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Unique solved — qiuxz

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

Sort: Problem rating · easier first

Filters: none

Count: 2,662

1.

2183A

[Binary Array Game](#) · [Tutorial](#)

Quality: 23,667 global accepts · Rating: 800 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: games

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2.

2180B

[Ashmal](#) · [Tutorial](#)

Quality: 24,575 global accepts · Rating: 800 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

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3.

2180A

[Carnival Wheel](#) · [Tutorial](#)

Quality: 25,873 global accepts · Rating: 800 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, number theory

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4.

2157A

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Quality: 16,492 global accepts · Rating: 800 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings

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5.

2164A

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Quality: 20,825 global accepts · Rating: 800 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, sortings

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6.

2161A

[Round Trip](#) · [Tutorial](#)

Quality: 15,719 global accepts · Rating: 800 · first AC: 2025-10-31 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, implementation, math

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7.

2152A

[Increase or Smash](#) · [Tutorial](#)

Quality: 22,304 global accepts · Rating: 800 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

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8.

2147A

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9.

2127A

[Mix Mex Max](#) · [Tutorial](#)

Quality: 19,641 global accepts · Rating: 800 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

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10.

2122A

[Greedy Grid](#) · [Tutorial](#)

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11.

2124A

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12.

2096A

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13.

2084A

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Quality: 17,430 global accepts · Rating: 800 · first AC: 2025-04-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
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14.

2062A

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Quality: 28,280 global accepts · Rating: 800 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, strings
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15.

2061A

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16.

2057A

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17.

2053A

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18.

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19.

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20.

2039A

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21.

2038J

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22.

2038N

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23.

2029A

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24.

2035A

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25.

2002A

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26.

1991A

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27.

1987A

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28.

1984A

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29.

1975A

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30.

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31.

1930A

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32.

1929B

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33.

1929A

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34.

1919B

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35.

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36.

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39.

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1870A

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1866A

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42.

1863A

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43.

1864A

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44.

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45.

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47.

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48.

1787A

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52.

1696A

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53.

1654B

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54.

1654A

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55.

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56.

1626A

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57.

1615A

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58.

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1574A

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61.

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62.

1566A

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63.

1556A

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65.

1530B

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66.

1530A

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67.

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68.

1515A

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69.

1487A

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70.

1481A

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71.

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72.

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73.

1452A

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74.

1455A

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75.

1408A

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76.

1392B

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77.

1392A

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78.

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79.

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80.

1328A

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81.

1325B

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82.

1325A

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83.

1312A

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84.

1316A

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85.

1305A

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86.

1304A

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87.

1301A

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88.

1303A

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89.

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90.

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91.

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92.

1209A

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93.

1206A

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94.

1200A

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95.

1176A

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96.

202A

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97.

136A

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98.

581A

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99.

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100.

677A

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101.

734A

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102.

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103.

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104.

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Quality: 317,974 global accepts · Rating: 800 · first AC: 2019-03-05 · GNU C++11 (first AC) · Tags: implementation

[giuizx's solution](#)

105.

867A

[Between the Offices](#) · [Tutorial](#)

Quality: 20,630 global accepts · Rating: 800 · first AC: 2019-03-05 · GNU C++11 (first AC) · Tags: implementation

[giuizx's solution](#)

106.

959A

[Mahmoud and Ehab and the even-odd game](#) · [Tutorial](#)

Quality: 55,666 global accepts · Rating: 800 · first AC: 2019-03-05 · GNU C++11 (first AC) · Tags: games, math

[giuizx's solution](#)

107.

996A

[Hit the Lottery](#) · [Tutorial](#)

Quality: 118,361 global accepts · Rating: 800 · first AC: 2019-03-05 · GNU C++11 (first AC) · Tags: dp, greedy

[giuizx's solution](#)

108.

935A

[Fafa and his Company](#) · [Tutorial](#)

Quality: 47,233 global accepts · Rating: 800 · first AC: 2019-03-05 · GNU C++11 (first AC) · Tags: brute force, implementation

[giuizx's solution](#)

109.

1097A

[Gennady and a Card Game](#) · [Tutorial](#)

Quality: 43,805 global accepts · Rating: 800 · first AC: 2019-03-05 · GNU C++11 (first AC) · Tags: brute force, implementation

[giuizx's solution](#)

110.

785A

[Anton and Polyhedrons](#) · [Tutorial](#)

Quality: 110,945 global accepts · Rating: 800 · first AC: 2019-03-03 · GNU C++11 (first AC) · Tags: implementation, strings

[giuizx's solution](#)

111.

705A

[Hulk](#) · [Tutorial](#)

Quality: 132,081 global accepts · Rating: 800 · first AC: 2019-03-03 · GNU C++11 (first AC) · Tags: implementation

[giuizx's solution](#)

112.

791A

[Bear and Big Brother](#) · [Tutorial](#)

Quality: 257,206 global accepts · Rating: 800 · first AC: 2019-03-03 · GNU C++11 (first AC) · Tags: implementation

[giuizx's solution](#)

113.

1030A

[In Search of an Easy Problem](#) · [Tutorial](#)

Quality: 171,452 global accepts · Rating: 800 · first AC: 2019-03-03 · GNU C++11 (first AC) · Tags: implementation

[giuizx's solution](#)

114.

977A

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

Quality: 217,479 global accepts · Rating: 800 · first AC: 2019-03-03 · GNU C++11 (first AC) · Tags: implementation

[giuizx's solution](#)

115.

1118A

[Water Buying](#) · [Tutorial](#)

Quality: 21,589 global accepts · Rating: 800 · first AC: 2019-03-03 · GNU C++11 (first AC) · Tags: math

[giuizx's solution](#)

116.

1131A

[Sea Battle](#) · [Tutorial](#)

Quality: 12,807 global accepts · Rating: 800 · first AC: 2019-02-23 · GNU C++11 (first AC) · Tags: math

[giuizx's solution](#)

117.

2157B

[Expansion Plan 2](#) · [Tutorial](#)

Quality: 12,861 global accepts · Rating: 900 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[giuizx's solution](#)

118.

2062B

[Clockwork](#) · [Tutorial](#)

Quality: 23,753 global accepts · Rating: 900 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[giuizx's solution](#)

119.

2048B

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

Quality: 20,650 global accepts · Rating: 900 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[giuizx's solution](#)

120.

2035B

[Everyone Loves Tres](#) · [Tutorial](#)

Quality: 20,571 global accepts · Rating: 900 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory
[giuizx's solution](#)

121.

1951A

[Dual Trigger](#) · [Tutorial](#)

Quality: 22,571 global accepts · Rating: 900 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
[giuizx's solution](#)

122.

1896B

[AB Flipping](#) · [Tutorial](#)

Quality: 18,421 global accepts · Rating: 900 · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings, two pointers
[giuizx's solution](#)

123.

1696B

[NIT Destroys the Universe](#) · [Tutorial](#)

Quality: 36,321 global accepts · Rating: 900 · first AC: 2022-06-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy
[giuizx's solution](#)

124.

1535B

[Array Reodering](#) · [Tutorial](#)

Quality: 34,199 global accepts · Rating: 900 · first AC: 2021-06-04 · GNU C++11 (first AC) · Tags: brute force, greedy, math, number theory, sortings
[giuizx's solution](#)

125.

1486A

[Shifting Stacks](#) · [Tutorial](#)

Quality: 27,063 global accepts · Rating: 900 · first AC: 2021-02-19 · GNU C++11 (first AC) · Tags: greedy, implementation
[giuizx's solution](#)

126.

1326B

[Maximums](#) · [Tutorial](#)

Quality: 25,271 global accepts · Rating: 900 · first AC: 2020-03-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[giuizx's solution](#)

127.

1321A

[Contest for Robots](#) · [Tutorial](#)

Quality: 14,990 global accepts · Rating: 900 · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[giuizx's solution](#)

128.

1313A

[Fast Food Restaurant](#) · [Tutorial](#)

Quality: 16,232 global accepts · Rating: 900 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation
[giuizx's solution](#)

129.

1291A

[Even But Not Even](#) · [Tutorial](#)

Quality: 20,683 global accepts · Rating: 900 · first AC: 2020-02-02 · GNU C++11 (first AC) · Tags: greedy, math, strings

[giuizx's solution](#)

130.

1295A

[Display The Number](#) · [Tutorial](#)

Quality: 24,148 global accepts · Rating: 900 · first AC: 2020-01-29 · GNU C++11 (first AC) · Tags: greedy

[giuizx's solution](#)

131.

1247A

[Forgetting Things](#) · [Tutorial](#)

Rating: 900 · first AC: 2019-10-26 · GNU C++11 (first AC) · Tags: math

[giuizx's solution](#)

132.

1213A

[Chips Moving](#) · [Tutorial](#)

Quality: 25,603 global accepts · Rating: 900 · first AC: 2019-08-31 · GNU C++11 (first AC) · Tags: math

[giuizx's solution](#)

133.

1206B

[Make Product Equal One](#) · [Tutorial](#)

Quality: 29,510 global accepts · Rating: 900 · first AC: 2019-08-18 · GNU C++11 (first AC) · Tags: dp, implementation

[giuizx's solution](#)

134.

622B

[The Time](#) · [Tutorial](#)

Quality: 10,959 global accepts · Rating: 900 · first AC: 2019-07-03 · GNU C++11 (first AC) · Tags: implementation

[giuizx's solution](#)

135.

1175A

[From Hero to Zero](#) · [Tutorial](#)

Quality: 19,764 global accepts · Rating: 900 · first AC: 2019-06-07 · GNU C++11 (first AC) · Tags: implementation, math

[giuizx's solution](#)

136.

26A

[Almost Prime](#) · [Tutorial](#)

Quality: 42,748 global accepts · Rating: 900 · first AC: 2019-06-01 · GNU C++11 (first AC) · Tags: number theory

[giuizx's solution](#)

137.

299B

[Ksusha the Squirrel](#) · [Tutorial](#)

Quality: 6,440 global accepts · Rating: 900 · first AC: 2019-05-25 · GNU C++11 (first AC) · Tags: brute force, implementation

[giuizx's solution](#)

138.

160A

[Twins](#) · [Tutorial](#)

Quality: 143,703 global accepts · Rating: 900 · first AC: 2019-03-14 · GNU C++11 (first AC) · Tags: greedy, sortings

[giuizx's solution](#)

139.

1138A

[Sushi for Two](#) · [Tutorial](#)

Quality: 22,070 global accepts · Rating: 900 · first AC: 2019-03-09 · GNU C++11 (first AC) · Tags: binary search, greedy, implementation

[giuizx's solution](#)

140.

1113A

[Sasha and His Trip](#) · [Tutorial](#)

Quality: 18,318 global accepts · Rating: 900 · first AC: 2019-02-17 · GNU C++11 (first AC) · Tags: dp, greedy, math

[giuizx's solution](#)

141.

2164B

[Even Modulo Pair](#) · [Tutorial](#)

Quality: 18,251 global accepts · Rating: 1000 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[giuizx's solution](#)

142.

2147B

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

Quality: 16,960 global accepts · Rating: 1000 · first AC: 2025-09-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[giuizx's solution](#)

143.

2124B

[Minimise Sum](#) · [Tutorial](#)

Quality: 20,271 global accepts · Rating: 1000 · first AC: 2025-07-12 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[giuizx's solution](#)

144.

2057B

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

Quality: 23,275 global accepts · Rating: 1000 · first AC: 2025-01-05 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[giuizx's solution](#)

145.

2034B

[Rakhsh's Revival](#) · [Tutorial](#)

Quality: 15,764 global accepts · Rating: 1000 · first AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, two pointers

[giuizx's solution](#)

146.

2039B

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

Quality: 17,296 global accepts · Rating: 1000 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[giuizx's solution](#)

147.

