

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

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# Unique solved — qiuyuanzhi

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

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

Filters: none

Count: 421

1.

1104A

[Splitting into digits](#) · [Tutorial](#)

Quality: 15,904 global accepts · Rating: 800 · first AC: 2025-07-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math

[qiuyuanzhi's solution](#)

2.

2002A

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

Quality: 21,314 global accepts · Rating: 800 · first AC: 2025-07-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math

[qiuyuanzhi's solution](#)

3.

1481A

[Space Navigation](#) · [Tutorial](#)

Quality: 25,736 global accepts · Rating: 800 · first AC: 2025-07-12 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

[qiuyuanzhi's solution](#)

4.

932A

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

Quality: 10,892 global accepts · Rating: 800 · first AC: 2025-07-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[qiuyuanzhi's solution](#)

5.

673A

[Bear and Game](#) · [Tutorial](#)

Quality: 10,854 global accepts · Rating: 800 · first AC: 2025-07-10 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[qiuyuanzhi's solution](#)

6.

1150A

[Stock Arbitraging](#) · [Tutorial](#)

Quality: 12,519 global accepts · Rating: 800 · first AC: 2025-07-09 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[qiuyuanzhi's solution](#)

7.

686A

[Free Ice Cream](#) · [Tutorial](#)

Quality: 43,423 global accepts · Rating: 800 · first AC: 2025-07-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[qiuyuanzhi's solution](#)

8.

271A

[Beautiful Year](#) · [Tutorial](#)

Quality: 177,773 global accepts · Rating: 800 · first AC: 2025-07-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force

[qiuyuanzhi's solution](#)

9.

2048A

[Kevin and Combination Lock](#) · [Tutorial](#)

Quality: 22,853 global accepts · Rating: 800 · first AC: 2024-12-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math, number theory

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**10.**

2034A

[King Keykhosrow's Mystery](#) · [Tutorial](#)

Quality: 18,401 global accepts · Rating: 800 · first AC: 2024-12-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[qiuyuanzhi's solution](#)

**11.**

2039A

[Shohag Loves Mod](#) · [Tutorial](#)

Quality: 18,125 global accepts · Rating: 800 · first AC: 2024-11-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[qiuyuanzhi's solution](#)

**12.**

2037A

[Twice](#) · [Tutorial](#)

Quality: 35,701 global accepts · Rating: 800 · first AC: 2024-11-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[qiuyuanzhi's solution](#)

**13.**

2037B

[Intercepted Inputs](#) · [Tutorial](#)

Quality: 25,540 global accepts · Rating: 800 · first AC: 2024-11-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[qiuyuanzhi's solution](#)

**14.**

2029A

[Set](#) · [Tutorial](#)

Quality: 14,164 global accepts · Rating: 800 · first AC: 2024-11-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[qiuyuanzhi's solution](#)

**15.**

2032A

[Circuit](#) · [Tutorial](#)

Quality: 24,700 global accepts · Rating: 800 · first AC: 2024-11-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory

[qiuyuanzhi's solution](#)

**16.**

2030B

[Minimise Oneness](#) · [Tutorial](#)

Quality: 23,688 global accepts · Rating: 800 · first AC: 2024-10-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, games, math

[qiuyuanzhi's solution](#)

**17.**

2030A

[A Gift From Orangutan](#) · [Tutorial](#)

Quality: 27,584 global accepts · Rating: 800 · first AC: 2024-10-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[qiuyuanzhi's solution](#)

**18.**

2021A

[Meaning Mean](#) · [Tutorial](#)

Quality: 21,502 global accepts · Rating: 800 · first AC: 2024-10-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, sortings

[qiuyuanzhi's solution](#)

**19.**

2019A

[Max Plus Size](#) · [Tutorial](#)

Quality: 27,136 global accepts · Rating: 800 · first AC: 2024-09-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy

[qiuyuanzhi's solution](#)

**20.**

2007A

[Dora's Set](#) · [Tutorial](#)

Quality: 25,272 global accepts · Rating: 800 · first AC: 2024-08-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory  
[qiuyuanzhi's solution](#)

**21.**

2003B

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

Quality: 27,529 global accepts · Rating: 800 · first AC: 2024-08-25 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, sortings  
[qiuyuanzhi's solution](#)

**22.**

2003A

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

Quality: 32,666 global accepts · Rating: 800 · first AC: 2024-08-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings  
[qiuyuanzhi's solution](#)

**23.**

1849A

[Morning Sandwich](#) · [Tutorial](#)

Quality: 32,116 global accepts · Rating: 800 · first AC: 2023-07-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math  
[qiuyuanzhi's solution](#)

**24.**

1845A

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

Quality: 47,385 global accepts · Rating: 800 · first AC: 2023-06-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math, number theory  
[qiuyuanzhi's solution](#)

**25.**

897A

[Scarborough Fair](#) · [Tutorial](#)

Quality: 15,095 global accepts · Rating: 800 · first AC: 2023-06-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[qiuyuanzhi's solution](#)

**26.**

1831A

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

Quality: 46,322 global accepts · Rating: 800 · first AC: 2023-05-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms  
[qiuyuanzhi's solution](#)

**27.**

1825A

[LuoTianyi and the Palindrome String](#) · [Tutorial](#)

Quality: 20,767 global accepts · Rating: 800 · first AC: 2023-05-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings  
[qiuyuanzhi's solution](#)

**28.**

1810B

[Candies](#) · [Tutorial](#)

Quality: 18,934 global accepts · Rating: 800 · first AC: 2023-03-31 · last AC: 2023-05-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory  
[qiuyuanzhi's solution](#)

**29.**

1818A

[Politics](#) · [Tutorial](#)

Quality: 14,387 global accepts · Rating: 800 · first AC: 2023-04-29 · last AC: 2023-05-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation  
[qiuyuanzhi's solution](#)

**30.**

1810A

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

Quality: 21,912 global accepts · Rating: 800 · first AC: 2023-03-31 · last AC: 2023-05-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[qiuyuanzhi's solution](#)

**31.**

1820A

[Yura's New Name](#) · [Tutorial](#)

Quality: 17,632 global accepts · Rating: 800 · first AC: 2023-04-15 · last AC: 2023-05-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[qiuyuanzhi's solution](#)

**32.**

1821A

[Matching](#) · [Tutorial](#)

Quality: 21,188 global accepts · Rating: 800 · first AC: 2023-04-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[qiuyuanzhi's solution](#)

**33.**

1513A

[Array and Peaks](#) · [Tutorial](#)

Quality: 20,018 global accepts · Rating: 800 · first AC: 2023-04-22 · last AC: 2023-04-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[qiuyuanzhi's solution](#)

**34.**

1722A

[Spell Check](#) · [Tutorial](#)

Quality: 65,647 global accepts · Rating: 800 · first AC: 2023-04-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[qiuyuanzhi's solution](#)

**35.**

1722B

[Colourblindness](#) · [Tutorial](#)

Quality: 56,466 global accepts · Rating: 800 · first AC: 2023-04-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[qiuyuanzhi's solution](#)

**36.**

1797A

[Li Hua and Maze](#) · [Tutorial](#)

Quality: 19,486 global accepts · Rating: 800 · first AC: 2023-04-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, flows, graphs, greedy, implementation

[qiuyuanzhi's solution](#)

**37.**

1816A

[Ian Visits Mary](#) · [Tutorial](#)

Quality: 18,864 global accepts · Rating: 800 · first AC: 2023-04-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, number theory

[qiuyuanzhi's solution](#)

**38.**

1814A

[Coins](#) · [Tutorial](#)

Quality: 51,475 global accepts · Rating: 800 · first AC: 2023-04-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[qiuyuanzhi's solution](#)

**39.**

1811A

[Insert Digit](#) · [Tutorial](#)

Quality: 34,627 global accepts · Rating: 800 · first AC: 2023-04-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, strings

[qiuyuanzhi's solution](#)

**40.**

1798A

[Showstopper](#) · [Tutorial](#)

Quality: 21,049 global accepts · Rating: 800 · first AC: 2023-04-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[qiuyuanzhi's solution](#)

**41.**

116A

[Tram](#) · [Tutorial](#)

Quality: 176,581 global accepts · Rating: 800 · first AC: 2023-03-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[qiuyuanzhi's solution](#)

**42.**

1809A

[Garland](#) · [Tutorial](#)

Quality: 25,175 global accepts · Rating: 800 · first AC: 2023-03-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[qiuyuanzhi's solution](#)

**43.**

1807C

[Find and Replace](#) · [Tutorial](#)

Quality: 34,336 global accepts · Rating: 800 · first AC: 2023-03-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, strings

[qiuyuanzhi's solution](#)

**44.**

1807B

[Grab the Candies](#) · [Tutorial](#)

Quality: 49,358 global accepts · Rating: 800 · first AC: 2023-03-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[qiuyuanzhi's solution](#)

**45.**

1807A

[Plus or Minus](#) · [Tutorial](#)

Quality: 84,741 global accepts · Rating: 800 · first AC: 2023-03-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[qiuyuanzhi's solution](#)

**46.**

1806A

[Walking Master](#) · [Tutorial](#)

Quality: 43,485 global accepts · Rating: 800 · first AC: 2023-03-18 · C++14 (GCC 6-32) (first AC) · Tags: geometry, greedy, math

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**47.**

71A

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

Quality: 503,378 global accepts · Rating: 800 · first AC: 2023-03-17 · C++14 (GCC 6-32) (first AC) · Tags: strings

[qiuyuanzhi's solution](#)

**48.**

1804A

[Lame King](#) · [Tutorial](#)

Quality: 18,666 global accepts · Rating: 800 · first AC: 2023-03-13 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[qiuyuanzhi's solution](#)

**49.**

1627A

[Not Shading](#) · [Tutorial](#)

Quality: 24,897 global accepts · Rating: 800 · first AC: 2023-03-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[qiuyuanzhi's solution](#)

**50.**

1800A

[Is It a Cat?](#) · [Tutorial](#)

Quality: 36,605 global accepts · Rating: 800 · first AC: 2023-03-02 · last AC: 2023-03-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[qiuyuanzhi's solution](#)

**51.**

1802A

[Likes](#) · [Tutorial](#)

Quality: 16,692 global accepts · Rating: 800 · first AC: 2023-03-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation  
[qiuyuanzhi's solution](#)

**52.**

1796A

[Typical Interview Problem](#) · [Tutorial](#)

Quality: 19,686 global accepts · Rating: 800 · first AC: 2023-03-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings  
[qiuyuanzhi's solution](#)

**53.**

1799A

[Recent Actions](#) · [Tutorial](#)

Quality: 12,318 global accepts · Rating: 800 · first AC: 2023-02-27 · last AC: 2023-03-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation, math  
[qiuyuanzhi's solution](#)

**54.**

1789B

[Serval and Inversion Magic](#) · [Tutorial](#)

Quality: 17,586 global accepts · Rating: 800 · first AC: 2023-02-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings, two pointers  
[qiuyuanzhi's solution](#)

**55.**

1789A

[Serval and Mocha's Array](#) · [Tutorial](#)

