

464E

[The Classic Problem](#) · [Tutorial](#)

Quality: 1,846 global accepts · Rating: 3000 · first AC: 2022-03-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, shortest paths

[pzc2004's solution](#)

381.

1637G

[Birthday](#) · [Tutorial](#)

Quality: 620 global accepts · Rating: 3000 · first AC: 2022-02-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math
[pzc2004's solution](#)

382.

1442E

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

Quality: 788 global accepts · Rating: 3000 · first AC: 2021-08-31 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, dp, greedy, trees
[pzc2004's solution](#)

383.

1438F

[Olha and Igor](#) · [Tutorial](#)

Quality: 801 global accepts · Rating: 3000 · first AC: 2021-08-20 · C++17 (GCC 9-64) (first AC) · Tags: interactive, probabilities, trees
[pzc2004's solution](#)

384.

1534F2

[Falling Sand \(Hard Version\)](#) · [Tutorial](#)

Quality: 705 global accepts · Rating: 3000 · first AC: 2021-07-19 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, greedy
[pzc2004's solution](#)

385.

1503E

[2-Coloring](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 3100 · first AC: 2022-01-22 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math
[pzc2004's solution](#)

386.

1286D

[LCC](#) · [Tutorial](#)

Quality: 728 global accepts · Rating: 3100 · first AC: 2021-08-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math, matrices, probabilities
[pzc2004's solution](#)

387.

1470E

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

Quality: 375 global accepts · Rating: 3200 · first AC: 2022-02-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, data structures, dp, graphs, implementation, two pointers
[pzc2004's solution](#)

388.

1109F

[Sasha and Algorithm of Silence's Sounds](#) · [Tutorial](#)

Quality: 366 global accepts · Rating: 3200 · first AC: 2022-01-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees
[pzc2004's solution](#)

389.

1025G

[Company Acquisitions](#) · [Tutorial](#)

Quality: 865 global accepts · Rating: 3200 · first AC: 2021-08-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[pzc2004's solution](#)

390.

1416F

[Showing Off](#) · [Tutorial](#)

Quality: 603 global accepts · Rating: 3300 · first AC: 2021-10-13 · C++17 (GCC 9-64) (first AC) · Tags: flows, graph matchings, greedy, implementation
[pzc2004's solution](#)

391.

1548D2

[Gregor and the Odd Cows \(Hard\)](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 3300 · first AC: 2021-08-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, math, number theory

[pzc2004's solution](#)

392.

1119F

[Niyaz and Small Degrees](#) · [Tutorial](#)

Quality: 875 global accepts · Rating: 3400 · first AC: 2021-06-13 · GNU C++11 (first AC) · Tags: data structures, dp, trees

[pzc2004's solution](#)

393.

103446C

[Strange Matrices](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[pzc2004's solution](#)

394.

102803E

[Everybody Lost Somebody](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[pzc2004's solution](#)

395.

102770E

[Easy DP Problem](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-14 · GNU C++11 (first AC) · Tags: —

[pzc2004's solution](#)

396.

102770B

[Bin Packing Problem](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-14 · GNU C++11 (first AC) · Tags: —

[pzc2004's solution](#)

397.

102770I

[Invoking the Magic](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-14 · GNU C++11 (first AC) · Tags: —

[pzc2004's solution](#)

398.

102770K

[Killing the Brute-force](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-14 · GNU C++11 (first AC) · Tags: —

[pzc2004's solution](#)

399.

102770A

[AD 2020](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-14 · GNU C++11 (first AC) · Tags: —

[pzc2004's solution](#)

400.

396C

[On Changing Tree](#) · [Tutorial](#)

Quality: 1,806 global accepts · Rating: — · first AC: 2019-09-23 · GNU C++11 (first AC) · Tags: data structures, graphs, trees

[pzc2004's solution](#)

401.

399B

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

Quality: 1,883 global accepts · Rating: — · first AC: 2019-09-23 · GNU C++11 (first AC) · Tags: —

[pzc2004's solution](#)

402.

394A

[Counting Sticks](#) · [Tutorial](#)

Quality: 2,738 global accepts · Rating: — · first AC: 2019-09-11 · GNU C++11 (first AC) · Tags: brute force, implementation

[pzc2004's solution](#)

403.

399A

[Pages](#) · [Tutorial](#)

Quality: 4,232 global accepts · Rating: — · first AC: 2019-09-11 · GNU C++11 (first AC) · Tags: implementation

[pzc2004's solution](#)

404.

393A

[Nineteen](#) · [Tutorial](#)

Quality: 6,992 global accepts · Rating: — · first AC: 2019-09-05 · GNU C++11 (first AC) · Tags: —

[pzc2004's solution](#)

405.

1145A

[Thanos Sort](#) · [Tutorial](#)

Quality: 9,265 global accepts · Rating: — · first AC: 2019-09-05 · GNU C++11 (first AC) · Tags: *special, implementation

[pzc2004's solution](#)

406.

391A

[Genetic Engineering](#) · [Tutorial](#)

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