2002B

[Removals Game](#) · [Tutorial](#)

Quality: 22,991 global accepts · Rating: 1000 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games

[giuizx's solution](#)

148.

1987B

[K-Sort](#) · [Tutorial](#)

Quality: 23,912 global accepts · Rating: 1000 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[giuizx's solution](#)

149.

1975B

[378QAQ and Mocha's Array](#) · [Tutorial](#)

Quality: 21,070 global accepts · Rating: 1000 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, sortings

[giuizx's solution](#)

150.

1930B

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

Quality: 17,660 global accepts · Rating: 1000 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math

[giuizx's solution](#)

151.

1906A

[Easy As ABC](#) · [Tutorial](#)

Quality: 6,049 global accepts · Rating: 1000 · first AC: 2023-12-03 · last AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force
[giuix's solution](#)

152.

1876A

[Helmets in Night Light](#) · [Tutorial](#)

Quality: 34,913 global accepts · Rating: 1000 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
[giuix's solution](#)

153.

1844B

[Permutations & Primes](#) · [Tutorial](#)

Quality: 20,247 global accepts · Rating: 1000 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[giuix's solution](#)

154.

1804B

[Vaccination](#) · [Tutorial](#)

Quality: 15,623 global accepts · Rating: 1000 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[giuix's solution](#)

155.

1785A

[Monsters \(easy version\)](#) · [Tutorial](#)

Rating: 1000 · first AC: 2023-02-05 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings
[giuix's solution](#)

156.

1782B

[Going to the Cinema](#) · [Tutorial](#)

Rating: 1000 · first AC: 2023-01-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, sortings
[giuix's solution](#)

157.

1598B

[Groups](#) · [Tutorial](#)

Quality: 16,938 global accepts · Rating: 1000 · first AC: 2021-10-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation
[giuix's solution](#)

158.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,186 global accepts · Rating: 1000 · first AC: 2021-09-18 · PyPy 3 (first AC) · Tags: math
[giuix's solution](#)

159.

1569B

[Chess Tournament](#) · [Tutorial](#)

Quality: 19,862 global accepts · Rating: 1000 · first AC: 2021-09-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms
[giuix's solution](#)

160.

1566C

[MAX-MEX Cut](#) · [Tutorial](#)

Quality: 19,034 global accepts · Rating: 1000 · first AC: 2021-09-15 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy
[giuix's solution](#)

161.

1567B

[MEXor Mixup](#) · [Tutorial](#)

Quality: 32,935 global accepts · Rating: 1000 · first AC: 2021-09-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy
[giuix's solution](#)

162.

1515B

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

Quality: 27,063 global accepts · Rating: 1000 · first AC: 2021-05-02 · GNU C++11 (first AC) · Tags: brute force, geometry, math, number theory
[giuix's solution](#)

163.

1485A

[Add and Divide](#) · [Tutorial](#)

Quality: 33,141 global accepts · Rating: 1000 · first AC: 2021-02-13 · GNU C++11 (first AC) · Tags: brute force, greedy, math, number theory
[giuix's solution](#)

164.

1476A

[K-divisible Sum](#) · [Tutorial](#)

Quality: 44,884 global accepts · Rating: 1000 · first AC: 2021-01-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math
[giuix's solution](#)

165.

1469B

[Red and Blue](#) · [Tutorial](#)

Quality: 31,058 global accepts · Rating: 1000 · first AC: 2021-01-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
[giuix's solution](#)

166.

1469A

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

Quality: 30,033 global accepts · Rating: 1000 · first AC: 2021-01-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[giuix's solution](#)

167.

1342A

[Road To Zero](#) · [Tutorial](#)

Quality: 46,415 global accepts · Rating: 1000 · first AC: 2020-04-26 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
[giuix's solution](#)

168.

1333A

[Little Artem](#) · [Tutorial](#)

Quality: 25,928 global accepts · Rating: 1000 · first AC: 2020-04-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[giuix's solution](#)

169.

1326A

[Bad Ugly Numbers](#) · [Tutorial](#)

Quality: 32,678 global accepts · Rating: 1000 · first AC: 2020-03-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, number theory
[giuix's solution](#)

170.

1312B

[Bogosort](#) · [Tutorial](#)

Quality: 39,049 global accepts · Rating: 1000 · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings
[giuix's solution](#)

171.

1300B

[Assigning to Classes](#) · [Tutorial](#)

Quality: 25,913 global accepts · Rating: 1000 · first AC: 2020-02-09 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings
[giuix's solution](#)

172.

1251A

[Broken Keyboard](#) · [Tutorial](#)

Quality: 21,555 global accepts · Rating: 1000 · first AC: 2019-11-10 · GNU C++11 (first AC) · Tags: brute force, strings, two pointers

[giuizx's solution](#)

173.

1247B1

[TV Subscriptions \(Easy Version\)](#) · [Tutorial](#)

Quality: 1000 · first AC: 2019-10-26 · GNU C++11 (first AC) · Tags: implementation

[giuizx's solution](#)

174.

1203A

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

Quality: 17,679 global accepts · Rating: 1000 · first AC: 2019-08-14 · GNU C++11 (first AC) · Tags: implementation

[giuizx's solution](#)

175.

628A

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

Quality: 7,077 global accepts · Rating: 1000 · first AC: 2019-06-06 · GNU C++11 (first AC) · Tags: implementation, math

[giuizx's solution](#)

176.

660B

[Seating On Bus](#) · [Tutorial](#)

Quality: 5,882 global accepts · Rating: 1000 · first AC: 2019-06-01 · GNU C++11 (first AC) · Tags: implementation

[giuizx's solution](#)

177.

652B

[z-sort](#) · [Tutorial](#)

Quality: 11,808 global accepts · Rating: 1000 · first AC: 2019-05-31 · GNU C++11 (first AC) · Tags: sortings

[giuizx's solution](#)

178.

109A

[Lucky Sum of Digits](#) · [Tutorial](#)

Quality: 19,822 global accepts · Rating: 1000 · first AC: 2019-05-25 · GNU C++11 (first AC) · Tags: brute force, implementation

[giuizx's solution](#)

179.

122A

[Lucky Division](#) · [Tutorial](#)

Quality: 149,794 global accepts · Rating: 1000 · first AC: 2019-03-14 · GNU C++11 (first AC) · Tags: brute force, number theory

[giuizx's solution](#)

180.

2183B

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

Quality: 16,173 global accepts · Rating: 1100 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[giuizx's solution](#)

181.

2138A

[Cake Assignment](#) · [Tutorial](#)

Quality: 16,997 global accepts · Rating: 1100 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[giuizx's solution](#)

182.

2122B

[Pile Shuffling](#) · [Tutorial](#)

Quality: 15,216 global accepts · Rating: 1100 · first AC: 2025-07-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[giuizx's solution](#)

183.

2096B

[Wonderful Gloves](#) · [Tutorial](#)

Quality: 16,569 global accepts · Rating: 1100 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[qiuzx's solution](#)

184.

2084B

[MIN = GCD](#) · [Tutorial](#)

Quality: 16,615 global accepts · Rating: 1100 · first AC: 2025-04-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[qiuzx's solution](#)

185.

2061B

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

Quality: 14,691 global accepts · Rating: 1100 · first AC: 2025-01-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, geometry

[qiuzx's solution](#)

186.

2029B

[Replacement](#) · [Tutorial](#)

Quality: 11,741 global accepts · Rating: 1100 · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, strings

[qiuzx's solution](#)

187.

1991B

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

Quality: 18,903 global accepts · Rating: 1100 · first AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[qiuzx's solution](#)

188.

1984B

[Large Addition](#) · [Tutorial](#)

Quality: 20,954 global accepts · Rating: 1100 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[qiuzx's solution](#)

189.

1942B

[Bessie and MEX](#) · [Tutorial](#)

Quality: 15,498 global accepts · Rating: 1100 · first AC: 2024-03-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[qiuzx's solution](#)

190.

1901B

[Chip and Ribbon](#) · [Tutorial](#)

Quality: 16,949 global accepts · Rating: 1100 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[qiuzx's solution](#)

191.

1863C

[MEX Repetition](#) · [Tutorial](#)

Quality: 15,532 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[qiuzx's solution](#)

192.

1863B

[Split Sort](#) · [Tutorial](#)

Quality: 16,812 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[qiuzx's solution](#)

193.

1864B

[Swap and Reverse](#) · [Tutorial](#)

Quality: 16,614 global accepts · Rating: 1100 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[qiuzx's solution](#)

194.

1842B

[Tenzing and Books](#) · [Tutorial](#)

Quality: 25,540 global accepts · Rating: 1100 · first AC: 2023-06-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math
[giuqx's solution](#)

195.

1119A

[Ilya and a Colorful Walk](#) · [Tutorial](#)

Quality: 11,503 global accepts · Rating: 1100 · first AC: 2023-02-03 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation
[giuqx's solution](#)

196.

1787B

[Number Factorization](#) · [Tutorial](#)

Quality: 14,891 global accepts · Rating: 1100 · first AC: 2023-01-29 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory
[giuqx's solution](#)

197.

1637B

[MEX and Array](#) · [Tutorial](#)

Quality: 15,457 global accepts · Rating: 1100 · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math
[giuqx's solution](#)

198.

1626B

[Minor Reduction](#) · [Tutorial](#)

Quality: 23,935 global accepts · Rating: 1100 · first AC: 2022-01-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings
[giuqx's solution](#)

199.

1574B

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

Quality: 18,221 global accepts · Rating: 1100 · first AC: 2021-09-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, greedy, math
[giuqx's solution](#)

200.

1566D1

[Seating Arrangements \(easy version\)](#) · [Tutorial](#)

Quality: 14,713 global accepts · Rating: 1100 · first AC: 2021-09-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings
[giuqx's solution](#)

201.

690A1

[Collective Mindsets \(easy\)](#) · [Tutorial](#)

Quality: 3,094 global accepts · Rating: 1100 · first AC: 2021-07-13 · C++17 (GCC 9-64) (first AC) · Tags: —
[giuqx's solution](#)

202.

39D

[Cubical Planet](#) · [Tutorial](#)

Quality: 4,665 global accepts · Rating: 1100 · first AC: 2021-06-19 · GNU C++11 (first AC) · Tags: math
[giuqx's solution](#)

203.

1481B

[New Colony](#) · [Tutorial](#)

Quality: 19,907 global accepts · Rating: 1100 · first AC: 2021-02-05 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation
[giuqx's solution](#)

204.

1455C

[Ping-pong](#) · [Tutorial](#)

Quality: 20,444 global accepts · Rating: 1100 · first AC: 2021-01-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, math
[giuqx's solution](#)

205.

1463A

[Dungeon](#) · [Tutorial](#)

Quality: 27,926 global accepts · Rating: 1100 · first AC: 2021-01-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math
[qiuxz's solution](#)

206.

1342B

[Binary Period](#) · [Tutorial](#)

Quality: 24,583 global accepts · Rating: 1100 · first AC: 2020-04-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, strings
[qiuxz's solution](#)

207.

1334B

[Middle Class](#) · [Tutorial](#)

Quality: 27,620 global accepts · Rating: 1100 · first AC: 2020-04-10 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings
[qiuxz's solution](#)

208.

1333B

[Kind Anton](#) · [Tutorial](#)

Quality: 22,228 global accepts · Rating: 1100 · first AC: 2020-04-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[qiuxz's solution](#)

209.

1332A

[Exercising Walk](#) · [Tutorial](#)

Quality: 19,865 global accepts · Rating: 1100 · first AC: 2020-03-31 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math
[qiuxz's solution](#)

210.

1327A

[Sum of Odd Integers](#) · [Tutorial](#)

Quality: 45,733 global accepts · Rating: 1100 · first AC: 2020-03-23 · C++14 (GCC 6-32) (first AC) · Tags: math
[qiuxz's solution](#)

211.