Quality: 33,013 global accepts · Rating: 800 · first AC: 2023-02-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory  
[qiuyuanzhi's solution](#)

**56.**

4A

[Watermelon](#) · [Tutorial](#)

Quality: 688,035 global accepts · Rating: 800 · first AC: 2023-02-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math  
[qiuyuanzhi's solution](#)

**57.**

1795A

[Two Towers](#) · [Tutorial](#)

Quality: 24,652 global accepts · Rating: 800 · first AC: 2023-02-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings  
[qiuyuanzhi's solution](#)

**58.**

1793A

[Yet Another Promotion](#) · [Tutorial](#)

Quality: 18,826 global accepts · Rating: 800 · first AC: 2023-02-12 · last AC: 2023-02-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
[qiuyuanzhi's solution](#)

**59.**

1468N

[Waste Sorting](#) · [Tutorial](#)

Quality: 9,119 global accepts · Rating: 900 · first AC: 2025-07-12 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation  
[qiuyuanzhi's solution](#)

**60.**

2048B

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

Quality: 20,651 global accepts · Rating: 900 · first AC: 2024-12-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy  
[qiuyuanzhi's solution](#)

**61.**

2005A

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

Quality: 26,248 global accepts · Rating: 900 · first AC: 2024-09-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math  
[qiuyuanzhi's solution](#)

**62.**

2007B

[Index and Maximum Value](#) · [Tutorial](#)

Quality: 25,609 global accepts · Rating: 900 · first AC: 2024-08-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy  
[qiuyuanzhi's solution](#)

**63.**

1875A

[Jellyfish and Undertale](#) · [Tutorial](#)

Quality: 47,028 global accepts · Rating: 900 · first AC: 2023-09-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy  
[qiuyuanzhi's solution](#)

**64.**

1795B

[Ideal Point](#) · [Tutorial](#)

Quality: 24,093 global accepts · Rating: 900 · first AC: 2023-02-16 · last AC: 2023-09-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, greedy  
[qiuyuanzhi's solution](#)

**65.**

1806B

[Mex Master](#) · [Tutorial](#)

Quality: 19,742 global accepts · Rating: 900 · first AC: 2023-03-18 · last AC: 2023-09-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy  
[qiuyuanzhi's solution](#)

**66.**

1845B

[Come Together](#) · [Tutorial](#)

Quality: 23,707 global accepts · Rating: 900 · first AC: 2023-06-29 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation, math  
[qiuyuanzhi's solution](#)

**67.**

1818B

[Indivisible](#) · [Tutorial](#)

Quality: 17,052 global accepts · Rating: 900 · first AC: 2023-04-29 · last AC: 2023-05-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms  
[qiuyuanzhi's solution](#)

**68.**

52A

[123-sequence](#) · [Tutorial](#)

Quality: 10,581 global accepts · Rating: 900 · first AC: 2023-03-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[qiuyuanzhi's solution](#)

**69.**

1807D

[Odd Queries](#) · [Tutorial](#)

Quality: 56,785 global accepts · Rating: 900 · first AC: 2023-03-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation  
[qiuyuanzhi's solution](#)

**70.**

45A

[Codecraft III](#) · [Tutorial](#)

Quality: 8,111 global accepts · Rating: 900 · first AC: 2023-03-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[qiuyuanzhi's solution](#)

**71.**

11A

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

Quality: 15,496 global accepts · Rating: 900 · first AC: 2023-02-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math  
[qiuyuanzhi's solution](#)

**72.**

2034B

[Rakhsh's Revival](#) · [Tutorial](#)

Quality: 15,764 global accepts · Rating: 1000 · first AC: 2024-12-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, two pointers

[qiuyuanzhi's solution](#)

**73.**

2039B

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

Quality: 17,298 global accepts · Rating: 1000 · first AC: 2024-11-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[qiuyuanzhi's solution](#)

**74.**

2037C

[Superultra's Favorite Permutation](#) · [Tutorial](#)

Quality: 25,533 global accepts · Rating: 1000 · first AC: 2024-11-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[qiuyuanzhi's solution](#)

**75.**

2005B1

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

Quality: 24,751 global accepts · Rating: 1000 · first AC: 2024-09-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[qiuyuanzhi's solution](#)

**76.**

1800C1

[Powering the Hero \(easy version\)](#) · [Tutorial](#)

Quality: 26,987 global accepts · Rating: 1000 · first AC: 2023-03-02 · last AC: 2023-09-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[qiuyuanzhi's solution](#)

**77.**

1804B

[Vaccination](#) · [Tutorial](#)

Quality: 15,624 global accepts · Rating: 1000 · first AC: 2023-03-14 · last AC: 2023-09-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[qiuyuanzhi's solution](#)

**78.**

1849B

[Monsters](#) · [Tutorial](#)

Quality: 44,389 global accepts · Rating: 1000 · first AC: 2023-07-27 · last AC: 2023-09-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[qiuyuanzhi's solution](#)

**79.**

1831B

[Array merging](#) · [Tutorial](#)

Quality: 35,069 global accepts · Rating: 1000 · first AC: 2023-05-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[qiuyuanzhi's solution](#)

**80.**

1811B

[Conveyor Belts](#) · [Tutorial](#)

Quality: 22,332 global accepts · Rating: 1000 · first AC: 2023-04-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[qiuyuanzhi's solution](#)

**81.**

37A

[Towers](#) · [Tutorial](#)

Quality: 27,692 global accepts · Rating: 1000 · first AC: 2023-03-30 · C++14 (GCC 6-32) (first AC) · Tags: sortings

[qiuyuanzhi's solution](#)

- 82.**  
1809B  
[Points on Plane](#) · [Tutorial](#)  
Quality: 22,348 global accepts · Rating: 1000 · first AC: 2023-03-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math  
[qiuyuanzhi's solution](#)
- 83.**  
1800B  
[Count the Number of Pairs](#) · [Tutorial](#)  
Quality: 28,417 global accepts · Rating: 1000 · first AC: 2023-03-02 · last AC: 2023-03-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings  
[qiuyuanzhi's solution](#)
- 84.**  
1802B  
[Settlement of Guinea Pigs](#) · [Tutorial](#)  
Quality: 14,635 global accepts · Rating: 1000 · first AC: 2023-03-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math  
[qiuyuanzhi's solution](#)
- 85.**  
1796B  
[Asterisk-Minor Template](#) · [Tutorial](#)  
Quality: 18,315 global accepts · Rating: 1000 · first AC: 2023-03-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings  
[qiuyuanzhi's solution](#)
- 86.**  
259A  
[Little Elephant and Chess](#) · [Tutorial](#)  
Quality: 10,034 global accepts · Rating: 1000 · first AC: 2023-02-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, strings  
[qiuyuanzhi's solution](#)
- 87.**  
1A  
[Theatre Square](#) · [Tutorial](#)  
Quality: 320,302 global accepts · Rating: 1000 · first AC: 2023-02-21 · C++14 (GCC 6-32) (first AC) · Tags: math  
[qiuyuanzhi's solution](#)
- 88.**  
2029B  
[Replacement](#) · [Tutorial](#)  
Quality: 11,742 global accepts · Rating: 1100 · first AC: 2024-11-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, strings  
[qiuyuanzhi's solution](#)
- 89.**  
2032B  
[Medians](#) · [Tutorial](#)  
Quality: 20,594 global accepts · Rating: 1100 · first AC: 2024-11-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math  
[qiuyuanzhi's solution](#)
- 90.**  
2030C  
[A TRUE Battle](#) · [Tutorial](#)  
Quality: 19,811 global accepts · Rating: 1100 · first AC: 2024-10-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, greedy  
[qiuyuanzhi's solution](#)
- 91.**  
1793B  
[Fedya and Array](#) · [Tutorial](#)  
Quality: 17,097 global accepts · Rating: 1100 · first AC: 2023-02-12 · last AC: 2023-09-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
[qiuyuanzhi's solution](#)
- 92.**  
1800C2  
[Powering the Hero \(hard version\)](#) · [Tutorial](#)

Quality: 27,120 global accepts · Rating: 1100 · first AC: 2023-03-02 · last AC: 2023-09-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

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**93.**

1820B

[JoJo's Incredible Adventures](#) · [Tutorial](#)

Quality: 23,018 global accepts · Rating: 1100 · first AC: 2023-04-15 · last AC: 2023-05-01 · C++14 (GCC 6-32) (first AC) · Tags: math, strings, two pointers

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**94.**

1821B

[Sort the Subarray](#) · [Tutorial](#)

Quality: 28,343 global accepts · Rating: 1100 · first AC: 2023-04-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[qiuyuanzhi's solution](#)

**95.**

1797B

[Li Hua and Pattern](#) · [Tutorial](#)

Quality: 24,621 global accepts · Rating: 1100 · first AC: 2023-04-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[qiuyuanzhi's solution](#)

**96.**

1811C

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

Quality: 22,231 global accepts · Rating: 1100 · first AC: 2023-04-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[qiuyuanzhi's solution](#)

**97.**

25B

[Phone numbers](#) · [Tutorial](#)

Quality: 11,256 global accepts · Rating: 1100 · first AC: 2023-03-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[qiuyuanzhi's solution](#)

**98.**

802M1

[April Fools' Problem \(easy\)](#) · [Tutorial](#)

Quality: 3,677 global accepts · Rating: 1200 · first AC: 2025-10-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[qiuyuanzhi's solution](#)

**99.**

892B

[Wrath](#) · [Tutorial](#)

Quality: 9,989 global accepts · Rating: 1200 · first AC: 2025-07-07 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, two pointers

[qiuyuanzhi's solution](#)

**100.**

2048C

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

Quality: 15,146 global accepts · Rating: 1200 · first AC: 2024-12-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, implementation, strings

[qiuyuanzhi's solution](#)

**101.**

2039C1

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

Quality: 13,521 global accepts · Rating: 1200 · first AC: 2024-11-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, math, number theory

[qiuyuanzhi's solution](#)

**102.**

2021B

[Maximize Mex](#) · [Tutorial](#)

Quality: 18,822 global accepts · Rating: 1200 · first AC: 2024-10-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[qiuyuanzhi's solution](#)

**103.**

2019B

[All Pairs Segments](#) · [Tutorial](#)

Quality: 17,282 global accepts · Rating: 1200 · first AC: 2024-09-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[qiuyuanzhi's solution](#)

**104.**

2005B2

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

Quality: 21,693 global accepts · Rating: 1200 · first AC: 2024-09-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings  
[qiuyuanzhi's solution](#)

**105.**

2003C

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

Quality: 21,672 global accepts · Rating: 1200 · first AC: 2024-08-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings  
[qiuyuanzhi's solution](#)

**106.**

1874A

[Jellyfish and Game](#) · [Tutorial](#)

Quality: 19,389 global accepts · Rating: 1200 · first AC: 2023-10-01 · last AC: 2023-10-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, games, greedy, implementation  
[qiuyuanzhi's solution](#)

**107.**

1875B

[Jellyfish and Game](#) · [Tutorial](#)

Rating: 1200 · first AC: 2023-09-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation  
[qiuyuanzhi's solution](#)

**108.**

1800D

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

Quality: 29,352 global accepts · Rating: 1200 · first AC: 2023-09-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, hashing, strings  
[qiuyuanzhi's solution](#)