1304B

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

Quality: 18,753 global accepts · Rating: 1100 · first AC: 2020-02-15 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings
[qiuxz's solution](#)

212.

1213B

[Bad Prices](#) · [Tutorial](#)

Quality: 31,555 global accepts · Rating: 1100 · first AC: 2019-08-31 · GNU C++11 (first AC) · Tags: data structures, implementation
[qiuxz's solution](#)

213.

1176B

[Merge it!](#) · [Tutorial](#)

Quality: 18,331 global accepts · Rating: 1100 · first AC: 2019-07-23 · GNU C++11 (first AC) · Tags: math
[qiuxz's solution](#)

214.

609B

[The Best Gift](#) · [Tutorial](#)

Quality: 10,090 global accepts · Rating: 1100 · first AC: 2019-07-03 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation
[qiuxz's solution](#)

215.

2161C

[Loyalty](#) · [Tutorial](#)

Quality: 12,553 global accepts · Rating: 1200 · first AC: 2025-10-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[giuizx's solution](#)

216.

2135A

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

Quality: 18,332 global accepts · Rating: 1200 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[giuizx's solution](#)

217.

2062C

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

Quality: 18,388 global accepts · Rating: 1200 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[giuizx's solution](#)

218.

2053B

[Outstanding Impressionist](#) · [Tutorial](#)

Quality: 16,976 global accepts · Rating: 1200 · first AC: 2024-12-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy

[giuizx's solution](#)

219.

2048C

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

Quality: 15,143 global accepts · Rating: 1200 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, implementation, strings

[giuizx's solution](#)

220.

2046A

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

Quality: 16,808 global accepts · Rating: 1200 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[giuizx's solution](#)

221.

2039C1

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

Quality: 13,520 global accepts · Rating: 1200 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, math, number theory

[giuizx's solution](#)

222.

2002C

[Black Circles](#) · [Tutorial](#)

Quality: 17,705 global accepts · Rating: 1200 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, greedy, math

[giuizx's solution](#)

223.

1822D

[Super-Permutation](#) · [Tutorial](#)

Quality: 19,020 global accepts · Rating: 1200 · first AC: 2024-08-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[giuizx's solution](#)

224.

1987C

[Basil's Garden](#) · [Tutorial](#)

Quality: 20,763 global accepts · Rating: 1200 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[giuizx's solution](#)

225.

1975C

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

Quality: 17,165 global accepts · Rating: 1200 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy

[giuizx's solution](#)

226.

1951B

[Battle Cows](#) · [Tutorial](#)

Quality: 16,849 global accepts · Rating: 1200 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy

[giuizx's solution](#)

227.

1909B

[Make Almost Equal With Mod](#) · [Tutorial](#)

Quality: 30,959 global accepts · Rating: 1200 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[giuizx's solution](#)

228.

1874A

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

Quality: 19,387 global accepts · Rating: 1200 · first AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, games, greedy, implementation

[giuizx's solution](#)

229.

1870B

[Friendly Arrays](#) · [Tutorial](#)

Quality: 16,108 global accepts · Rating: 1200 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math

[giuizx's solution](#)

230.

1799B

[Equalize by Divide](#) · [Tutorial](#)

Quality: 12,740 global accepts · Rating: 1200 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[giuizx's solution](#)

231.

1738B

[Prefix Sum Addicts](#) · [Tutorial](#)

Quality: 18,791 global accepts · Rating: 1200 · first AC: 2022-09-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[giuizx's solution](#)

232.

1637C

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

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

[giuizx's solution](#)

233.

1598C

[Delete Two Elements](#) · [Tutorial](#)

Quality: 23,654 global accepts · Rating: 1200 · first AC: 2021-10-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, implementation, math, two pointers

[giuizx's solution](#)

234.

1578E

[Easy Scheduling](#) · [Tutorial](#)

Quality: 4,134 global accepts · Rating: 1200 · first AC: 2021-10-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[giuizx's solution](#)

235.

1530C

[Pursuit](#) · [Tutorial](#)

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

[giuizx's solution](#)

236.

1510K

[King's Task](#) · [Tutorial](#)

Quality: 5,973 global accepts · Rating: 1200 · first AC: 2021-04-05 · GNU C++11 (first AC) · Tags: brute force, graphs, implementation

[qiuzx's solution](#)

237.

1487B

[Cat Cycle](#) · [Tutorial](#)

Quality: 28,686 global accepts · Rating: 1200 · first AC: 2021-02-16 · GNU C++11 (first AC) · Tags: math, number theory

[qiuzx's solution](#)

238.

1485B

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

Quality: 17,921 global accepts · Rating: 1200 · first AC: 2021-02-13 · GNU C++11 (first AC) · Tags: dp, implementation, math

[qiuzx's solution](#)

239.

1437B

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

Quality: 20,852 global accepts · Rating: 1200 · first AC: 2021-01-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[qiuzx's solution](#)

240.

1455B

[Jumps](#) · [Tutorial](#)

Quality: 23,234 global accepts · Rating: 1200 · first AC: 2021-01-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[qiuzx's solution](#)

241.

1392C

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

Quality: 19,595 global accepts · Rating: 1200 · first AC: 2020-08-16 · GNU C++11 (first AC) · Tags: greedy, implementation

[qiuzx's solution](#)

242.

1355B

[Young Explorers](#) · [Tutorial](#)

Quality: 27,372 global accepts · Rating: 1200 · first AC: 2020-05-16 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, sortings

[qiuzx's solution](#)

243.

1355A

[Sequence with Digits](#) · [Tutorial](#)

Quality: 28,801 global accepts · Rating: 1200 · first AC: 2020-05-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math

[qiuzx's solution](#)

244.

1334A

[Level Statistics](#) · [Tutorial](#)

Quality: 24,366 global accepts · Rating: 1200 · first AC: 2020-04-10 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[qiuzx's solution](#)

245.

1327B

[Princesses and Princes](#) · [Tutorial](#)

Quality: 19,492 global accepts · Rating: 1200 · first AC: 2020-03-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, greedy

[qiuzx's solution](#)

246.

1305B

[Kuron and Simple Strings](#) · [Tutorial](#)

Quality: 12,442 global accepts · Rating: 1200 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings, two pointers

[qiuzx's solution](#)

247.

1213C

[Book Reading](#) · [Tutorial](#)

Quality: 19,623 global accepts · Rating: 1200 · first AC: 2019-08-31 · GNU C++11 (first AC) · Tags: math

[giuizx's solution](#)

248.

1206C

[Almost Equal](#) · [Tutorial](#)

Rating: 1200 · first AC: 2019-08-18 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[giuizx's solution](#)

249.

1203B

[Equal Rectangles](#) · [Tutorial](#)

Quality: 16,944 global accepts · Rating: 1200 · first AC: 2019-08-14 · GNU C++11 (first AC) · Tags: greedy, math

[giuizx's solution](#)

250.

1200B

[Block Adventure](#) · [Tutorial](#)

Quality: 14,661 global accepts · Rating: 1200 · first AC: 2019-08-11 · GNU C++11 (first AC) · Tags: dp, greedy

[giuizx's solution](#)

251.

1184A1

[Heidi Learns Hashing \(Easy\)](#) · [Tutorial](#)

Quality: 6,585 global accepts · Rating: 1200 · first AC: 2019-07-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[giuizx's solution](#)

252.

920B

[Tea Queue](#) · [Tutorial](#)

Quality: 8,114 global accepts · Rating: 1200 · first AC: 2019-07-04 · GNU C++11 (first AC) · Tags: implementation

[giuizx's solution](#)

253.

304A

[Pythagorean Theorem II](#) · [Tutorial](#)

Quality: 12,039 global accepts · Rating: 1200 · first AC: 2019-06-01 · GNU C++11 (first AC) · Tags: brute force, math

[giuizx's solution](#)

254.

23A

[You're Given a String...](#) · [Tutorial](#)

Quality: 6,303 global accepts · Rating: 1200 · first AC: 2019-05-26 · last AC: 2019-05-26 · GNU C++11 (first AC) · Tags: brute force, greedy

[giuizx's solution](#)

255.

88A

[Chord](#) · [Tutorial](#)

Quality: 4,089 global accepts · Rating: 1200 · first AC: 2019-05-25 · GNU C++11 (first AC) · Tags: brute force, implementation

[giuizx's solution](#)

256.

1097B

[Petr and a Combination Lock](#) · [Tutorial](#)

Quality: 35,951 global accepts · Rating: 1200 · first AC: 2019-05-01 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp

[giuizx's solution](#)

257.

1131C

[Birthday](#) · [Tutorial](#)

Quality: 15,658 global accepts · Rating: 1200 · first AC: 2019-02-23 · GNU C++11 (first AC) · Tags: binary search, greedy, sortings

[giuizx's solution](#)

258.

2206K

[Time Display Stickers](#) · [Tutorial](#)

Quality: 1,424 global accepts · Rating: 1300 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search

[giuwx's solution](#)

259.

2152B

[Catching the Krug](#) · [Tutorial](#)

Quality: 12,852 global accepts · Rating: 1300 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: games

[giuwx's solution](#)

260.

2150A

[Incremental Path](#) · [Tutorial](#)

Quality: 11,690 global accepts · Rating: 1300 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, hashing, implementation

[giuwx's solution](#)

261.

2127B

[Hamiid, Haaamid... Hamid?](#) · [Tutorial](#)

Quality: 13,493 global accepts · Rating: 1300 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[giuwx's solution](#)

262.

2129A

[Double Perspective](#) · [Tutorial](#)

Quality: 16,639 global accepts · Rating: 1300 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, dsu, graphs, greedy, sortings

[giuwx's solution](#)

263.

2124C

[Subset Multiplication](#) · [Tutorial](#)

Quality: 14,592 global accepts · Rating: 1300 · first AC: 2025-07-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[giuwx's solution](#)

264.

2101A

[Mex in the Grid](#) · [Tutorial](#)

Quality: 13,428 global accepts · Rating: 1300 · first AC: 2025-05-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[giuwx's solution](#)

265.

2023A

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

Quality: 16,567 global accepts · Rating: 1300 · first AC: 2024-10-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[giuwx's solution](#)

266.

1991C

[Absolute Zero](#) · [Tutorial](#)

Quality: 17,706 global accepts · Rating: 1300 · first AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[giuwx's solution](#)

267.

1984C1

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

Quality: 20,153 global accepts · Rating: 1300 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[giuwx's solution](#)

268.

1942C1

[Bessie's Birthday Cake \(Easy Version\)](#) · [Tutorial](#)

Quality: 12,423 global accepts · Rating: 1300 · first AC: 2024-03-31 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, math
[qiuzx's solution](#)

269.

1943A

[MEX Game 1](#) · [Tutorial](#)

Quality: 21,479 global accepts · Rating: 1300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy
[qiuzx's solution](#)

270.

1889A

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

Quality: 15,322 global accepts · Rating: 1300 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation
[qiuzx's solution](#)

271.

1870C

[Colorful Table](#) · [Tutorial](#)

Quality: 13,113 global accepts · Rating: 1300 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation, math, two pointers
[qiuzx's solution](#)

272.

1868A

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

Quality: 13,613 global accepts · Rating: 1300 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation
[qiuzx's solution](#)

273.

1864C

[Divisor Chain](#) · [Tutorial](#)

Quality: 15,282 global accepts · Rating: 1300 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory
[qiuzx's solution](#)

274.

1844C

[Particles](#) · [Tutorial](#)

Quality: 17,861 global accepts · Rating: 1300 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation, math
[qiuzx's solution](#)

275.

1815A

[Ivan and Array Sorting](#) · [Tutorial](#)

Quality: 15,973 global accepts · Rating: 1300 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[qiuzx's solution](#)

276.

1615B

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

Quality: 17,914 global accepts · Rating: 1300 · first AC: 2021-12-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math
[qiuzx's solution](#)

277.

1574C

[Slay the Dragon](#) · [Tutorial](#)

Quality: 18,569 global accepts · Rating: 1300 · first AC: 2021-09-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings, ternary search
[qiuzx's solution](#)

278.

1556B

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

Quality: 13,275 global accepts · Rating: 1300 · first AC: 2021-09-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[giuizx's solution](#)

279.

4C

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

Quality: 108,135 global accepts · Rating: 1300 · first AC: 2021-06-14 · GNU C++11 (first AC) · Tags: data structures, hashing, implementation

[giuizx's solution](#)

280.

1476B

[Inflation](#) · [Tutorial](#)

Quality: 21,637 global accepts · Rating: 1300 · first AC: 2021-01-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math

[giuizx's solution](#)

281.

1326C

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

Quality: 16,400 global accepts · Rating: 1300 · first AC: 2020-03-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, math

[giuizx's solution](#)

282.

1291B

[Array Sharpening](#) · [Tutorial](#)

Quality: 15,359 global accepts · Rating: 1300 · first AC: 2020-02-02 · GNU C++11 (first AC) · Tags: greedy, implementation

[giuizx's solution](#)

283.

1247B2

[TV Subscriptions \(Hard Version\)](#) · [Tutorial](#)

Rating: 1300 · first AC: 2019-10-26 · GNU C++11 (first AC) · Tags: implementation, two pointers

[giuizx's solution](#)

284.

1209B

[Koala and Lights](#) · [Tutorial](#)

Quality: 8,515 global accepts · Rating: 1300 · first AC: 2019-09-14 · GNU C++11 (first AC) · Tags: implementation, math, number theory

[giuizx's solution](#)

285.

1203C

[Common Divisors](#) · [Tutorial](#)

Quality: 24,253 global accepts · Rating: 1300 · first AC: 2019-08-14 · GNU C++11 (first AC) · Tags: implementation, math

[giuizx's solution](#)

286.

123A

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

Quality: 3,988 global accepts · Rating: 1300 · first AC: 2019-08-14 · last AC: 2019-08-14 · GNU C++11 (first AC) · Tags: implementation, number theory, strings

[giuizx's solution](#)

287.

1176C

[Lose it!](#) · [Tutorial](#)

Quality: 15,099 global accepts · Rating: 1300 · first AC: 2019-07-23 · GNU C++11 (first AC) · Tags: dp, greedy, implementation

[giuizx's solution](#)

288.

886C

[Petya and Catacombs](#) · [Tutorial](#)

Quality: 5,676 global accepts · Rating: 1300 · first AC: 2019-07-09 · C++17 (GCC 7-32) (first AC) · Tags: dsu, greedy, implementation, trees

[giuizx's solution](#)

289.

946C

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

Quality: 9,380 global accepts · Rating: 1300 · first AC: 2019-07-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[giuizx's solution](#)

290.

628C

[Bear and String Distance](#) · [Tutorial](#)

Quality: 6,522 global accepts · Rating: 1300 · first AC: 2019-06-06 · last AC: 2019-07-04 · GNU C++11 (first AC) · Tags: greedy, strings

[giuizx's solution](#)

291.

600B

[Queries about less or equal elements](#) · [Tutorial](#)

Quality: 39,162 global accepts · Rating: 1300 · first AC: 2019-07-03 · GNU C++11 (first AC) · Tags: binary search, data structures, sortings, two pointers

[giuizx's solution](#)

292.

598B

[Queries on a String](#) · [Tutorial](#)

Quality: 12,199 global accepts · Rating: 1300 · first AC: 2019-07-03 · GNU C++11 (first AC) · Tags: implementation, strings

[giuizx's solution](#)

293.

628B

[New Skateboard](#) · [Tutorial](#)

Quality: 12,059 global accepts · Rating: 1300 · first AC: 2019-06-06 · GNU C++11 (first AC) · Tags: dp

[giuizx's solution](#)

294.

792B

[Counting-out Rhyme](#) · [Tutorial](#)

Quality: 6,554 global accepts · Rating: 1300 · first AC: 2019-03-20 · last AC: 2019-06-01 · GNU C++11 (first AC) · Tags: implementation

[giuizx's solution](#)

295.

39H

[Multiplication Table](#) · [Tutorial](#)

Quality: 3,125 global accepts · Rating: 1300 · first AC: 2019-06-01 · GNU C++11 (first AC) · Tags: implementation

[giuizx's solution](#)

296.

96B

[Lucky Numbers \(easy\)](#) · [Tutorial](#)

Quality: 19,099 global accepts · Rating: 1300 · first AC: 2019-05-26 · GNU C++11 (first AC) · Tags: binary search, bitmasks, brute force

[giuizx's solution](#)

297.

181B

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

Quality: 3,518 global accepts · Rating: 1300 · first AC: 2019-05-25 · GNU C++11 (first AC) · Tags: binary search, brute force

[giuizx's solution](#)

298.

241A

[Old Peykan](#) · [Tutorial](#)

Quality: 2,410 global accepts · Rating: 1300 · first AC: 2019-05-18 · GNU C++11 (first AC) · Tags: greedy

[giuizx's solution](#)

299.

1119B

[Alyona and a Narrow Fridge](#) · [Tutorial](#)

Quality: 16,368 global accepts · Rating: 1300 · first AC: 2019-04-06 · GNU C++11 (first AC) · Tags: binary search, flows, greedy, sortings

[giuizx's solution](#)

300.

2157C

[Meximum Array 2](#) · [Tutorial](#)

Quality: 9,247 global accepts · Rating: 1400 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[giuizx's solution](#)

301.

2164C

[Dungeon](#) · [Tutorial](#)

Quality: 10,700 global accepts · Rating: 1400 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[giuizx's solution](#)

302.

2152C

[Triple Removal](#) · [Tutorial](#)

Quality: 12,218 global accepts · Rating: 1400 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math

[giuizx's solution](#)

303.

2127C

[Trip Shopping](#) · [Tutorial](#)

Quality: 12,383 global accepts · Rating: 1400 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings

[giuizx's solution](#)

304.

2097A

[Sports Betting](#) · [Tutorial](#)

Quality: 8,584 global accepts · Rating: 1400 · first AC: 2025-04-26 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, brute force, math, sortings

[giuizx's solution](#)

305.

2084C

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

Quality: 11,712 global accepts · Rating: 1400 · first AC: 2025-04-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[giuizx's solution](#)

306.

2066A

[Object Identification](#) · [Tutorial](#)

Quality: 7,172 global accepts · Rating: 1400 · first AC: 2025-02-12 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, implementation, interactive

[giuizx's solution](#)

307.

2034C

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

Quality: 9,139 global accepts · Rating: 1400 · first AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation

[giuizx's solution](#)

308.

2038L

[Bridge Renovation](#) · [Tutorial](#)

Quality: 7,985 global accepts · Rating: 1400 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, two pointers

[giuizx's solution](#)

309.

2038A

[Bonus Project](#) · [Tutorial](#)

Quality: 5,434 global accepts · Rating: 1400 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[qiuzx's solution](#)

310.

2038C

[DIY](#) · [Tutorial](#)

Quality: 6,923 global accepts · Rating: 1400 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, geometry, greedy, sortings

[qiuzx's solution](#)

311.

2035C

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

Quality: 11,529 global accepts · Rating: 1400 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[qiuzx's solution](#)

312.

1559D1

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

Quality: 16,028 global accepts · Rating: 1400 · first AC: 2024-07-31 · last AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, trees

[qiuzx's solution](#)

313.

1967B1

[Reverse Card \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,055 global accepts · Rating: 1400 · first AC: 2024-05-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[qiuzx's solution](#)

314.

1967A

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

Quality: 14,939 global accepts · Rating: 1400 · first AC: 2024-05-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, math, sortings

[qiuzx's solution](#)

315.

1965A

[Everything Nim](#) · [Tutorial](#)

Quality: 16,706 global accepts · Rating: 1400 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math, sortings

[qiuzx's solution](#)

316.

1951C

[Ticket Hoarding](#) · [Tutorial](#)

Quality: 13,772 global accepts · Rating: 1400 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[qiuzx's solution](#)

317.

1929C

[Sasha and the Casino](#) · [Tutorial](#)

Quality: 17,285 global accepts · Rating: 1400 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, games, greedy, math

[qiuzx's solution](#)

318.

1919C

[Grouping Increases](#) · [Tutorial](#)

Quality: 28,577 global accepts · Rating: 1400 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[qiuzx's solution](#)

319.

1909C

[Heavy Intervals](#) · [Tutorial](#)

Quality: 13,163 global accepts · Rating: 1400 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, math, sortings

[giuizx's solution](#)

320.

1896C

[Matching Arrays](#) · [Tutorial](#)

Quality: 11,598 global accepts · Rating: 1400 · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[giuizx's solution](#)

321.

1901C

[Add, Divide and Floor](#) · [Tutorial](#)

Quality: 14,238 global accepts · Rating: 1400 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[giuizx's solution](#)

322.

1893A

[Anonymous Informant](#) · [Tutorial](#)

Quality: 15,081 global accepts · Rating: 1400 · first AC: 2023-11-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[giuizx's solution](#)

323.

1887A1

[Dances \(Easy version\)](#) · [Tutorial](#)

Rating: 1400 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[giuizx's solution](#)

324.

1866B

[Battling with Numbers](#) · [Tutorial](#)

Quality: 9,180 global accepts · Rating: 1400 · first AC: 2023-09-03 · last AC: 2023-09-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[giuizx's solution](#)

325.

1863D

[Two-Colored Dominoes](#) · [Tutorial](#)

Quality: 10,766 global accepts · Rating: 1400 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[giuizx's solution](#)

326.

1854A1

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

Quality: 15,890 global accepts · Rating: 1400 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[giuizx's solution](#)

327.

1844D

[Row Major](#) · [Tutorial](#)

Quality: 13,838 global accepts · Rating: 1400 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory, strings

[giuizx's solution](#)

328.

1773E

[Easy Assembly](#) · [Tutorial](#)

Quality: 6,093 global accepts · Rating: 1400 · first AC: 2022-12-08 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[giuizx's solution](#)

329.

1684C

[Column Swapping](#) · [Tutorial](#)

Quality: 13,270 global accepts · Rating: 1400 · first AC: 2022-11-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings

[giuizx's solution](#)

330.

1696C

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

Quality: 12,585 global accepts · Rating: 1400 · first AC: 2022-06-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[giuizx's solution](#)

331.

1654C

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

Quality: 14,527 global accepts · Rating: 1400 · first AC: 2022-03-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation, sortings

[giuizx's solution](#)

332.

1628A

[Meximum Array](#) · [Tutorial](#)

Quality: 16,984 global accepts · Rating: 1400 · first AC: 2022-01-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, two pointers

[giuizx's solution](#)

333.

1548A

[Web of Lies](#) · [Tutorial](#)

Quality: 17,732 global accepts · Rating: 1400 · first AC: 2021-08-01 · GNU C++11 (first AC) · Tags: brute force, graphs, greedy

[giuizx's solution](#)

334.

107A

[Dorm Water Supply](#) · [Tutorial](#)

Quality: 5,906 global accepts · Rating: 1400 · first AC: 2021-06-14 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[giuizx's solution](#)

335.

1535C

[Unstable String](#) · [Tutorial](#)

Quality: 17,724 global accepts · Rating: 1400 · first AC: 2021-06-05 · last AC: 2021-06-05 · GNU C++11 (first AC) · Tags: binary search, dp, greedy, implementation, strings, two pointers

[giuizx's solution](#)

336.

1515C

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

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

[giuizx's solution](#)

337.

1452B

[Toy Blocks](#) · [Tutorial](#)

Quality: 15,492 global accepts · Rating: 1400 · first AC: 2021-01-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings

[giuizx's solution](#)

338.