**109.**

33A

[What is for dinner?](#) · [Tutorial](#)

Quality: 4,852 global accepts · Rating: 1200 · first AC: 2023-04-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation  
[qiuyuanzhi's solution](#)

**110.**

27A

[Next Test](#) · [Tutorial](#)

Quality: 23,007 global accepts · Rating: 1200 · first AC: 2023-03-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings  
[qiuyuanzhi's solution](#)

**111.**

31A

[Worms Evolution](#) · [Tutorial](#)

Quality: 12,652 global accepts · Rating: 1200 · first AC: 2023-03-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[qiuyuanzhi's solution](#)

**112.**

1793C

[Dora and Search](#) · [Tutorial](#)

Quality: 33,114 global accepts · Rating: 1200 · first AC: 2023-02-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, two pointers  
[qiuyuanzhi's solution](#)

**113.**

570B

[Simple Game](#) · [Tutorial](#)

Quality: 16,879 global accepts · Rating: 1300 · first AC: 2025-07-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[qiuyuanzhi's solution](#)

**114.**

1594E1

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

Quality: 12,197 global accepts · Rating: 1300 · first AC: 2025-05-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[qiuyuanzhi's solution](#)

**115.**

1889A

[Qingshan Loves Strings 2](#) · [Tutorial](#)

Quality: 15,322 global accepts · Rating: 1300 · first AC: 2025-03-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[qiuyuanzhi's solution](#)

**116.**

2037D

[Sharky Surfing](#) · [Tutorial](#)

Quality: 14,754 global accepts · Rating: 1300 · first AC: 2024-11-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, two pointers

[qiuyuanzhi's solution](#)

**117.**

2021C1

[Adjust The Presentation \(Easy Version\)](#) · [Tutorial](#)

Quality: 14,123 global accepts · Rating: 1300 · first AC: 2024-10-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[qiuyuanzhi's solution](#)

**118.**

897B

[Chtholly's request](#) · [Tutorial](#)

Quality: 7,550 global accepts · Rating: 1300 · first AC: 2023-06-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[qiuyuanzhi's solution](#)

**119.**

1810C

[Make It Permutation](#) · [Tutorial](#)

Quality: 16,551 global accepts · Rating: 1300 · first AC: 2023-03-31 · last AC: 2023-05-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings

[qiuyuanzhi's solution](#)

**120.**

1821C

[Tear It Apart](#) · [Tutorial](#)

Quality: 16,206 global accepts · Rating: 1300 · first AC: 2023-04-26 · last AC: 2023-04-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math, strings

[qiuyuanzhi's solution](#)

**121.**

57A

[Square Earth?](#) · [Tutorial](#)

Quality: 3,256 global accepts · Rating: 1300 · first AC: 2023-04-01 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, greedy, implementation

[qiuyuanzhi's solution](#)

**122.**

25A

[IQ test](#) · [Tutorial](#)

Quality: 103,893 global accepts · Rating: 1300 · first AC: 2023-02-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[qiuyuanzhi's solution](#)

**123.**

926A

[2-3-numbers](#) · [Tutorial](#)

Quality: 4,160 global accepts · Rating: 1300 · first AC: 2023-02-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math  
[qiuyuanzhi's solution](#)

**124.**

1101B

[Accordion](#) · [Tutorial](#)

Quality: 11,117 global accepts · Rating: 1300 · first AC: 2023-02-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation  
[qiuyuanzhi's solution](#)

**125.**

1559D1

[Mocha and Diana \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,031 global accepts · Rating: 1400 · first AC: 2025-05-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, trees  
[qiuyuanzhi's solution](#)

**126.**

2032C

[Trinity](#) · [Tutorial](#)

Quality: 16,177 global accepts · Rating: 1400 · first AC: 2024-11-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, sortings, two pointers  
[qiuyuanzhi's solution](#)

**127.**

1875C

[Jellyfish and Green Apple](#) · [Tutorial](#)

Quality: 13,881 global accepts · Rating: 1400 · first AC: 2023-09-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math, number theory  
[qiuyuanzhi's solution](#)

**128.**

1513B

[AND Sequences](#) · [Tutorial](#)

Quality: 20,113 global accepts · Rating: 1400 · first AC: 2023-04-22 · last AC: 2023-04-22 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, math  
[qiuyuanzhi's solution](#)

**129.**

2007C

[Dora and C++](#) · [Tutorial](#)

Quality: 15,914 global accepts · Rating: 1500 · first AC: 2024-08-30 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory  
[qiuyuanzhi's solution](#)

**130.**

2003D1

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

Quality: 13,445 global accepts · Rating: 1500 · first AC: 2024-08-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math  
[qiuyuanzhi's solution](#)

**131.**

1795C

[Tea Tasting](#) · [Tutorial](#)

Quality: 18,022 global accepts · Rating: 1500 · first AC: 2023-02-17 · last AC: 2023-09-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation  
[qiuyuanzhi's solution](#)

**132.**

1817A

[Almost Increasing Subsequence](#) · [Tutorial](#)

Quality: 12,757 global accepts · Rating: 1500 · first AC: 2023-05-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy  
[qiuyuanzhi's solution](#)

**133.**

1809C

[Sum on Subarrays](#) · [Tutorial](#)

Quality: 15,176 global accepts · Rating: 1500 · first AC: 2023-03-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math  
[qiuyuanzhi's solution](#)

**134.**

1804C

[Pull Your Luck](#) · [Tutorial](#)

Quality: 13,837 global accepts · Rating: 1500 · first AC: 2023-03-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, number theory  
[qiuyuanzhi's solution](#)

**135.**

409H

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

Quality: 9,489 global accepts · Rating: 1500 · first AC: 2023-03-11 · C++14 (GCC 6-32) (first AC) · Tags: \*special, brute force, constructive algorithms, dsu, implementation  
[qiuyuanzhi's solution](#)

**136.**

2048D

[Kevin and Competition Memories](#) · [Tutorial](#)

Quality: 8,311 global accepts · Rating: 1600 · first AC: 2024-12-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings, two pointers  
[qiuyuanzhi's solution](#)

**137.**

2037E

[Kachina's Favorite Binary String](#) · [Tutorial](#)

Quality: 7,374 global accepts · Rating: 1600 · first AC: 2024-11-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, interactive, two pointers  
[qiuyuanzhi's solution](#)

**138.**

2019C

[Cards Partition](#) · [Tutorial](#)

Rating: 1600 · first AC: 2024-09-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math  
[qiuyuanzhi's solution](#)

**139.**

1875D

[Jellyfish and Mex](#) · [Tutorial](#)

Quality: 11,408 global accepts · Rating: 1600 · first AC: 2023-09-30 · C++14 (GCC 6-32) (first AC) · Tags: dp  
[qiuyuanzhi's solution](#)

**140.**

1849C

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

Quality: 12,534 global accepts · Rating: 1600 · first AC: 2023-07-27 · last AC: 2023-08-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, hashing, strings  
[qiuyuanzhi's solution](#)

**141.**

1806C

[Sequence Master](#) · [Tutorial](#)

Quality: 8,652 global accepts · Rating: 1600 · first AC: 2023-03-18 · last AC: 2023-05-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math  
[qiuyuanzhi's solution](#)

**142.**

1513C

[Add One](#) · [Tutorial](#)

Quality: 16,504 global accepts · Rating: 1600 · first AC: 2023-04-22 · last AC: 2023-04-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, matrices  
[qiuyuanzhi's solution](#)

**143.**

1802C

[The Very Beautiful Blanket](#) · [Tutorial](#)

Rating: 1600 · first AC: 2023-03-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms

[qiuyuanzhi's solution](#)

**144.**

1796C

[Maximum Set](#) · [Tutorial](#)

Quality: 12,175 global accepts · Rating: 1600 · first AC: 2023-03-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[qiuyuanzhi's solution](#)

**145.**

712C

[Memory and De-Evolution](#) · [Tutorial](#)

Quality: 6,204 global accepts · Rating: 1600 · first AC: 2023-03-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[qiuyuanzhi's solution](#)

**146.**

1795D

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

Quality: 13,078 global accepts · Rating: 1600 · first AC: 2023-02-18 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[qiuyuanzhi's solution](#)

**147.**

1889B

[Doremy's Connecting Plan](#) · [Tutorial](#)

Quality: 8,629 global accepts · Rating: 1700 · first AC: 2025-03-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[qiuyuanzhi's solution](#)

**148.**

2039D

[Shohag Loves GCD](#) · [Tutorial](#)

Quality: 6,969 global accepts · Rating: 1700 · first AC: 2024-11-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[qiuyuanzhi's solution](#)

**149.**

2029C

[New Rating](#) · [Tutorial](#)

Quality: 7,585 global accepts · Rating: 1700 · first AC: 2024-11-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy

[qiuyuanzhi's solution](#)

**150.**

2030D

[QED's Favorite Permutation](#) · [Tutorial](#)

Quality: 8,612 global accepts · Rating: 1700 · first AC: 2024-10-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, sortings

[qiuyuanzhi's solution](#)

**151.**

2019E

[Tree Pruning](#) · [Tutorial](#)

Rating: 1700 · first AC: 2024-09-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, sortings, trees

[qiuyuanzhi's solution](#)

**152.**

1628B

[Peculiar Movie Preferences](#) · [Tutorial](#)

Quality: 12,715 global accepts · Rating: 1700 · first AC: 2024-09-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[qiuyuanzhi's solution](#)

**153.**

2007D

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

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

[qiuyuanzhi's solution](#)

**154.**

1814B

[Long Legs](#) · [Tutorial](#)

Quality: 11,566 global accepts · Rating: 1700 · first AC: 2023-04-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[qiuyuanzhi's solution](#)

**155.**

1807F

[Bouncy Ball](#) · [Tutorial](#)

Quality: 7,321 global accepts · Rating: 1700 · first AC: 2023-03-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, implementation

[qiuyuanzhi's solution](#)

**156.**

409D

[Big Data](#) · [Tutorial](#)

Quality: 1,803 global accepts · Rating: 1700 · first AC: 2023-03-05 · C++14 (GCC 6-32) (first AC) · Tags: \*special

[qiuyuanzhi's solution](#)

**157.**

409C

[Magnum Opus](#) · [Tutorial](#)

Quality: 2,139 global accepts · Rating: 1700 · first AC: 2023-03-02 · C++14 (GCC 6-32) (first AC) · Tags: \*special

[qiuyuanzhi's solution](#)

**158.**

42B

[Game of chess unfinished](#) · [Tutorial](#)

Quality: 1,155 global accepts · Rating: 1700 · first AC: 2023-02-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[qiuyuanzhi's solution](#)

**159.**

1290B

[Irreducible Anagrams](#) · [Tutorial](#)

Quality: 7,165 global accepts · Rating: 1800 · first AC: 2025-08-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, strings, two pointers

[qiuyuanzhi's solution](#)

**160.**

24C

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

Quality: 1,448 global accepts · Rating: 1800 · first AC: 2025-07-15 · C++20 (GCC 13-64) (first AC) · Tags: geometry, implementation, math

[qiuyuanzhi's solution](#)

**161.**

1582F1

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

Quality: 6,582 global accepts · Rating: 1800 · first AC: 2025-05-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, greedy

[qiuyuanzhi's solution](#)

**162.**

2039C2

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

Quality: 4,969 global accepts · Rating: 1800 · first AC: 2024-11-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, math, number theory

[qiuyuanzhi's solution](#)

**163.**

2032D

[Genokraken](#) · [Tutorial](#)

Quality: 6,200 global accepts · Rating: 1800 · first AC: 2024-11-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, interactive, trees, two pointers

[qiuyuanzhi's solution](#)

**164.**

2005C

[Lazy Narek](#) · [Tutorial](#)

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

[qiuyuanzhi's solution](#)

**165.**

724C

[Ray Tracing](#) · [Tutorial](#)

Quality: 2,281 global accepts · Rating: 1800 · first AC: 2024-07-30 · last AC: 2024-07-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy, hashing, implementation, math, number theory, sortings

[qiuyuanzhi's solution](#)

**166.**

1280B

[Beingawesomeism](#) · [Tutorial](#)

Quality: 4,204 global accepts · Rating: 1800 · first AC: 2023-02-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[qiuyuanzhi's solution](#)

**167.**

2029D

[Cool Graph](#) · [Tutorial](#)

Quality: 3,926 global accepts · Rating: 1900 · first AC: 2024-11-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, greedy, trees

[qiuyuanzhi's solution](#)

**168.**

2021C2

[Adjust The Presentation \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,511 global accepts · Rating: 1900 · first AC: 2024-10-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[qiuyuanzhi's solution](#)

**169.**

2019D

[Speedbreaker](#) · [Tutorial](#)

Rating: 1900 · first AC: 2024-09-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[qiuyuanzhi's solution](#)

**170.**

1328E

[Tree Queries](#) · [Tutorial](#)

Quality: 11,723 global accepts · Rating: 1900 · first AC: 2024-08-10 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[qiuyuanzhi's solution](#)

**171.**

409F

[000001](#) · [Tutorial](#)

Quality: 2,173 global accepts · Rating: 1900 · first AC: 2023-03-06 · C++14 (GCC 6-32) (first AC) · Tags: \*special

[qiuyuanzhi's solution](#)

**172.**

730I

[Olympiad in Programming and Sports](#) · [Tutorial](#)

Quality: 2,743 global accepts · Rating: 2000 · first AC: 2025-12-12 · C++20 (GCC 13-64) (first AC) · Tags: dp, flows, graphs, greedy

[qiuyuanzhi's solution](#)

**173.**

755D

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

Quality: 2,675 global accepts · Rating: 2000 · first AC: 2025-07-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[qiuyuanzhi's solution](#)

**174.**

1783D

[Different Arrays](#) · [Tutorial](#)

Quality: 5,288 global accepts · Rating: 2000 · first AC: 2025-07-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, implementation  
[qiuyuanzhi's solution](#)

**175.**

629C

[Famil Door and Brackets](#) · [Tutorial](#)

Quality: 3,023 global accepts · Rating: 2000 · first AC: 2025-07-11 · C++20 (GCC 13-64) (first AC) · Tags: dp, strings  
[qiuyuanzhi's solution](#)

**176.**

1349B

[Orac and Medians](#) · [Tutorial](#)

Quality: 8,947 global accepts · Rating: 2000 · first AC: 2025-05-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math  
[qiuyuanzhi's solution](#)

**177.**

446B

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

Quality: 3,856 global accepts · Rating: 2000 · first AC: 2025-05-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy  
[qiuyuanzhi's solution](#)

**178.**

1889C1

[Doremy's Drying Plan \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,910 global accepts · Rating: 2000 · first AC: 2025-03-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, sortings  
[qiuyuanzhi's solution](#)

**179.**

2048E

[Kevin and Bipartite Graph](#) · [Tutorial](#)

Quality: 3,501 global accepts · Rating: 2000 · first AC: 2024-12-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy  
[qiuyuanzhi's solution](#)

**180.**

2037G

[Natlan Exploring](#) · [Tutorial](#)

Quality: 3,731 global accepts · Rating: 2000 · first AC: 2024-11-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, data structures, dp, math, number theory  
[qiuyuanzhi's solution](#)

**181.**

1744F

[MEX vs MED](#) · [Tutorial](#)

Quality: 3,752 global accepts · Rating: 2000 · first AC: 2024-08-02 · last AC: 2024-08-02 · C++14 (GCC 6-32) (first AC) · Tags: math, two pointers  
[qiuyuanzhi's solution](#)

**182.**

1804D

[Accommodation](#) · [Tutorial](#)

Quality: 5,270 global accepts · Rating: 2000 · first AC: 2023-03-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation  
[qiuyuanzhi's solution](#)

**183.**

1796D

[Maximum Subarray](#) · [Tutorial](#)

Quality: 5,452 global accepts · Rating: 2000 · first AC: 2023-03-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, two pointers  
[qiuyuanzhi's solution](#)

**184.**

2183E

[LCM is Legendary Counting Master](#) · [Tutorial](#)

Quality: 2,855 global accepts · Rating: 2100 · first AC: 2026-01-08 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, number theory  
[qiuyuanzhi's solution](#)

**185.**

1866H

[Happy Sets](#) · [Tutorial](#)

Quality: 1,909 global accepts · Rating: 2100 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics  
[qiuyuanzhi's solution](#)

**186.**

852E

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

Quality: 1,204 global accepts · Rating: 2100 · first AC: 2025-07-14 · C++20 (GCC 13-64) (first AC) · Tags: dp  
[qiuyuanzhi's solution](#)

**187.**

1811G1

[Vlad and the Nice Paths \(easy version\)](#) · [Tutorial](#)

Quality: 2,490 global accepts · Rating: 2100 · first AC: 2025-07-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math  
[qiuyuanzhi's solution](#)

**188.**

1628D1

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

Quality: 3,698 global accepts · Rating: 2100 · first AC: 2025-05-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, games, math  
[qiuyuanzhi's solution](#)

**189.**

1354E

[Graph Coloring](#) · [Tutorial](#)

Quality: 3,732 global accepts · Rating: 2100 · first AC: 2025-05-09 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs  
[qiuyuanzhi's solution](#)

**190.**

1808D

[Petya, Petya, Petr, and Palindromes](#) · [Tutorial](#)

Quality: 2,710 global accepts · Rating: 2100 · first AC: 2025-04-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, two pointers  
[qiuyuanzhi's solution](#)

**191.**

2004E

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

Quality: 5,072 global accepts · Rating: 2100 · first AC: 2025-04-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, math, number theory  
[qiuyuanzhi's solution](#)

**192.**

1920E

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

Quality: 3,384 global accepts · Rating: 2100 · first AC: 2025-04-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math  
[qiuyuanzhi's solution](#)

**193.**

2037F

[Ardent Flames](#) · [Tutorial](#)

Quality: 2,968 global accepts · Rating: 2100 · first AC: 2024-11-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, math, sortings, two pointers  
[qiuyuanzhi's solution](#)

**194.**

2029E

[Common Generator](#) · [Tutorial](#)

Quality: 3,536 global accepts · Rating: 2100 · first AC: 2024-11-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[qiuyuanzhi's solution](#)

**195.**

2005E1

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

Quality: 3,323 global accepts · Rating: 2100 · first AC: 2024-09-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, greedy, implementation

[qiuyuanzhi's solution](#)

**196.**

2003D2

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

Quality: 4,644 global accepts · Rating: 2100 · first AC: 2024-08-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, implementation, math

[qiuyuanzhi's solution](#)

**197.**

620E

[New Year Tree](#) · [Tutorial](#)

Quality: 7,090 global accepts · Rating: 2100 · first AC: 2023-07-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, trees

[qiuyuanzhi's solution](#)

**198.**

1821E

[Rearrange Brackets](#) · [Tutorial](#)

Quality: 2,706 global accepts · Rating: 2100 · first AC: 2023-04-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, sortings, strings

[qiuyuanzhi's solution](#)

**199.**

955C

[Sad powers](#) · [Tutorial](#)

Quality: 2,891 global accepts · Rating: 2100 · first AC: 2023-03-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math, number theory

[qiuyuanzhi's solution](#)

**200.**

576C

[Points on Plane](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2023-02-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer, geometry, greedy, sortings

[qiuyuanzhi's solution](#)

**201.**

1557D

[Ezzat and Grid](#) · [Tutorial](#)

Quality: 3,003 global accepts · Rating: 2200 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy

[qiuyuanzhi's solution](#)

**202.**

813E

[Army Creation](#) · [Tutorial](#)

Quality: 3,117 global accepts · Rating: 2200 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[qiuyuanzhi's solution](#)

**203.**

1811G2

[Vlad and the Nice Paths \(hard version\)](#) · [Tutorial](#)

Quality: 2,124 global accepts · Rating: 2200 · first AC: 2025-07-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, dp, math, two pointers

[qiuyuanzhi's solution](#)

**204.**

1993D

[Med-imize](#) · [Tutorial](#)

Quality: 4,479 global accepts · Rating: 2200 · first AC: 2025-07-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy

[qiuyuanzhi's solution](#)

**205.**

364B

[Free Market](#) · [Tutorial](#)

Quality: 1,252 global accepts · Rating: 2200 · first AC: 2025-07-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[qiuyuanzhi's solution](#)

**206.**

981E

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

Quality: 2,536 global accepts · Rating: 2200 · first AC: 2025-07-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp

[qiuyuanzhi's solution](#)

**207.**

1179C

[Serge and Dining Room](#) · [Tutorial](#)

Quality: 2,459 global accepts · Rating: 2200 · first AC: 2025-06-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, graph matchings, greedy, implementation, math, trees

[qiuyuanzhi's solution](#)

**208.**

1400E

[Clear the Multiset](#) · [Tutorial](#)

Quality: 6,312 global accepts · Rating: 2200 · first AC: 2025-05-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[qiuyuanzhi's solution](#)

**209.**

1389E

[Calendar Ambiguity](#) · [Tutorial](#)

Quality: 3,724 global accepts · Rating: 2200 · first AC: 2025-05-10 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[qiuyuanzhi's solution](#)

**210.**

1795E

[Explosions?](#) · [Tutorial](#)

Quality: 2,383 global accepts · Rating: 2200 · first AC: 2025-05-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, math

[qiuyuanzhi's solution](#)

**211.**

1334E

[Divisor Paths](#) · [Tutorial](#)

Quality: 3,179 global accepts · Rating: 2200 · first AC: 2025-05-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, graphs, greedy, math, number theory

[qiuyuanzhi's solution](#)

**212.**

1295E

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

Quality: 2,773 global accepts · Rating: 2200 · first AC: 2025-05-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer

[qiuyuanzhi's solution](#)

**213.**

1736D

[Equal Binary Subsequences](#) · [Tutorial](#)

Quality: 2,780 global accepts · Rating: 2200 · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy, implementation, strings

[qiuyuanzhi's solution](#)

**214.**

1717E

[Madoka and The Best University](#) · [Tutorial](#)