1463B

[Find The Array](#) · [Tutorial](#)

Quality: 21,167 global accepts · Rating: 1400 · first AC: 2021-01-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[giuizx's solution](#)

339.

1408B

[Arrays Sum](#) · [Tutorial](#)

Quality: 10,455 global accepts · Rating: 1400 · first AC: 2020-09-30 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[giuizx's solution](#)

340.

1355D

[Game With Array](#) · [Tutorial](#)

Quality: 19,056 global accepts · Rating: 1400 · first AC: 2020-05-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[giuizx's solution](#)

341.

1348B

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

Quality: 27,487 global accepts · Rating: 1400 · first AC: 2020-05-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[giuizx's solution](#)

342.

1332B

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

Quality: 18,955 global accepts · Rating: 1400 · first AC: 2020-03-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[giuizx's solution](#)

343.

1312C

[Adding Powers](#) · [Tutorial](#)

Quality: 18,348 global accepts · Rating: 1400 · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, implementation, math, number theory, ternary search

[giuizx's solution](#)

344.

1316B

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

Quality: 11,723 global accepts · Rating: 1400 · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, sortings, strings

[giuizx's solution](#)

345.

1321B

[Journey Planning](#) · [Tutorial](#)

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

[giuizx's solution](#)

346.

1303B

[National Project](#) · [Tutorial](#)

Quality: 16,806 global accepts · Rating: 1400 · first AC: 2020-02-12 · GNU C++11 (first AC) · Tags: math

[giuizx's solution](#)

347.

1284B

[New Year and Ascent Sequence](#) · [Tutorial](#)

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2020-01-04 · GNU C++11 (first AC) · Tags: binary search, combinatorics, data structures, dp, implementation, sortings

[giuizx's solution](#)

348.

1251B

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

Quality: 11,619 global accepts · Rating: 1400 · first AC: 2019-11-10 · GNU C++11 (first AC) · Tags: greedy, strings

[giuizx's solution](#)

349.

1200C

[Round Corridor](#) · [Tutorial](#)

Quality: 10,636 global accepts · Rating: 1400 · first AC: 2019-08-11 · GNU C++11 (first AC) · Tags: math, number theory

[giuizx's solution](#)

350.

1184B1

[The Doctor Meets Vader \(Easy\)](#) · [Tutorial](#)

Quality: 6,222 global accepts · Rating: 1400 · first AC: 2019-07-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings

[qiuzx's solution](#)

351.

665B

[Shopping](#) · [Tutorial](#)

Quality: 3,891 global accepts · Rating: 1400 · first AC: 2019-07-03 · GNU C++11 (first AC) · Tags: brute force

[qiuzx's solution](#)

352.

632B

[Alice, Bob, Two Teams](#) · [Tutorial](#)

Quality: 4,391 global accepts · Rating: 1400 · first AC: 2019-07-03 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms

[qiuzx's solution](#)

353.

198B

[Jumping on Walls](#) · [Tutorial](#)

Quality: 5,171 global accepts · Rating: 1400 · first AC: 2019-06-07 · GNU C++11 (first AC) · Tags: shortest paths

[qiuzx's solution](#)

354.

1097C

[Yuhao and a Parenthesis](#) · [Tutorial](#)

Quality: 8,785 global accepts · Rating: 1400 · first AC: 2019-06-06 · GNU C++11 (first AC) · Tags: greedy, implementation

[qiuzx's solution](#)

355.

515C

[Drazil and Factorial](#) · [Tutorial](#)

Quality: 28,708 global accepts · Rating: 1400 · first AC: 2019-06-02 · last AC: 2019-06-02 · GNU C++11 (first AC) · Tags: greedy, math, sortings

[qiuzx's solution](#)

356.

652A

[Gabriel and Caterpillar](#) · [Tutorial](#)

Quality: 5,265 global accepts · Rating: 1400 · first AC: 2019-06-01 · GNU C++11 (first AC) · Tags: implementation, math

[qiuzx's solution](#)

357.

279B

[Books](#) · [Tutorial](#)

Quality: 72,423 global accepts · Rating: 1400 · first AC: 2019-05-25 · GNU C++11 (first AC) · Tags: binary search, brute force, implementation, two pointers

[qiuzx's solution](#)

358.

1156A

[Inscribed Figures](#) · [Tutorial](#)

Quality: 8,709 global accepts · Rating: 1400 · first AC: 2019-05-03 · GNU C++11 (first AC) · Tags: geometry

[qiuzx's solution](#)

359.

1131B

[Draw!](#) · [Tutorial](#)

Quality: 10,390 global accepts · Rating: 1400 · first AC: 2019-03-03 · GNU C++11 (first AC) · Tags: greedy, implementation

[qiuzx's solution](#)

360.

2183C

[War Strategy](#) · [Tutorial](#)

Quality: 10,669 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, two pointers

[giuizx's solution](#)

361.

2183D1

[Tree Coloring \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,853 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[giuizx's solution](#)

362.

2147C

[Rabbits](#) · [Tutorial](#)

Quality: 9,743 global accepts · Rating: 1500 · first AC: 2025-09-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[giuizx's solution](#)

363.

2077A

[Breach of Faith](#) · [Tutorial](#)

Quality: 14,581 global accepts · Rating: 1500 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[giuizx's solution](#)

364.

2057C

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

Quality: 13,799 global accepts · Rating: 1500 · first AC: 2025-01-05 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[giuizx's solution](#)

365.

2053C

[Bewitching Stargazer](#) · [Tutorial](#)

Quality: 12,332 global accepts · Rating: 1500 · first AC: 2024-12-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[giuizx's solution](#)

366.

35C

[Fire Again](#) · [Tutorial](#)

Quality: 8,616 global accepts · Rating: 1500 · first AC: 2021-06-14 · last AC: 2024-03-29 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, shortest paths

[giuizx's solution](#)

367.

1924A

[Did We Get Everything Covered?](#) · [Tutorial](#)

Quality: 16,751 global accepts · Rating: 1500 · first AC: 2024-01-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, shortest paths, strings

[giuizx's solution](#)

368.

1732D1

[Balance \(Easy version\)](#) · [Tutorial](#)

Quality: 9,901 global accepts · Rating: 1500 · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation, number theory

[giuizx's solution](#)

369.

1876B

[Effects of Anti Pimples](#) · [Tutorial](#)

Quality: 10,028 global accepts · Rating: 1500 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, number theory, sortings

[giuizx's solution](#)

370.

1842C

[Tenzing and Balls](#) · [Tutorial](#)

Quality: 16,494 global accepts · Rating: 1500 · first AC: 2023-06-25 · C++20 (GCC 11-64) (first AC) · Tags: dp

[qiuxz's solution](#)

371.

1804C

[Pull Your Luck](#) · [Tutorial](#)

Quality: 13,833 global accepts · Rating: 1500 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory

[qiuxz's solution](#)

372.

1738C

[Even Number Addicts](#) · [Tutorial](#)

Quality: 12,773 global accepts · Rating: 1500 · first AC: 2022-09-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, games, greedy, math

[qiuxz's solution](#)

373.

1630A

[And Matching](#) · [Tutorial](#)

Quality: 16,152 global accepts · Rating: 1500 · first AC: 2022-01-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms

[qiuxz's solution](#)

374.

1545A

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

Quality: 14,882 global accepts · Rating: 1500 · first AC: 2021-07-12 · C++14 (GCC 6-32) (first AC) · Tags: sortings

[qiuxz's solution](#)

375.

496C

[Removing Columns](#) · [Tutorial](#)

Quality: 8,154 global accepts · Rating: 1500 · first AC: 2021-06-14 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation

[qiuxz's solution](#)

376.

846A

[Curriculum Vitae](#) · [Tutorial](#)

Quality: 4,685 global accepts · Rating: 1500 · first AC: 2021-06-14 · GNU C++11 (first AC) · Tags: brute force, implementation

[qiuxz's solution](#)

377.

1515D

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

Quality: 12,820 global accepts · Rating: 1500 · first AC: 2021-05-02 · GNU C++11 (first AC) · Tags: greedy, sortings, two pointers

[qiuxz's solution](#)

378.

1486B

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

Quality: 20,483 global accepts · Rating: 1500 · first AC: 2021-02-19 · GNU C++11 (first AC) · Tags: binary search, geometry, shortest paths, sortings

[qiuxz's solution](#)

379.

1487D

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

Quality: 20,590 global accepts · Rating: 1500 · first AC: 2021-02-16 · GNU C++11 (first AC) · Tags: binary search, brute force, math, number theory

[qiuxz's solution](#)

380.

1487C

[Minimum Ties](#) · [Tutorial](#)

Quality: 15,400 global accepts · Rating: 1500 · first AC: 2021-02-16 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation, math

[giuizx's solution](#)

381.

288B

[Polo the Penguin and Houses](#) · [Tutorial](#)

Quality: 3,211 global accepts · Rating: 1500 · first AC: 2021-02-01 · last AC: 2021-02-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics

[giuizx's solution](#)

382.

1408C

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

Quality: 9,274 global accepts · Rating: 1500 · first AC: 2020-09-30 · GNU C++11 (first AC) · Tags: binary search, dp, implementation, math, two pointers

[giuizx's solution](#)

383.

1389C

[Good String](#) · [Tutorial](#)

Quality: 20,564 global accepts · Rating: 1500 · first AC: 2020-07-29 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, two pointers

[giuizx's solution](#)

384.

1332C

[K-Complete Word](#) · [Tutorial](#)

Quality: 20,859 global accepts · Rating: 1500 · first AC: 2020-03-31 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, greedy, implementation, strings

[giuizx's solution](#)

385.

1326D1

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

Quality: 13,294 global accepts · Rating: 1500 · first AC: 2020-03-19 · C++14 (GCC 6-32) (first AC) · Tags: hashing, string suffix structures, strings

[giuizx's solution](#)

386.

1325C

[Ehab and Path-etic MEXs](#) · [Tutorial](#)

Quality: 17,157 global accepts · Rating: 1500 · first AC: 2020-03-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[giuizx's solution](#)

387.

1313C1

[Skyscrapers \(easy version\)](#) · [Tutorial](#)

Quality: 11,058 global accepts · Rating: 1500 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy

[giuizx's solution](#)

388.

1304C

[Air Conditioner](#) · [Tutorial](#)

Quality: 17,748 global accepts · Rating: 1500 · first AC: 2020-02-15 · GNU C++11 (first AC) · Tags: dp, greedy, implementation, sortings, two pointers

[giuizx's solution](#)

389.

1301B

[Motarack's Birthday](#) · [Tutorial](#)

Quality: 14,970 global accepts · Rating: 1500 · first AC: 2020-02-13 · GNU C++11 (first AC) · Tags: binary search, greedy, ternary search

[giuizx's solution](#)

390.

1300C

[Anu Has a Function](#) · [Tutorial](#)

Rating: 1500 · first AC: 2020-02-09 · last AC: 2020-02-10 · GNU C++11 (first AC) · Tags: greedy, math

[giuqx's solution](#)

391.

1209C

[Paint the Digits](#) · [Tutorial](#)

Quality: 7,860 global accepts · Rating: 1500 · first AC: 2019-09-15 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

[giuqx's solution](#)

392.

1213D1

[Equalizing by Division \(easy version\)](#) · [Tutorial](#)

Quality: 12,080 global accepts · Rating: 1500 · first AC: 2019-08-31 · GNU C++11 (first AC) · Tags: brute force, implementation

[giuqx's solution](#)

393.

510B

[Fox And Two Dots](#) · [Tutorial](#)

Quality: 16,206 global accepts · Rating: 1500 · first AC: 2019-08-31 · last AC: 2019-08-31 · GNU C++11 (first AC) · Tags: dfs and similar

[giuqx's solution](#)

394.