Quality: 3,403 global accepts · Rating: 2200 · first AC: 2025-04-29 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[qiuyuanzhi's solution](#)

**215.**

1635E

[Cars](#) · [Tutorial](#)

Quality: 2,724 global accepts · Rating: 2200 · first AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs, greedy, sortings

[qiuyuanzhi's solution](#)

**216.**

1646E

[Power Board](#) · [Tutorial](#)

Quality: 2,757 global accepts · Rating: 2200 · first AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math, number theory

[qiuyuanzhi's solution](#)

**217.**

1659E

[AND-MEX Walk](#) · [Tutorial](#)

Quality: 1,971 global accepts · Rating: 2200 · first AC: 2025-04-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dsu, graphs

[qiuyuanzhi's solution](#)

**218.**

1552F

[Telepanting](#) · [Tutorial](#)

Quality: 3,334 global accepts · Rating: 2200 · first AC: 2025-04-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, sortings

[qiuyuanzhi's solution](#)

**219.**

1806E

[Tree Master](#) · [Tutorial](#)

Quality: 3,450 global accepts · Rating: 2200 · first AC: 2025-04-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[qiuyuanzhi's solution](#)

**220.**

1954E

[Chain Reaction](#) · [Tutorial](#)

Quality: 2,973 global accepts · Rating: 2200 · first AC: 2025-04-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dsu, greedy, implementation, math, number theory

[qiuyuanzhi's solution](#)

**221.**

1946E

[Girl Permutation](#) · [Tutorial](#)

Quality: 3,174 global accepts · Rating: 2200 · first AC: 2025-04-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[qiuyuanzhi's solution](#)

**222.**

2039E

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

Quality: 2,372 global accepts · Rating: 2200 · first AC: 2024-11-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation, math

[qiuyuanzhi's solution](#)

**223.**

2030E

[MEXimize the Score](#) · [Tutorial](#)

Quality: 1,969 global accepts · Rating: 2200 · first AC: 2024-10-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, greedy, implementation, math

[qiuyuanzhi's solution](#)

**224.**

2019F

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

Rating: 2200 · first AC: 2024-09-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, dsu, greedy, sortings

[qiuyuanzhi's solution](#)

**225.**

13C

[Sequence](#) · [Tutorial](#)

Quality: 5,470 global accepts · Rating: 2200 · first AC: 2024-07-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings

[qiuyuanzhi's solution](#)

**226.**

409G

[On a plane](#) · [Tutorial](#)

Quality: 562 global accepts · Rating: 2200 · first AC: 2023-03-10 · C++14 (GCC 6-32) (first AC) · Tags: \*special, geometry

[qiuyuanzhi's solution](#)

**227.**

2159C

[Twin Polynomials](#) · [Tutorial](#)

Quality: 1,700 global accepts · Rating: 2300 · first AC: 2025-10-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, graph matchings, math

[qiuyuanzhi's solution](#)

**228.**

845G

[Shortest Path Problem?](#) · [Tutorial](#)

Quality: 2,164 global accepts · Rating: 2300 · first AC: 2025-07-22 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, math

[qiuyuanzhi's solution](#)

**229.**

2006C

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

Quality: 2,074 global accepts · Rating: 2300 · first AC: 2025-07-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, math, number theory, two pointers

[qiuyuanzhi's solution](#)

**230.**

558D

[Guess Your Way Out! II](#) · [Tutorial](#)

Quality: 1,207 global accepts · Rating: 2300 · first AC: 2025-07-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, sortings

[qiuyuanzhi's solution](#)

**231.**

1768E

[Partial Sorting](#) · [Tutorial](#)

Quality: 2,265 global accepts · Rating: 2300 · first AC: 2025-07-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory

[qiuyuanzhi's solution](#)

**232.**

1603C

[Extreme Extension](#) · [Tutorial](#)

Quality: 2,266 global accepts · Rating: 2300 · first AC: 2025-05-23 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math, number theory

[qiuyuanzhi's solution](#)

**233.**

1594E2

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

Quality: 1,612 global accepts · Rating: 2300 · first AC: 2025-05-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, implementation, math, trees

[qiuyuanzhi's solution](#)

**234.**

1592D

[Hemose in ICPC ?](#) · [Tutorial](#)

Quality: 2,570 global accepts · Rating: 2300 · first AC: 2025-05-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, implementation, interactive, math, number theory, trees

[qiuyuanzhi's solution](#)

**235.**

1536E

[Omkar and Forest](#) · [Tutorial](#)

Quality: 2,734 global accepts · Rating: 2300 · first AC: 2025-05-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, graphs, math, shortest paths

[qiuyuanzhi's solution](#)

**236.**

1743F

[Intersection and Union](#) · [Tutorial](#)

Quality: 1,803 global accepts · Rating: 2300 · first AC: 2025-05-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, matrices, probabilities

[qiuyuanzhi's solution](#)

**237.**

1783E

[Game of the Year](#) · [Tutorial](#)

Quality: 2,444 global accepts · Rating: 2300 · first AC: 2025-05-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, math, number theory

[qiuyuanzhi's solution](#)

**238.**

1766E

[Decomposition](#) · [Tutorial](#)

Quality: 1,476 global accepts · Rating: 2300 · first AC: 2025-05-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, dp, two pointers

[qiuyuanzhi's solution](#)

**239.**

1681F

[Unique Occurrences](#) · [Tutorial](#)

Quality: 2,325 global accepts · Rating: 2300 · first AC: 2025-05-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, dsu, trees

[qiuyuanzhi's solution](#)

**240.**

1748E

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

Quality: 2,667 global accepts · Rating: 2300 · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, flows, math, trees

[qiuyuanzhi's solution](#)

**241.**

1628C

[Grid Xor](#) · [Tutorial](#)

Quality: 3,576 global accepts · Rating: 2300 · first AC: 2025-04-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, interactive, math

[qiuyuanzhi's solution](#)

**242.**

1712E1

[LCM Sum \(easy version\)](#) · [Tutorial](#)

Quality: 2,461 global accepts · Rating: 2300 · first AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, two pointers

[qiuyuanzhi's solution](#)

**243.**

1967C

[Fenwick Tree](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2300 · first AC: 2025-04-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, math, trees

[qiuyuanzhi's solution](#)

**244.**

1798E

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

Quality: 2,063 global accepts · Rating: 2300 · first AC: 2025-04-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp  
[qiuyuanzhi's solution](#)

**245.**

2077C

[Binary Subsequence Value Sum](#) · [Tutorial](#)

Quality: 2,379 global accepts · Rating: 2300 · first AC: 2025-04-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, fft, math, matrices

[qiuyuanzhi's solution](#)

**246.**

2066C

[Bitwise Slides](#) · [Tutorial](#)

Quality: 2,523 global accepts · Rating: 2300 · first AC: 2025-04-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[qiuyuanzhi's solution](#)

**247.**

1989E

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

Quality: 2,494 global accepts · Rating: 2300 · first AC: 2025-04-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[qiuyuanzhi's solution](#)

**248.**

1982E

[Number of k-good subarrays](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2300 · first AC: 2025-04-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, divide and conquer, dp, math, meet-in-the-middle

[qiuyuanzhi's solution](#)

**249.**

1965C

[Folding Strip](#) · [Tutorial](#)

Quality: 2,353 global accepts · Rating: 2300 · first AC: 2025-04-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings

[qiuyuanzhi's solution](#)

**250.**

1983E

[I Love Balls](#) · [Tutorial](#)

Quality: 2,474 global accepts · Rating: 2300 · first AC: 2025-04-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities

[qiuyuanzhi's solution](#)

**251.**

1553F

[Pairwise Modulo](#) · [Tutorial](#)

Quality: 2,518 global accepts · Rating: 2300 · first AC: 2025-04-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math

[qiuyuanzhi's solution](#)

**252.**

713C

[Sonya and Problem Without a Legend](#) · [Tutorial](#)

Quality: 6,535 global accepts · Rating: 2300 · first AC: 2024-07-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings

[qiuyuanzhi's solution](#)

**253.**

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,863 global accepts · Rating: 2300 · first AC: 2023-07-09 · last AC: 2023-07-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, data structures

[qiuyuanzhi's solution](#)

**254.**

2176F

[Omega Numbers](#) · [Tutorial](#)

Quality: 1,487 global accepts · Rating: 2400 · first AC: 2026-01-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[qiuyuanzhi's solution](#)

**255.**

710F

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

Quality: 2,504 global accepts · Rating: 2400 · first AC: 2026-01-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, hashing, interactive, string suffix structures, strings

[qiuyuanzhi's solution](#)

**256.**

979E

[Kuro and Topological Parity](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2400 · first AC: 2026-01-03 · C++20 (GCC 13-64) (first AC) · Tags: dp

[qiuyuanzhi's solution](#)

**257.**

605C

[Freelancer's Dreams](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: 2400 · first AC: 2025-12-20 · C++20 (GCC 13-64) (first AC) · Tags: geometry

[qiuyuanzhi's solution](#)

**258.**

865D

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

Quality: 8,023 global accepts · Rating: 2400 · first AC: 2025-10-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[qiuyuanzhi's solution](#)

**259.**

802M2

[April Fools' Problem \(medium\)](#) · [Tutorial](#)

Quality: 1,488 global accepts · Rating: 2400 · first AC: 2025-10-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, flows, graphs

[qiuyuanzhi's solution](#)

**260.**

2066D1

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

Quality: 1,442 global accepts · Rating: 2400 · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[qiuyuanzhi's solution](#)

**261.**

2110F

[Faculty](#) · [Tutorial](#)

Quality: 1,914 global accepts · Rating: 2400 · first AC: 2025-10-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, number theory

[qiuyuanzhi's solution](#)

**262.**

449D

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

Quality: 6,141 global accepts · Rating: 2400 · first AC: 2025-09-16 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp

[qiuyuanzhi's solution](#)

**263.**

869E

[The Untended Antiquity](#) · [Tutorial](#)

Quality: 2,062 global accepts · Rating: 2400 · first AC: 2025-07-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, hashing

[qiuyuanzhi's solution](#)

**264.**

1340C

[Nastya and Unexpected Guest](#) · [Tutorial](#)

Quality: 2,416 global accepts · Rating: 2400 · first AC: 2025-07-09 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[qiuyuanzhi's solution](#)

**265.**

154D

[Flatland Fencing](#) · [Tutorial](#)

Quality: 487 global accepts · Rating: 2400 · first AC: 2025-07-08 · C++20 (GCC 13-64) (first AC) · Tags: games, math  
[qiuyuanzhi's solution](#)

**266.**

1194F

[Crossword Expert](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2400 · first AC: 2025-07-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, number theory, probabilities, two pointers  
[qiuyuanzhi's solution](#)

**267.**

1221F

[Choose a Square](#) · [Tutorial](#)

Quality: 1,237 global accepts · Rating: 2400 · first AC: 2025-07-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, sortings  
[qiuyuanzhi's solution](#)

**268.**

1443E

[Long Permutation](#) · [Tutorial](#)

Quality: 1,546 global accepts · Rating: 2400 · first AC: 2025-07-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, two pointers  
[qiuyuanzhi's solution](#)

**269.**

1866M

[Mighty Rock Tower](#) · [Tutorial](#)