1203E

[Boxers](#) · [Tutorial](#)

Quality: 14,959 global accepts · Rating: 1500 · first AC: 2019-08-14 · GNU C++11 (first AC) · Tags: greedy, sortings

[giuqx's solution](#)

395.

855B

[Marvolo Gaunt's Ring](#) · [Tutorial](#)

Quality: 9,944 global accepts · Rating: 1500 · first AC: 2019-07-03 · GNU C++11 (first AC) · Tags: brute force, data structures, dp

[giuqx's solution](#)

396.

358B

[Dima and Text Messages](#) · [Tutorial](#)

Quality: 3,908 global accepts · Rating: 1500 · first AC: 2019-05-18 · GNU C++11 (first AC) · Tags: brute force, strings

[giuqx's solution](#)

397.

2157D

[Billion Players Game](#) · [Tutorial](#)

Quality: 6,005 global accepts · Rating: 1600 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, sortings, ternary search, two pointers

[giuqx's solution](#)

398.

2129B

[Stay or Mirror](#) · [Tutorial](#)

Quality: 13,261 global accepts · Rating: 1600 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[giuqx's solution](#)

399.

2084D

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

Quality: 8,842 global accepts · Rating: 1600 · first AC: 2025-04-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[giuqx's solution](#)

400.

2061D

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

Quality: 10,782 global accepts · Rating: 1600 · first AC: 2025-01-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures
[giuizx's solution](#)

401.

2061C

[Kevin and Puzzle](#) · [Tutorial](#)

Quality: 9,960 global accepts · Rating: 1600 · first AC: 2025-01-21 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, combinatorics, dp
[giuizx's solution](#)

402.

2048D

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

Quality: 8,310 global accepts · Rating: 1600 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings, two pointers
[giuizx's solution](#)

403.

2046B

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

Quality: 10,868 global accepts · Rating: 1600 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings
[giuizx's solution](#)

404.

2034D

[Darius' Wisdom](#) · [Tutorial](#)

Quality: 6,606 global accepts · Rating: 1600 · first AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings
[giuizx's solution](#)

405.

2018A

[Cards Partition](#) · [Tutorial](#)

Quality: 12,616 global accepts · Rating: 1600 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, brute force, greedy, implementation, math
[giuizx's solution](#)

406.

154A

[Hometask](#) · [Tutorial](#)

Quality: 4,327 global accepts · Rating: 1600 · first AC: 2023-07-14 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[giuizx's solution](#)

407.

1787C

[Remove the Bracket](#) · [Tutorial](#)

Quality: 8,273 global accepts · Rating: 1600 · first AC: 2023-01-29 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math
[giuizx's solution](#)

408.

1782C

[Equal Frequencies](#) · [Tutorial](#)

Rating: 1600 · first AC: 2023-01-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings, strings
[giuizx's solution](#)

409.

1687A

[The Enchanted Forest](#) · [Tutorial](#)

Quality: 11,396 global accepts · Rating: 1600 · first AC: 2022-06-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy
[giuizx's solution](#)

410.

1615C

[Menorah](#) · [Tutorial](#)

Quality: 9,195 global accepts · Rating: 1600 · first AC: 2021-12-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, greedy, math
[giuizx's solution](#)

411.

1566D2

[Seating Arrangements \(hard version\)](#) · [Tutorial](#)

Quality: 8,334 global accepts · Rating: 1600 · first AC: 2021-09-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers
[giuizx's solution](#)

412.

1567C

[Carrying Conundrum](#) · [Tutorial](#)

Quality: 13,154 global accepts · Rating: 1600 · first AC: 2021-09-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math
[giuizx's solution](#)

413.

1530D

[Secret Santa](#) · [Tutorial](#)

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

414.

986A

[Fair](#) · [Tutorial](#)

Quality: 8,330 global accepts · Rating: 1600 · first AC: 2021-06-14 · GNU C++11 (first AC) · Tags: graphs, greedy, number theory, shortest paths
[giuizx's solution](#)

415.

1175B

[Catch Overflow!](#) · [Tutorial](#)

Quality: 12,431 global accepts · Rating: 1600 · first AC: 2021-06-14 · GNU C++11 (first AC) · Tags: data structures, expression parsing, implementation
[giuizx's solution](#)

416.

1486C1

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

Quality: 14,244 global accepts · Rating: 1600 · first AC: 2021-02-19 · GNU C++11 (first AC) · Tags: binary search, interactive
[giuizx's solution](#)

417.

1481C

[Fence Painting](#) · [Tutorial](#)

Quality: 12,400 global accepts · Rating: 1600 · first AC: 2021-02-05 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy
[giuizx's solution](#)

418.

1476C

[Longest Simple Cycle](#) · [Tutorial](#)

Quality: 12,300 global accepts · Rating: 1600 · first AC: 2021-01-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy
[giuizx's solution](#)

419.

1437D

[Minimal Height Tree](#) · [Tutorial](#)

Quality: 14,374 global accepts · Rating: 1600 · first AC: 2021-01-28 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, shortest paths, trees
[giuizx's solution](#)

420.

1452D

[Radio Towers](#) · [Tutorial](#)

Quality: 8,685 global accepts · Rating: 1600 · first AC: 2021-01-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
[giuwx's solution](#)

421.

1455D

[Sequence and Swaps](#) · [Tutorial](#)

Quality: 13,204 global accepts · Rating: 1600 · first AC: 2021-01-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings
[giuwx's solution](#)

422.

1469C

[Building a Fence](#) · [Tutorial](#)

Quality: 11,680 global accepts · Rating: 1600 · first AC: 2021-01-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, two pointers
[giuwx's solution](#)

423.

243A

[The Brand New Function](#) · [Tutorial](#)

Quality: 4,466 global accepts · Rating: 1600 · first AC: 2021-01-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks
[giuwx's solution](#)

424.

424C

[Magic Formulas](#) · [Tutorial](#)

Quality: 5,951 global accepts · Rating: 1600 · first AC: 2020-11-21 · GNU C++11 (first AC) · Tags: math
[giuwx's solution](#)

425.

1396A

[Multiples of Length](#) · [Tutorial](#)

Quality: 16,684 global accepts · Rating: 1600 · first AC: 2020-08-31 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, number theory
[giuwx's solution](#)

426.

1389B

[Array Walk](#) · [Tutorial](#)

Quality: 20,348 global accepts · Rating: 1600 · first AC: 2020-07-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy
[giuwx's solution](#)

427.

1348C

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

Quality: 15,483 global accepts · Rating: 1600 · first AC: 2020-05-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings
[giuwx's solution](#)

428.

1342C

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

Quality: 14,996 global accepts · Rating: 1600 · first AC: 2020-04-26 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory
[giuwx's solution](#)

429.

1334C

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

Quality: 17,924 global accepts · Rating: 1600 · first AC: 2020-04-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math
[giuwx's solution](#)

430.

1327C

[Game with Chips](#) · [Tutorial](#)

Quality: 14,086 global accepts · Rating: 1600 · first AC: 2020-03-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[giuix's solution](#)

431.

1305C

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

Quality: 18,784 global accepts · Rating: 1600 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, math, number theory

[giuix's solution](#)

432.

1321C

[Remove Adjacent](#) · [Tutorial](#)

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

[giuix's solution](#)

433.

1303C

[Perfect Keyboard](#) · [Tutorial](#)

Quality: 12,859 global accepts · Rating: 1600 · first AC: 2020-02-12 · GNU C++11 (first AC) · Tags: dfs and similar, greedy, implementation

[giuix's solution](#)

434.

1291C

[Mind Control](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-02-02 · GNU C++11 (first AC) · Tags: brute force, data structures, greedy, math

[giuix's solution](#)

435.

1295C

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

Quality: 13,842 global accepts · Rating: 1600 · first AC: 2020-01-29 · GNU C++11 (first AC) · Tags: dp, greedy, strings

[giuix's solution](#)

436.

1284C

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

Quality: 8,740 global accepts · Rating: 1600 · first AC: 2020-01-04 · GNU C++11 (first AC) · Tags: combinatorics, math

[giuix's solution](#)

437.

1281B

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

Quality: 8,687 global accepts · Rating: 1600 · first AC: 2019-12-15 · GNU C++11 (first AC) · Tags: greedy

[giuix's solution](#)

438.

260B

[Ancient Prophecy](#) · [Tutorial](#)

Quality: 4,090 global accepts · Rating: 1600 · first AC: 2019-11-10 · GNU C++11 (first AC) · Tags: brute force, implementation, strings

[giuix's solution](#)

439.

1251C

[Minimize The Integer](#) · [Tutorial](#)

Quality: 14,336 global accepts · Rating: 1600 · first AC: 2019-11-10 · GNU C++11 (first AC) · Tags: greedy, two pointers

[giuix's solution](#)

440.

888D

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

Quality: 10,502 global accepts · Rating: 1600 · first AC: 2019-11-05 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[giuix's solution](#)

441.

7B

[Memory Manager](#) · [Tutorial](#)

Quality: 2,957 global accepts · Rating: 1600 · first AC: 2019-11-03 · GNU C++11 (first AC) · Tags: implementation

[giuix's solution](#)

442.

1247C

[p-binary](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-10-26 · GNU C++11 (first AC) · Tags: —

[giuix's solution](#)

443.

1213D2

[Equalizing by Division \(hard version\)](#) · [Tutorial](#)

Quality: 12,198 global accepts · Rating: 1600 · first AC: 2019-08-31 · GNU C++11 (first AC) · Tags: brute force, math, sortings

[giuix's solution](#)

444.

1203D1

[Remove the Substring \(easy version\)](#) · [Tutorial](#)

Quality: 9,485 global accepts · Rating: 1600 · first AC: 2019-08-14 · GNU C++11 (first AC) · Tags: greedy, implementation

[giuix's solution](#)

445.

138A

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

Quality: 2,590 global accepts · Rating: 1600 · first AC: 2019-08-12 · last AC: 2019-08-13 · GNU C++11 (first AC) · Tags: implementation

[giuix's solution](#)

446.

139C

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

Rating: 1600 · first AC: 2019-08-12 · last AC: 2019-08-13 · GNU C++11 (first AC) · Tags: implementation, strings

[giuix's solution](#)

447.

1184C1

[Heidi and the Turing Test \(Easy\)](#) · [Tutorial](#)

Quality: 2,938 global accepts · Rating: 1600 · first AC: 2019-07-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[giuix's solution](#)

448.

1184D1

[Parallel Universes \(Easy\)](#) · [Tutorial](#)

Quality: 2,789 global accepts · Rating: 1600 · first AC: 2019-07-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[giuix's solution](#)

449.

1148B

[Born This Way](#) · [Tutorial](#)

Quality: 7,940 global accepts · Rating: 1600 · first AC: 2019-06-07 · GNU C++11 (first AC) · Tags: binary search, brute force, two pointers

[giuix's solution](#)

450.

1175C

[Electrification](#) · [Tutorial](#)

Quality: 7,260 global accepts · Rating: 1600 · first AC: 2019-06-07 · GNU C++11 (first AC) · Tags: binary search, brute force, greedy

[giuix's solution](#)

451.

377A

[Maze](#) · [Tutorial](#)

Quality: 27,050 global accepts · Rating: 1600 · first AC: 2019-06-01 · GNU C++11 (first AC) · Tags: dfs and similar

[giuix's solution](#)

452.

244B

[Undoubtedly Lucky Numbers](#) · [Tutorial](#)

Quality: 4,931 global accepts · Rating: 1600 · first AC: 2019-06-01 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dfs and similar

[giuizx's solution](#)

453.

237C

[Primes on Interval](#) · [Tutorial](#)

Quality: 6,647 global accepts · Rating: 1600 · first AC: 2019-04-08 · last AC: 2019-06-01 · GNU C++11 (first AC) · Tags: binary search, number theory, two pointers

[giuizx's solution](#)

454.