Quality: 971 global accepts · Rating: 2400 · first AC: 2025-07-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, probabilities  
[qiuyuanzhi's solution](#)

**270.**

1032F

[Vasya and Maximum Matching](#) · [Tutorial](#)

Quality: 1,144 global accepts · Rating: 2400 · first AC: 2025-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, trees  
[qiuyuanzhi's solution](#)

**271.**

1205C

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

Quality: 1,263 global accepts · Rating: 2400 · first AC: 2025-05-31 · C++20 (GCC 13-64) (first AC) · Tags: implementation, interactive  
[qiuyuanzhi's solution](#)

**272.**

1634E

[Fair Share](#) · [Tutorial](#)

Quality: 2,182 global accepts · Rating: 2400 · first AC: 2025-05-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graph matchings, graphs  
[qiuyuanzhi's solution](#)

**273.**

1630D

[Flipping Range](#) · [Tutorial](#)

Quality: 1,994 global accepts · Rating: 2400 · first AC: 2025-05-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, number theory  
[qiuyuanzhi's solution](#)

**274.**

1628D2

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

Quality: 2,631 global accepts · Rating: 2400 · first AC: 2025-05-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, games, math  
[qiuyuanzhi's solution](#)

**275.**

1582F2

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

Quality: 2,099 global accepts · Rating: 2400 · first AC: 2025-05-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, greedy, two pointers

[qiuyuanzhi's solution](#)

**276.**

1594F

[Ideal Farm](#) · [Tutorial](#)

Quality: 1,538 global accepts · Rating: 2400 · first AC: 2025-05-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[qiuyuanzhi's solution](#)

**277.**

1592E

[Bored Bakry](#) · [Tutorial](#)

Quality: 1,921 global accepts · Rating: 2400 · first AC: 2025-05-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math, two pointers

[qiuyuanzhi's solution](#)

**278.**

1373F

[Network Coverage](#) · [Tutorial](#)

Quality: 1,878 global accepts · Rating: 2400 · first AC: 2025-05-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[qiuyuanzhi's solution](#)

**279.**

1709E

[XOR Tree](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2400 · first AC: 2025-05-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, dsu, greedy, trees

[qiuyuanzhi's solution](#)

**280.**

1667C

[Half Queen Cover](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2400 · first AC: 2025-04-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[qiuyuanzhi's solution](#)

**281.**

1237E

[Balanced Binary Search Trees](#) · [Tutorial](#)

Quality: 1,520 global accepts · Rating: 2400 · first AC: 2025-04-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[qiuyuanzhi's solution](#)

**282.**

1585F

[Non-equal Neighbours](#) · [Tutorial](#)

Quality: 1,680 global accepts · Rating: 2400 · first AC: 2025-03-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[qiuyuanzhi's solution](#)

**283.**

1591F

[Non-equal Neighbours](#) · [Tutorial](#)

Rating: 2400 · first AC: 2025-03-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, math

[qiuyuanzhi's solution](#)

**284.**

2032E

[Balanced](#) · [Tutorial](#)

Quality: 1,400 global accepts · Rating: 2400 · first AC: 2024-11-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[qiuyuanzhi's solution](#)

**285.**

1137D

[Cooperative Game](#) · [Tutorial](#)

Quality: 2,152 global accepts · Rating: 2400 · first AC: 2024-10-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, number theory

[qiuyuanzhi's solution](#)

**286.**

1713E

[Cross Swapping](#) · [Tutorial](#)

Quality: 1,976 global accepts · Rating: 2400 · first AC: 2024-09-16 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, data structures, dsu, greedy, matrices

[qiuyuanzhi's solution](#)

**287.**

1779E

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

Quality: 2,034 global accepts · Rating: 2400 · first AC: 2024-07-14 · last AC: 2024-07-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[qiuyuanzhi's solution](#)

**288.**

1139E

[Maximize Mex](#) · [Tutorial](#)

Quality: 2,282 global accepts · Rating: 2400 · first AC: 2023-08-08 · last AC: 2023-08-08 · C++14 (GCC 6-32) (first AC) · Tags: flows, graph matchings, graphs

[qiuyuanzhi's solution](#)

**289.**

5E

[Bindian Signaling](#) · [Tutorial](#)

Quality: 2,487 global accepts · Rating: 2400 · first AC: 2023-04-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[qiuyuanzhi's solution](#)

**290.**

2183F

[Jumping Man](#) · [Tutorial](#)

Quality: 1,131 global accepts · Rating: 2500 · first AC: 2026-01-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees

[qiuyuanzhi's solution](#)

**291.**

1823E

[Removing Graph](#) · [Tutorial](#)

Quality: 1,447 global accepts · Rating: 2500 · first AC: 2025-11-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, games, graphs, math

[qiuyuanzhi's solution](#)

**292.**

2159D1

[Inverse Minimum Partition \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,025 global accepts · Rating: 2500 · first AC: 2025-10-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, geometry, greedy, math, two pointers

[qiuyuanzhi's solution](#)

**293.**

992E

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

Quality: 1,677 global accepts · Rating: 2500 · first AC: 2025-07-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[qiuyuanzhi's solution](#)

**294.**

710D

[Two Arithmetic Progressions](#) · [Tutorial](#)

Quality: 1,845 global accepts · Rating: 2500 · first AC: 2025-07-18 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[qiuyuanzhi's solution](#)

**295.**

887F

[Row of Models](#) · [Tutorial](#)

Quality: 185 global accepts · Rating: 2500 · first AC: 2025-07-10 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings  
[qiuyuanzhi's solution](#)

**296.**

314D

[Sereja and Straight Lines](#) · [Tutorial](#)

Quality: 577 global accepts · Rating: 2500 · first AC: 2025-07-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, geometry, sortings, two pointers  
[qiuyuanzhi's solution](#)

**297.**

1485E

[Move and Swap](#) · [Tutorial](#)

Quality: 1,528 global accepts · Rating: 2500 · first AC: 2025-07-03 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, trees  
[qiuyuanzhi's solution](#)

**298.**

1687C

[Sanae and Giant Robot](#) · [Tutorial](#)

Quality: 1,688 global accepts · Rating: 2500 · first AC: 2025-05-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings  
[qiuyuanzhi's solution](#)

**299.**

1946F

[Nobody is needed](#) · [Tutorial](#)

Quality: 1,240 global accepts · Rating: 2500 · first AC: 2025-05-30 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, data structures, dfs and similar, dp  
[qiuyuanzhi's solution](#)

**300.**

2021D

[Boss, Thirsty](#) · [Tutorial](#)

Quality: 957 global accepts · Rating: 2500 · first AC: 2025-05-29 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation  
[qiuyuanzhi's solution](#)

**301.**

1658E

[Gojou and Matrix Game](#) · [Tutorial](#)

Quality: 1,176 global accepts · Rating: 2500 · first AC: 2025-05-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, games, hashing, implementation, math, number theory, sortings  
[qiuyuanzhi's solution](#)

**302.**

1665E

[MinimizOR](#) · [Tutorial](#)

Quality: 1,799 global accepts · Rating: 2500 · first AC: 2025-05-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, divide and conquer, greedy, implementation, two pointers  
[qiuyuanzhi's solution](#)

**303.**

1623E

[Middle Duplication](#) · [Tutorial](#)

Quality: 1,261 global accepts · Rating: 2500 · first AC: 2025-05-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, greedy, strings, trees  
[qiuyuanzhi's solution](#)

**304.**

1625E1

[Cats on the Upgrade \(easy version\)](#) · [Tutorial](#)

Quality: 1,149 global accepts · Rating: 2500 · first AC: 2025-05-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, divide and conquer, dp, graphs, trees  
[qiuyuanzhi's solution](#)

**305.**

1677D

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

Quality: 1,459 global accepts · Rating: 2500 · first AC: 2025-05-23 · C++20 (GCC 13-64) (first AC) · Tags: dp, math

[qiuyuanzhi's solution](#)

**306.**

1572B

[Xor of 3](#) · [Tutorial](#)

Quality: 2,010 global accepts · Rating: 2500 · first AC: 2025-05-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, two pointers

[qiuyuanzhi's solution](#)

**307.**

1562E

[Rescue Niwen!](#) · [Tutorial](#)

Quality: 1,588 global accepts · Rating: 2500 · first AC: 2025-05-22 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, string suffix structures, strings

[qiuyuanzhi's solution](#)

**308.**

1559D2

[Mocha and Diana \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,068 global accepts · Rating: 2500 · first AC: 2025-05-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, greedy, trees, two pointers

[qiuyuanzhi's solution](#)

**309.**

1497D

[Genius](#) · [Tutorial](#)

Quality: 1,739 global accepts · Rating: 2500 · first AC: 2025-05-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, graphs, number theory

[qiuyuanzhi's solution](#)

**310.**

1481E

[Sorting Books](#) · [Tutorial](#)

Quality: 2,417 global accepts · Rating: 2500 · first AC: 2025-05-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy

[qiuyuanzhi's solution](#)

**311.**

1712E2

[LCM Sum \(hard version\)](#) · [Tutorial](#)

Quality: 1,613 global accepts · Rating: 2500 · first AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, math, number theory, two pointers

[qiuyuanzhi's solution](#)

**312.**

2029F

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

Quality: 851 global accepts · Rating: 2500 · first AC: 2024-11-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[qiuyuanzhi's solution](#)

**313.**

687D

[Dividing Kingdom II](#) · [Tutorial](#)

Quality: 1,051 global accepts · Rating: 2500 · first AC: 2024-09-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dsu, graphs, sortings

[qiuyuanzhi's solution](#)

**314.**

924D

[Contact ATC](#) · [Tutorial](#)

Quality: 921 global accepts · Rating: 2500 · first AC: 2024-08-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[qiuyuanzhi's solution](#)

**315.**

1320D

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

Quality: 1,693 global accepts · Rating: 2500 · first AC: 2024-08-08 · last AC: 2024-08-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing, strings

[qiuyuanzhi's solution](#)

**316.**

580E

[Kefa and Watch](#) · [Tutorial](#)

Quality: 2,573 global accepts · Rating: 2500 · first AC: 2023-07-07 · last AC: 2023-07-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing, strings

[qiuyuanzhi's solution](#)

**317.**

1513F

[Swapping Problem](#) · [Tutorial](#)

Quality: 1,431 global accepts · Rating: 2500 · first AC: 2023-04-23 · last AC: 2023-04-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, data structures, sortings

[qiuyuanzhi's solution](#)

**318.**

1806D

[DSU Master](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 2500 · first AC: 2023-03-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, dsu, math

[qiuyuanzhi's solution](#)

**319.**

2158F1

[Distinct GCDs \(Easy Version\)](#) · [Tutorial](#)

Quality: 404 global accepts · Rating: 2600 · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, math, number theory

[qiuyuanzhi's solution](#)

**320.**

1919E

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

Quality: 1,130 global accepts · Rating: 2600 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, implementation, math

[qiuyuanzhi's solution](#)

**321.**

1661F

[Teleporters](#) · [Tutorial](#)

Quality: 829 global accepts · Rating: 2600 · first AC: 2026-01-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy

[qiuyuanzhi's solution](#)

**322.**

914G

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

Quality: 1,136 global accepts · Rating: 2600 · first AC: 2025-09-16 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp, fft, math

[qiuyuanzhi's solution](#)

**323.**

622F

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

Quality: 4,944 global accepts · Rating: 2600 · first AC: 2025-08-08 · C++20 (GCC 13-64) (first AC) · Tags: math

[qiuyuanzhi's solution](#)

**324.**

761F

[Dasha and Photos](#) · [Tutorial](#)

Quality: 524 global accepts · Rating: 2600 · first AC: 2025-07-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, implementation

[qiuyuanzhi's solution](#)

**325.**

1425B

[Blue and Red of Our Faculty!](#) · [Tutorial](#)

Quality: 345 global accepts · Rating: 2600 · first AC: 2025-07-16 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, dp  
[qiuyuanzhi's solution](#)

**326.**

1793E

[Veletin and Marketing](#) · [Tutorial](#)

Quality: 1,334 global accepts · Rating: 2600 · first AC: 2024-09-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers  
[qiuyuanzhi's solution](#)

**327.**

1264D1

[Beautiful Bracket Sequence \(easy version\)](#) · [Tutorial](#)

Quality: 1,526 global accepts · Rating: 2600 · first AC: 2024-08-21 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, probabilities  
[qiuyuanzhi's solution](#)

**328.**

547D

[Mike and Fish](#) · [Tutorial](#)

Quality: 3,122 global accepts · Rating: 2600 · first AC: 2023-08-08 · last AC: 2023-08-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs  
[qiuyuanzhi's solution](#)

**329.**

932F

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

Quality: 4,119 global accepts · Rating: 2700 · first AC: 2025-12-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, geometry  
[qiuyuanzhi's solution](#)

**330.**

1792F1

[Graph Coloring \(easy version\)](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 2700 · first AC: 2025-09-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, graphs  
[qiuyuanzhi's solution](#)

**331.**

1386A

[Colors](#) · [Tutorial](#)

Quality: 350 global accepts · Rating: 2700 · first AC: 2024-08-19 · C++14 (GCC 6-32) (first AC) · Tags: \*special, binary search, constructive algorithms, interactive  
[qiuyuanzhi's solution](#)

**332.**

1733E

[Conveyor](#) · [Tutorial](#)

Quality: 1,486 global accepts · Rating: 2700 · first AC: 2024-08-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, math  
[qiuyuanzhi's solution](#)

**333.**

1254D

[Tree Queries](#) · [Tutorial](#)

Quality: 1,532 global accepts · Rating: 2700 · first AC: 2024-07-09 · last AC: 2024-07-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, probabilities, trees  
[qiuyuanzhi's solution](#)

**334.**

1369F

[BareLee](#) · [Tutorial](#)

Quality: 716 global accepts · Rating: 2700 · first AC: 2024-06-29 · last AC: 2024-06-29 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, games  
[qiuyuanzhi's solution](#)

**335.**

1599G

[Shortest path](#) · [Tutorial](#)

Quality: 408 global accepts · Rating: 2700 · first AC: 2024-03-16 · last AC: 2024-03-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, math, shortest paths

[qiuyuanzhi's solution](#)

**336.**

1599F

[Mars](#) · [Tutorial](#)

Quality: 410 global accepts · Rating: 2700 · first AC: 2023-07-29 · last AC: 2023-07-30 · C++14 (GCC 6-32) (first AC) · Tags: hashing

[qiuyuanzhi's solution](#)

**337.**

452F

[Permutation](#) · [Tutorial](#)

Quality: 1,794 global accepts · Rating: 2700 · first AC: 2023-06-29 · last AC: 2023-06-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, hashing

[qiuyuanzhi's solution](#)

**338.**

613D

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

Quality: 4,037 global accepts · Rating: 2800 · first AC: 2026-01-22 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, sortings, trees

[qiuyuanzhi's solution](#)

**339.**

2178G

[deCH OR Dations](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 2800 · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dp, hashing, probabilities

[qiuyuanzhi's solution](#)

**340.**

1842G

[Tenzing and Random Operations](#) · [Tutorial](#)

Quality: 1,578 global accepts · Rating: 2800 · first AC: 2025-12-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[qiuyuanzhi's solution](#)

**341.**

280D

[k-Maximum Subsequence Sum](#) · [Tutorial](#)

Quality: 1,653 global accepts · Rating: 2800 · first AC: 2025-12-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, flows, graphs, implementation

[qiuyuanzhi's solution](#)

**342.**

1142D

[Foreigner](#) · [Tutorial](#)

Quality: 618 global accepts · Rating: 2800 · first AC: 2025-11-17 · C++20 (GCC 13-64) (first AC) · Tags: dp

[qiuyuanzhi's solution](#)

**343.**

2127F

[Hamed and AghaBalaSar](#) · [Tutorial](#)

Quality: 1,065 global accepts · Rating: 2800 · first AC: 2025-08-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, probabilities

[qiuyuanzhi's solution](#)

**344.**

913F

[Strongly Connected Tournament](#) · [Tutorial](#)

Quality: 771 global accepts · Rating: 2800 · first AC: 2025-07-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, math, probabilities

[qiuyuanzhi's solution](#)

**345.**

1208G

[Polygons](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2800 · first AC: 2024-09-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory  
[qiuyuanzhi's solution](#)

**346.**

163E

[e-Government](#) · [Tutorial](#)

Quality: 2,186 global accepts · Rating: 2800 · first AC: 2023-08-18 · last AC: 2023-08-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, strings, trees  
[qiuyuanzhi's solution](#)

**347.**

1098D

[Eels](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2800 · first AC: 2023-07-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures  
[qiuyuanzhi's solution](#)

**348.**

1764G1

[Doremy's Perfect DS Class \(Easy Version\)](#) · [Tutorial](#)

Quality: 700 global accepts · Rating: 2900 · first AC: 2026-02-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive  
[qiuyuanzhi's solution](#)

**349.**

643F

[Bears and Juice](#) · [Tutorial](#)

Quality: 819 global accepts · Rating: 2900 · first AC: 2025-11-25 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, meet-in-the-middle  
[qiuyuanzhi's solution](#)

**350.**

802M3

[April Fools' Problem \(hard\)](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: 2900 · first AC: 2025-10-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, flows  
[qiuyuanzhi's solution](#)

**351.**

2066D2

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

Quality: 620 global accepts · Rating: 2900 · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math  
[qiuyuanzhi's solution](#)

**352.**

1392G

[Omkar and Pies](#) · [Tutorial](#)

Quality: 680 global accepts · Rating: 2900 · first AC: 2025-02-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, math, shortest paths  
[qiuyuanzhi's solution](#)

**353.**

1264D2

[Beautiful Bracket Sequence \(hard version\)](#) · [Tutorial](#)

Quality: 1,315 global accepts · Rating: 2900 · first AC: 2024-08-21 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, probabilities  
[qiuyuanzhi's solution](#)

**354.**

1221G

[Graph And Numbers](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2900 · first AC: 2023-08-28 · last AC: 2023-08-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, meet-in-the-middle  
[qiuyuanzhi's solution](#)

**355.**

2158F2

[Distinct GCDs \(Hard Version\)](#) · [Tutorial](#)

Quality: 250 global accepts · Rating: 3000 · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, graphs, math, number theory

[qiuyuanzhi's solution](#)

**356.**

1764G2

[Doremy's Perfect DS Class \(Medium Version\)](#) · [Tutorial](#)

Quality: 640 global accepts · Rating: 3000 · first AC: 2026-02-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive

[qiuyuanzhi's solution](#)

**357.**

436F

[Banners](#) · [Tutorial](#)

Quality: 459 global accepts · Rating: 3000 · first AC: 2026-02-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp

[qiuyuanzhi's solution](#)

**358.**

739E

[Gosha is hunting](#) · [Tutorial](#)

Quality: 2,629 global accepts · Rating: 3000 · first AC: 2026-01-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, flows, math, probabilities, sortings

[qiuyuanzhi's solution](#)

**359.**

232E

[Quick Tortoise](#) · [Tutorial](#)

Quality: 885 global accepts · Rating: 3000 · first AC: 2026-01-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp

[qiuyuanzhi's solution](#)

**360.**

573D

[Bear and Cavalry](#) · [Tutorial](#)

Quality: 707 global accepts · Rating: 3000 · first AC: 2025-11-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp

[qiuyuanzhi's solution](#)

**361.**

1442E

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

Quality: 789 global accepts · Rating: 3000 · first AC: 2025-10-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, dp, greedy, trees

[qiuyuanzhi's solution](#)

**362.**

1476F

[Lanterns](#) · [Tutorial](#)

Quality: 1,160 global accepts · Rating: 3000 · first AC: 2025-10-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp

[qiuyuanzhi's solution](#)

**363.**

1545D

[AquaMoon and Wrong Coordinate](#) · [Tutorial](#)

Quality: 606 global accepts · Rating: 3000 · first AC: 2025-08-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math

[qiuyuanzhi's solution](#)

**364.**

1178G

[The Awesomest Vertex](#) · [Tutorial](#)

Quality: 600 global accepts · Rating: 3000 · first AC: 2024-12-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar

[qiuyuanzhi's solution](#)

**365.**

1149D

[Abandoning Roads](#) · [Tutorial](#)

Quality: 967 global accepts · Rating: 3000 · first AC: 2024-09-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, graphs, greedy

[qiuyuanzhi's solution](#)

**366.**

1076G

[Array Game](#) · [Tutorial](#)

Quality: 722 global accepts · Rating: 3000 · first AC: 2024-09-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, games  
[qiuyuanzhi's solution](#)

**367.**

1616H

[Keep XOR Low](#) · [Tutorial](#)

Quality: 1,237 global accepts · Rating: 3000 · first AC: 2024-08-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, data structures, divide and conquer, dp, math  
[qiuyuanzhi's solution](#)

**368.**

997E

[Good Subsegments](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 3000 · first AC: 2024-08-07 · last AC: 2024-08-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures  
[qiuyuanzhi's solution](#)

**369.**

526F

[Pudding Monsters](#) · [Tutorial](#)

Quality: 3,411 global accepts · Rating: 3000 · first AC: 2024-08-06 · last AC: 2024-08-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer  
[qiuyuanzhi's solution](#)

**370.**

1019C

[Sergey's problem](#) · [Tutorial](#)

Quality: 1,455 global accepts · Rating: 3000 · first AC: 2024-06-28 · last AC: 2024-06-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs  
[qiuyuanzhi's solution](#)

**371.**

1659F

[Tree and Permutation Game](#) · [Tutorial](#)

Quality: 249 global accepts · Rating: 3000 · first AC: 2024-05-02 · last AC: 2024-05-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, games, graphs, trees  
[qiuyuanzhi's solution](#)

**372.**

346E

[Doodle Jump](#) · [Tutorial](#)

Quality: 294 global accepts · Rating: 3000 · first AC: 2024-05-02 · last AC: 2024-05-02 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory  
[qiuyuanzhi's solution](#)

**373.**

212A

[Privatization](#) · [Tutorial](#)