660C

[Hard Process](#) · [Tutorial](#)

Quality: 10,752 global accepts · Rating: 1600 · first AC: 2019-05-31 · GNU C++11 (first AC) · Tags: binary search, dp, two pointers

[giuizx's solution](#)

455.

55B

[Smallest number](#) · [Tutorial](#)

Quality: 3,447 global accepts · Rating: 1600 · first AC: 2019-05-31 · GNU C++11 (first AC) · Tags: brute force

[giuizx's solution](#)

456.

1B

[Spreadsheet](#) · [Tutorial](#)

Quality: 26,313 global accepts · Rating: 1600 · first AC: 2019-04-04 · GNU C++11 (first AC) · Tags: implementation, math

[giuizx's solution](#)

457.

1137A

[Skyscrapers](#) · [Tutorial](#)

Quality: 4,677 global accepts · Rating: 1600 · first AC: 2019-03-09 · last AC: 2019-03-09 · GNU C++11 (first AC) · Tags: implementation, sortings

[giuizx's solution](#)

458.

2206J

[Worldwide Playlist](#) · [Tutorial](#)

Quality: 1,008 global accepts · Rating: 1700 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: math

[giuizx's solution](#)

459.

2161B

[Make Connected](#) · [Tutorial](#)

Quality: 5,372 global accepts · Rating: 1700 · first AC: 2025-10-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation

[giuizx's solution](#)

460.

2159A

[MAD Interactive Problem](#) · [Tutorial](#)

Quality: 8,131 global accepts · Rating: 1700 · first AC: 2025-10-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, interactive

[giuizx's solution](#)

461.

2152D

[Division Versus Addition](#) · [Tutorial](#)

Quality: 6,747 global accepts · Rating: 1700 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math

[giuizx's solution](#)

462.

2150B

[Grid Counting](#) · [Tutorial](#)

Quality: 6,048 global accepts · Rating: 1700 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, implementation, math

[giuizx's solution](#)

463.

2147D

[Game on Array](#) · [Tutorial](#)

Quality: 7,488 global accepts · Rating: 1700 · first AC: 2025-09-21 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy
[giuizx's solution](#)

464.

2135B

[For the Champion](#) · [Tutorial](#)

Quality: 7,340 global accepts · Rating: 1700 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math
[giuizx's solution](#)

465.

2122C

[Manhattan Pairs](#) · [Tutorial](#)

Quality: 8,395 global accepts · Rating: 1700 · first AC: 2025-07-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings
[giuizx's solution](#)

466.

2124D

[Make a Palindrome](#) · [Tutorial](#)

Quality: 8,093 global accepts · Rating: 1700 · first AC: 2025-07-12 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings, two pointers
[giuizx's solution](#)

467.

2096C

[Wonderful City](#) · [Tutorial](#)

Quality: 8,226 global accepts · Rating: 1700 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation
[giuizx's solution](#)

468.

2053D

[Refined Product Optimality](#) · [Tutorial](#)

Quality: 7,685 global accepts · Rating: 1700 · first AC: 2024-12-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, schedules, sortings
[giuizx's solution](#)

469.

2039D

[Shohag Loves GCD](#) · [Tutorial](#)

Quality: 6,969 global accepts · Rating: 1700 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory
[giuizx's solution](#)

470.

2029C

[New Rating](#) · [Tutorial](#)

Quality: 7,585 global accepts · Rating: 1700 · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy
[giuizx's solution](#)

471.

2023B

[Skipping](#) · [Tutorial](#)

Quality: 7,080 global accepts · Rating: 1700 · first AC: 2024-10-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, graphs, shortest paths
[giuizx's solution](#)

472.

2018C

[Tree Pruning](#) · [Tutorial](#)

Quality: 9,645 global accepts · Rating: 1700 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, greedy, sortings, trees
[giuizx's solution](#)

473.

2006A

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

Quality: 9,367 global accepts · Rating: 1700 · first AC: 2024-08-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, trees

[giuizx's solution](#)

474.

1984C2

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

Quality: 8,691 global accepts · Rating: 1700 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math

[giuizx's solution](#)

475.

1975D

[Paint the Tree](#) · [Tutorial](#)

Quality: 7,498 global accepts · Rating: 1700 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, greedy, shortest paths, trees

[giuizx's solution](#)

476.

1942C2

[Bessie's Birthday Cake \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,874 global accepts · Rating: 1700 · first AC: 2024-03-31 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, math

[giuizx's solution](#)

477.

1930C

[Lexicographically Largest](#) · [Tutorial](#)

Quality: 8,151 global accepts · Rating: 1700 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings

[giuizx's solution](#)

478.

1906M

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

Quality: 3,457 global accepts · Rating: 1700 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[giuizx's solution](#)

479.

1896D

[Ones and Twos](#) · [Tutorial](#)

Quality: 7,005 global accepts · Rating: 1700 · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, math, two pointers

[giuizx's solution](#)

480.

1901D

[Yet Another Monster Fight](#) · [Tutorial](#)

Quality: 8,593 global accepts · Rating: 1700 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, implementation, math

[giuizx's solution](#)

481.

1893B

[Neutral Tonality](#) · [Tutorial](#)

Quality: 11,460 global accepts · Rating: 1700 · first AC: 2023-11-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[giuizx's solution](#)

482.

1889B

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

Quality: 8,628 global accepts · Rating: 1700 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[giuizx's solution](#)

483.

1868B1

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

Quality: 8,325 global accepts · Rating: 1700 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, implementation, math

[giuizx's solution](#)

484.

1864D

[Matrix Cascade](#) · [Tutorial](#)

Quality: 7,639 global accepts · Rating: 1700 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math

[giuizx's solution](#)

485.

1799C

[Double Lexicographically Minimum](#) · [Tutorial](#)

Quality: 6,922 global accepts · Rating: 1700 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[giuizx's solution](#)

486.

1687B

[Railway System](#) · [Tutorial](#)

Quality: 4,136 global accepts · Rating: 1700 · first AC: 2022-06-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[giuizx's solution](#)

487.

1628B

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

Quality: 12,714 global accepts · Rating: 1700 · first AC: 2022-01-22 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

[giuizx's solution](#)

488.

1626C

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

Quality: 11,809 global accepts · Rating: 1700 · first AC: 2022-01-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, math, two pointers

[giuizx's solution](#)

489.

1578H

[Higher Order Functions](#) · [Tutorial](#)

Quality: 2,170 global accepts · Rating: 1700 · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[giuizx's solution](#)

490.

1580A

[Portal](#) · [Tutorial](#)

Quality: 3,924 global accepts · Rating: 1700 · first AC: 2021-09-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[giuizx's solution](#)

491.

1579F

[Array Stabilization \(AND version\)](#) · [Tutorial](#)

Quality: 5,363 global accepts · Rating: 1700 · first AC: 2021-09-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, math, number theory, shortest paths

[giuizx's solution](#)

492.

559B

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

Quality: 11,672 global accepts · Rating: 1700 · first AC: 2021-09-03 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, hashing, sortings, strings

[giuizx's solution](#)

493.

409D

[Big Data](#) · [Tutorial](#)

Quality: 1,803 global accepts · Rating: 1700 · first AC: 2021-03-31 · GNU C++11 (first AC) · Tags: *special

[giuizx's solution](#)

494.

813C

[The Tag Game](#) · [Tutorial](#)

Quality: 8,140 global accepts · Rating: 1700 · first AC: 2021-03-21 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[giuizx's solution](#)

495.

584C

[Marina and Vasya](#) · [Tutorial](#)

Quality: 6,530 global accepts · Rating: 1700 · first AC: 2021-03-21 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, strings

[giuizx's solution](#)

496.

1485C

[Floor and Mod](#) · [Tutorial](#)

Quality: 11,005 global accepts · Rating: 1700 · first AC: 2021-02-13 · GNU C++11 (first AC) · Tags: binary search, brute force, math, number theory

[giuizx's solution](#)

497.

1476D

[Journey](#) · [Tutorial](#)

Quality: 9,238 global accepts · Rating: 1700 · first AC: 2021-01-30 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, implementation

[giuizx's solution](#)

498.

1469D

[Ceil Divisions](#) · [Tutorial](#)

Quality: 10,208 global accepts · Rating: 1700 · first AC: 2021-01-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[giuizx's solution](#)

499.

1392D

[Omkar and Bed Wars](#) · [Tutorial](#)

Quality: 9,765 global accepts · Rating: 1700 · first AC: 2020-08-16 · GNU C++11 (first AC) · Tags: dp, greedy

[giuizx's solution](#)

500.

126B

[Password](#) · [Tutorial](#)

Quality: 24,766 global accepts · Rating: 1700 · first AC: 2020-08-14 · GNU C++11 (first AC) · Tags: binary search, dp, hashing, string suffix structures, strings

[giuizx's solution](#)

501.

1333C

[Eugene and an array](#) · [Tutorial](#)

Quality: 13,363 global accepts · Rating: 1700 · first AC: 2020-04-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation, two pointers

[giuizx's solution](#)

502.

1332D

[Walk on Matrix](#) · [Tutorial](#)

Quality: 8,444 global accepts · Rating: 1700 · first AC: 2020-03-31 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[giuizx's solution](#)

503.

1325D

[Ehab the Xorcist](#) · [Tutorial](#)

Quality: 13,589 global accepts · Rating: 1700 · first AC: 2020-03-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[qiuzx's solution](#)

504.

1312D

[Count the Arrays](#) · [Tutorial](#)

Quality: 10,528 global accepts · Rating: 1700 · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[qiuzx's solution](#)

505.

1321D

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

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

[qiuzx's solution](#)

506.

1313B

[Different Rules](#) · [Tutorial](#)

Quality: 7,008 global accepts · Rating: 1700 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[qiuzx's solution](#)

507.

1301C

[Ayoub's function](#) · [Tutorial](#)

Quality: 9,877 global accepts · Rating: 1700 · first AC: 2020-02-13 · GNU C++11 (first AC) · Tags: binary search, combinatorics, greedy, math, strings

[qiuzx's solution](#)

508.

1295B

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

Quality: 9,872 global accepts · Rating: 1700 · first AC: 2020-01-29 · GNU C++11 (first AC) · Tags: math, strings

[qiuzx's solution](#)

509.

1281C

[Cut and Paste](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-12-15 · GNU C++11 (first AC) · Tags: implementation, math

[qiuzx's solution](#)

510.

81B

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

Quality: 2,141 global accepts · Rating: 1700 · first AC: 2019-11-10 · last AC: 2019-11-10 · GNU C++11 (first AC) · Tags: implementation, strings

[qiuzx's solution](#)

511.

915C

[Permute Digits](#) · [Tutorial](#)

Quality: 7,554 global accepts · Rating: 1700 · first AC: 2019-11-10 · GNU C++11 (first AC) · Tags: dp, greedy

[qiuzx's solution](#)

512.

1144F

[Graph Without Long Directed Paths](#) · [Tutorial](#)

Quality: 14,116 global accepts · Rating: 1700 · first AC: 2019-08-31 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[qiuzx's solution](#)

513.

1203D2

[Remove the Substring \(hard version\)](#) · [Tutorial](#)

Quality: 8,119 global accepts · Rating: 1700 · first AC: 2019-08-15 · GNU C++11 (first AC) · Tags: binary search, greedy, implementation, two pointers

[giuizx's solution](#)

514.

1176E

[Cover it!](#) · [Tutorial](#)

Quality: 13,568 global accepts · Rating: 1700 · first AC: 2019-07-24 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, shortest paths, trees

[giuizx's solution](#)

515.

1042C

[Array Product](#) · [Tutorial](#)

Quality: 4,970 global accepts · Rating: 1700 · first AC: 2019-07-09 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[giuizx's solution](#)

516.