Quality: 229 global accepts · Rating: 3000 · first AC: 2023-08-10 · last AC: 2023-08-10 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs  
[qiuyuanzhi's solution](#)

**374.**

1210F1

[Marek and Matching \(easy version\)](#) · [Tutorial](#)

Quality: 351 global accepts · Rating: 3100 · first AC: 2025-12-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, probabilities  
[qiuyuanzhi's solution](#)

**375.**

704D

[Captain America](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 3100 · first AC: 2025-11-26 · C++20 (GCC 13-64) (first AC) · Tags: flows, greedy  
[qiuyuanzhi's solution](#)

**376.**

896E

[Welcome home, Chtholly](#) · [Tutorial](#)

Quality: 2,505 global accepts · Rating: 3100 · first AC: 2025-08-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu  
[qiuyuanzhi's solution](#)

**377.**

1463F

[Max Correct Set](#) · [Tutorial](#)

Quality: 736 global accepts · Rating: 3100 · first AC: 2025-04-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math  
[qiuyuanzhi's solution](#)

**378.**

1349F1

[Slime and Sequences \(Easy Version\)](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 3100 · first AC: 2024-12-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, fft, math  
[qiuyuanzhi's solution](#)

**379.**

715D

[Create a Maze](#) · [Tutorial](#)

Quality: 388 global accepts · Rating: 3100 · first AC: 2024-11-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms  
[qiuyuanzhi's solution](#)

**380.**

1930G

[Prefix Max Set Counting](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 3100 · first AC: 2024-02-23 · last AC: 2024-02-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, trees  
[qiuyuanzhi's solution](#)

**381.**

2183G

[Snake Instructions](#) · [Tutorial](#)

Quality: 222 global accepts · Rating: 3200 · first AC: 2026-01-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, interactive  
[qiuyuanzhi's solution](#)

**382.**

1210F2

[Marek and Matching \(hard version\)](#) · [Tutorial](#)

Quality: 430 global accepts · Rating: 3200 · first AC: 2025-12-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, probabilities  
[qiuyuanzhi's solution](#)

**383.**

1517F

[Reunion](#) · [Tutorial](#)

Quality: 592 global accepts · Rating: 3200 · first AC: 2025-11-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, trees  
[qiuyuanzhi's solution](#)

**384.**

1608F

[MEX counting](#) · [Tutorial](#)

Quality: 840 global accepts · Rating: 3200 · first AC: 2025-11-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, implementation  
[qiuyuanzhi's solution](#)

**385.**

2159D2

[Inverse Minimum Partition \(Hard Version\)](#) · [Tutorial](#)

Quality: 396 global accepts · Rating: 3200 · first AC: 2025-10-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math  
[qiuyuanzhi's solution](#)

**386.**

1149E

[Election Promises](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 3200 · first AC: 2024-06-29 · last AC: 2024-06-29 · C++14 (GCC 6-32) (first AC) · Tags: games, graphs

[qiuyuanzhi's solution](#)

**387.**

1666K

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

Quality: 357 global accepts · Rating: 3200 · first AC: 2024-05-02 · last AC: 2024-05-02 · C++14 (GCC 6-32) (first AC) · Tags: flows

[qiuyuanzhi's solution](#)

**388.**

487E

[Tourists](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 3200 · first AC: 2023-07-30 · last AC: 2023-07-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[qiuyuanzhi's solution](#)

**389.**

700E

[Cool Slogans](#) · [Tutorial](#)

Quality: 1,390 global accepts · Rating: 3300 · first AC: 2026-04-12 · C++20 (GCC 13-64) (first AC) · Tags: string suffix structures, strings

[qiuyuanzhi's solution](#)

**390.**

1534G

[A New Beginning](#) · [Tutorial](#)

Quality: 848 global accepts · Rating: 3300 · first AC: 2026-03-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, geometry, sortings

[qiuyuanzhi's solution](#)

**391.**

1517G

[Starry Night Camping](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 3300 · first AC: 2026-02-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, flows, graphs

[qiuyuanzhi's solution](#)

**392.**

2164G

[Pointless Machine](#) · [Tutorial](#)

Quality: 203 global accepts · Rating: 3300 · first AC: 2026-02-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, interactive, trees

[qiuyuanzhi's solution](#)

**393.**

1764G3

[Doremy's Perfect DS Class \(Hard Version\)](#) · [Tutorial](#)

Quality: 560 global accepts · Rating: 3300 · first AC: 2026-02-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive

[qiuyuanzhi's solution](#)

**394.**

1870G

[MEXanization](#) · [Tutorial](#)

Quality: 394 global accepts · Rating: 3300 · first AC: 2026-01-31 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[qiuyuanzhi's solution](#)

**395.**

2178I

[Numbers or Fireworks](#) · [Tutorial](#)

Quality: 219 global accepts · Rating: 3300 · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, graphs

[qiuyuanzhi's solution](#)

**396.**

2178H

[Create or Duplicate](#) · [Tutorial](#)

Quality: 311 global accepts · Rating: 3300 · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, graphs, number theory, shortest paths

[qiuyuanzhi's solution](#)

**397.**

1696G

[Fishingprince Plays With Array Again](#) · [Tutorial](#)

Quality: 321 global accepts · Rating: 3300 · first AC: 2025-12-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, geometry, math

[qiuyuanzhi's solution](#)

**398.**

1368H1

[Breadboard Capacity \(easy version\)](#) · [Tutorial](#)

Quality: 457 global accepts · Rating: 3300 · first AC: 2025-11-21 · C++20 (GCC 13-64) (first AC) · Tags: dp, flows, greedy

[qiuyuanzhi's solution](#)

**399.**

1610G

[AmShZ Wins a Bet](#) · [Tutorial](#)

Quality: 654 global accepts · Rating: 3300 · first AC: 2025-11-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, hashing

[qiuyuanzhi's solution](#)

**400.**

1500E

[Subset Trick](#) · [Tutorial](#)

Quality: 384 global accepts · Rating: 3300 · first AC: 2024-12-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[qiuyuanzhi's solution](#)

**401.**

1054G

[New Road Network](#) · [Tutorial](#)

Quality: 451 global accepts · Rating: 3300 · first AC: 2024-05-02 · last AC: 2024-05-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[qiuyuanzhi's solution](#)

**402.**

1340F

[Nastya and CBS](#) · [Tutorial](#)

Quality: 716 global accepts · Rating: 3300 · first AC: 2023-08-02 · last AC: 2023-08-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, hashing

[qiuyuanzhi's solution](#)

**403.**

2029I

[Variance Challenge](#) · [Tutorial](#)

Quality: 146 global accepts · Rating: 3400 · first AC: 2026-01-06 · C++20 (GCC 13-64) (first AC) · Tags: flows, graphs, greedy

[qiuyuanzhi's solution](#)

**404.**

1491H

[Yuezheng Ling and Dynamic Tree](#) · [Tutorial](#)

Quality: 1,211 global accepts · Rating: 3400 · first AC: 2023-11-13 · last AC: 2023-11-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[qiuyuanzhi's solution](#)

**405.**

2187E

[Doors and Keys](#) · [Tutorial](#)

Quality: 326 global accepts · Rating: 3500 · first AC: 2026-03-02 · last AC: 2026-03-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp

[qiuyuanzhi's solution](#)

**406.**

1270I

[Xor on Figures](#) · [Tutorial](#)

Quality: 317 global accepts · Rating: 3500 · first AC: 2025-09-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, fft, math

[qiuyuanzhi's solution](#)

**407.**

1523H

[Hopping Around the Array](#) · [Tutorial](#)

Quality: 445 global accepts · Rating: 3500 · first AC: 2024-12-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp  
[qiuyuanzhi's solution](#)

**408.**

1987G2

[Spinning Round \(Hard Version\)](#) · [Tutorial](#)

Quality: 246 global accepts · Rating: 3500 · first AC: 2024-08-13 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp, trees  
[qiuyuanzhi's solution](#)

**409.**

1264F

[Beautiful Fibonacci Problem](#) · [Tutorial](#)

Quality: 1,097 global accepts · Rating: 3500 · first AC: 2023-10-16 · last AC: 2023-10-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, number theory  
[qiuyuanzhi's solution](#)

**410.**

1053E

[Euler tour](#) · [Tutorial](#)

Quality: 241 global accepts · Rating: 3500 · first AC: 2023-07-16 · last AC: 2023-07-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, trees  
[qiuyuanzhi's solution](#)

**411.**

1192B

[Dynamic Diameter](#) · [Tutorial](#)

Quality: 1,560 global accepts · Rating: — · first AC: 2025-12-26 · C++20 (GCC 13-64) (first AC) · Tags: \*special, data structures, dfs and similar, divide and conquer, trees  
[qiuyuanzhi's solution](#)

**412.**

103438L

[Jason ABC](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —  
[qiuyuanzhi's solution](#)

**413.**

1331G

[Lingua Romana](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: — · first AC: 2024-06-21 · C++14 (GCC 6-32) (first AC) · Tags: \*special  
[qiuyuanzhi's solution](#)

**414.**

1812C

[Digits](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: — · first AC: 2023-04-18 · C++14 (GCC 6-32) (first AC) · Tags: \*special  
[qiuyuanzhi's solution](#)

**415.**

1812E

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

Quality: 4,304 global accepts · Rating: — · first AC: 2023-04-17 · C++14 (GCC 6-32) (first AC) · Tags: \*special, constructive algorithms, geometry, math  
[qiuyuanzhi's solution](#)

**416.**

1812D

[Trivial Conjecture](#) · [Tutorial](#)

Quality: 4,901 global accepts · Rating: — · first AC: 2023-04-16 · C++14 (GCC 6-32) (first AC) · Tags: \*special, constructive algorithms, math, number theory  
[qiuyuanzhi's solution](#)

**417.**

1812B

[Was it Rated?](#) · [Tutorial](#)

Quality: 6,059 global accepts · Rating: — · first AC: 2023-04-14 · C++14 (GCC 6-32) (first AC) · Tags: \*special, brute force, implementation  
[qiuyuanzhi's solution](#)

**418.**

1812J

[Unmysterious Language](#) · [Tutorial](#)

Quality: 6,291 global accepts · Rating: — · first AC: 2023-04-06 · Mysterious Language (first AC) · Tags: \*special, constructive algorithms, strings  
[qiuyuanzhi's solution](#)

**419.**

1812A

[Are You a Robot?](#) · [Tutorial](#)

Quality: 14,337 global accepts · Rating: — · first AC: 2023-04-04 · C++14 (GCC 6-32) (first AC) · Tags: \*special, expression parsing, strings  
[qiuyuanzhi's solution](#)

**420.**

1331C

[...And after happily lived ever they](#) · [Tutorial](#)

Quality: 3,213 global accepts · Rating: — · first AC: 2023-02-20 · C++14 (GCC 6-32) (first AC) · Tags: \*special, bitmasks  
[qiuyuanzhi's solution](#)

**421.**

1331B

[Limericks](#) · [Tutorial](#)

Quality: 7,160 global accepts · Rating: — · first AC: 2023-02-19 · C++14 (GCC 6-32) (first AC) · Tags: \*special, math, number theory  
[qiuyuanzhi's solution](#)