797C

[Minimal string](#) · [Tutorial](#)

Quality: 9,841 global accepts · Rating: 1700 · first AC: 2019-05-18 · GNU C++11 (first AC) · Tags: data structures, greedy, strings

[giuizx's solution](#)

517.

2206H

[Reflect Sort](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 1800 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: number theory

[giuizx's solution](#)

518.

2164D

[Copy String](#) · [Tutorial](#)

Quality: 4,964 global accepts · Rating: 1800 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, strings, two pointers

[giuizx's solution](#)

519.

1402A

[Fancy Fence](#) · [Tutorial](#)

Quality: 1,354 global accepts · Rating: 1800 · first AC: 2025-09-26 · C++20 (GCC 13-64) (first AC) · Tags: *special, data structures, dsu, implementation, math, sortings

[giuizx's solution](#)

520.

2138C1

[Maple and Tree Beauty \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,425 global accepts · Rating: 1800 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[giuizx's solution](#)

521.

2127D

[Root was Built by Love, Broken by Destiny](#) · [Tutorial](#)

Quality: 6,186 global accepts · Rating: 1800 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[giuizx's solution](#)

522.

2101B

[Quartet Swapping](#) · [Tutorial](#)

Quality: 6,825 global accepts · Rating: 1800 · first AC: 2025-05-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, greedy, sortings

[giuizx's solution](#)

523.

2081A

[Math Division](#) · [Tutorial](#)

Quality: 4,083 global accepts · Rating: 1800 · first AC: 2025-03-16 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math, probabilities

[giuix's solution](#)

524.

2039C2

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

Quality: 4,969 global accepts · Rating: 1800 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, math, number theory

[giuix's solution](#)

525.

2035D

[Yet Another Real Number Problem](#) · [Tutorial](#)

Quality: 5,829 global accepts · Rating: 1800 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation, math

[giuix's solution](#)

526.

2006B

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

Quality: 4,357 global accepts · Rating: 1800 · first AC: 2024-08-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, math, trees

[giuix's solution](#)

527.

1987D

[World is Mine](#) · [Tutorial](#)

Quality: 8,700 global accepts · Rating: 1800 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, games

[giuix's solution](#)

528.

1965B

[Missing Subsequence Sum](#) · [Tutorial](#)

Quality: 8,123 global accepts · Rating: 1800 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[giuix's solution](#)

529.

1930D1

[Sum over all Substrings \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,854 global accepts · Rating: 1800 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, strings

[giuix's solution](#)

530.

1912K

[Kim's Quest](#) · [Tutorial](#)

Quality: 4,200 global accepts · Rating: 1800 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp

[giuix's solution](#)

531.

178F1

[Representative Sampling](#) · [Tutorial](#)

Quality: 459 global accepts · Rating: 1800 · first AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[giuix's solution](#)

532.

1870D

[Prefix Purchase](#) · [Tutorial](#)

Quality: 8,031 global accepts · Rating: 1800 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[giuix's solution](#)

533.

1856E1

[PermuTree \(easy version\)](#) · [Tutorial](#)

Quality: 6,443 global accepts · Rating: 1800 · first AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees

[giuix's solution](#)

534.

1782D

[Many Perfect Squares](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-01-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math, number theory

[giuqx's solution](#)

535.

1637D

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

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

[giuqx's solution](#)

536.

1630B

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

Quality: 6,486 global accepts · Rating: 1800 · first AC: 2022-01-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[giuqx's solution](#)

537.

612D

[The Union of k-Segments](#) · [Tutorial](#)

Quality: 4,361 global accepts · Rating: 1800 · first AC: 2021-11-06 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[giuqx's solution](#)

538.

471D

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

Quality: 10,275 global accepts · Rating: 1800 · first AC: 2021-10-22 · last AC: 2021-10-22 · C++17 (GCC 9-64) (first AC) · Tags: string suffix structures, strings

[giuqx's solution](#)

539.

1005E1

[Median on Segments \(Permutations Edition\)](#) · [Tutorial](#)

Quality: 4,343 global accepts · Rating: 1800 · first AC: 2021-09-25 · C++17 (GCC 9-64) (first AC) · Tags: sortings

[giuqx's solution](#)

540.

1556D

[Take a Guess](#) · [Tutorial](#)

Quality: 8,590 global accepts · Rating: 1800 · first AC: 2021-09-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[giuqx's solution](#)

541.

1556C

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

Quality: 6,216 global accepts · Rating: 1800 · first AC: 2021-09-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[giuqx's solution](#)

542.

1548B

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

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

[giuqx's solution](#)

543.

1138B

[Circus](#) · [Tutorial](#)

Quality: 4,201 global accepts · Rating: 1800 · first AC: 2021-06-14 · GNU C++11 (first AC) · Tags: brute force, greedy, math, strings

[giuqx's solution](#)

544.

1535D

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

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

[giuizx's solution](#)

545.

691C

[Exponential notation](#) · [Tutorial](#)

Quality: 2,971 global accepts · Rating: 1800 · first AC: 2019-03-01 · last AC: 2021-03-21 · GNU C++11 (first AC) · Tags: implementation, strings

[giuizx's solution](#)

546.

161D

[Distance in Tree](#) · [Tutorial](#)

Quality: 19,176 global accepts · Rating: 1800 · first AC: 2019-10-05 · last AC: 2021-02-05 · GNU C++11 (first AC) · Tags: dfs and similar, dp, trees

[giuizx's solution](#)

547.

1477A

[Nezzar and Board](#) · [Tutorial](#)

Quality: 6,526 global accepts · Rating: 1800 · first AC: 2021-01-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[giuizx's solution](#)

548.

1437C

[Chef Monocarp](#) · [Tutorial](#)

Quality: 12,186 global accepts · Rating: 1800 · first AC: 2021-01-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, graph matchings, greedy, math, sortings

[giuizx's solution](#)

549.

1463C

[Busy Robot](#) · [Tutorial](#)

Quality: 6,055 global accepts · Rating: 1800 · first AC: 2021-01-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[giuizx's solution](#)

550.

665D

[Simple Subset](#) · [Tutorial](#)

Quality: 4,175 global accepts · Rating: 1800 · first AC: 2021-01-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, number theory

[giuizx's solution](#)

551.

251B

[Playing with Permutations](#) · [Tutorial](#)

Quality: 1,380 global accepts · Rating: 1800 · first AC: 2021-01-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[giuizx's solution](#)

552.

776C

[Molly's Chemicals](#) · [Tutorial](#)

Quality: 6,246 global accepts · Rating: 1800 · first AC: 2020-11-21 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, implementation, math

[giuizx's solution](#)

553.

1396B

[Stoned Game](#) · [Tutorial](#)

Quality: 12,933 global accepts · Rating: 1800 · first AC: 2020-08-31 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, games, greedy

[giuizx's solution](#)

554.

1355C

[Count Triangles](#) · [Tutorial](#)

Quality: 11,948 global accepts · Rating: 1800 · first AC: 2020-05-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, math, two pointers

[qiuzx's solution](#)

555.

1334D

[Minimum Euler Cycle](#) · [Tutorial](#)

Quality: 7,723 global accepts · Rating: 1800 · first AC: 2020-04-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[qiuzx's solution](#)

556.

1327E

[Count The Blocks](#) · [Tutorial](#)

Quality: 9,599 global accepts · Rating: 1800 · first AC: 2020-03-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[qiuzx's solution](#)

557.

1326D2

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

Quality: 11,755 global accepts · Rating: 1800 · first AC: 2020-03-20 · last AC: 2020-03-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, hashing, string suffix structures, strings

[qiuzx's solution](#)

558.

1316C

[Primitive Primes](#) · [Tutorial](#)

Quality: 7,592 global accepts · Rating: 1800 · first AC: 2020-03-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, ternary search

[qiuzx's solution](#)

559.

1304D

[Shortest and Longest LIS](#) · [Tutorial](#)

Quality: 6,682 global accepts · Rating: 1800 · first AC: 2020-02-16 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, greedy, two pointers

[qiuzx's solution](#)

560.

1300D

[Aerodynamic](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-02-10 · GNU C++11 (first AC) · Tags: geometry

[qiuzx's solution](#)

561.

1295D

[Same GCDs](#) · [Tutorial](#)

Quality: 10,216 global accepts · Rating: 1800 · first AC: 2020-01-29 · GNU C++11 (first AC) · Tags: math, number theory

[qiuzx's solution](#)

562.

1281D

[Beingawesomeism](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-12-15 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[qiuzx's solution](#)

563.

911D

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

Quality: 5,107 global accepts · Rating: 1800 · first AC: 2019-11-06 · GNU C++11 (first AC) · Tags: brute force, math

[qiuzx's solution](#)

564.

1213G

[Path Queries](#) · [Tutorial](#)

Quality: 9,533 global accepts · Rating: 1800 · first AC: 2019-09-16 · last AC: 2019-09-16 · GNU C++11 (first AC) · Tags: divide and conquer, dsu, graphs, sortings, trees

[giuizx's solution](#)

565.

73C

[LionAge II](#) · [Tutorial](#)

Quality: 2,488 global accepts · Rating: 1800 · first AC: 2019-08-11 · GNU C++11 (first AC) · Tags: dp

[giuizx's solution](#)

566.

721C

[Journey](#) · [Tutorial](#)

Quality: 6,546 global accepts · Rating: 1800 · first AC: 2019-08-09 · last AC: 2019-08-10 · GNU C++11 (first AC) · Tags: dp, graphs

[giuizx's solution](#)

567.

1176D

[Recover it!](#) · [Tutorial](#)

Quality: 5,700 global accepts · Rating: 1800 · first AC: 2019-07-24 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, greedy, number theory, sortings

[giuizx's solution](#)

568.

1066D

[Boxes Packing](#) · [Tutorial](#)

Quality: 5,945 global accepts · Rating: 1800 · first AC: 2019-07-07 · last AC: 2019-07-08 · GNU C++11 (first AC) · Tags: binary search, implementation

[giuizx's solution](#)

569.

1096D

[Easy Problem](#) · [Tutorial](#)

Quality: 9,398 global accepts · Rating: 1800 · first AC: 2019-07-08 · C++17 (GCC 7-32) (first AC) · Tags: dp

[giuizx's solution](#)

570.

1038D

[Slime](#) · [Tutorial](#)

Quality: 8,862 global accepts · Rating: 1800 · first AC: 2019-07-07 · GNU C++11 (first AC) · Tags: dp, greedy, implementation

[giuizx's solution](#)

571.

358D

[Dima and Hares](#) · [Tutorial](#)

Quality: 4,505 global accepts · Rating: 1800 · first AC: 2019-07-05 · GNU C++11 (first AC) · Tags: dp, greedy

[giuizx's solution](#)

572.

543A

[Writing Code](#) · [Tutorial](#)

Quality: 8,837 global accepts · Rating: 1800 · first AC: 2019-07-03 · GNU C++11 (first AC) · Tags: dp

[giuizx's solution](#)

573.

846B

[Math Show](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 1800 · first AC: 2019-05-13 · GNU C++11 (first AC) · Tags: brute force, greedy

[giuizx's solution](#)

574.

1156B

[Ugly Pairs](#) · [Tutorial](#)

Quality: 6,576 global accepts · Rating: 1800 · first AC: 2019-05-03 · GNU C++11 (first AC) · Tags: dfs and similar, greedy, implementation, sortings, strings
[giuizx's solution](#)

575.

54B

[Cutting Jigsaw Puzzle](#) · [Tutorial](#)

Quality: 909 global accepts · Rating: 1800 · first AC: 2019-03-13 · GNU C++11 (first AC) · Tags: hashing, implementation
[giuizx's solution](#)

576.

3C

[Tic-tac-toe](#) · [Tutorial](#)

Quality: 8,278 global accepts · Rating: 1800 · first AC: 2019-02-14 · GNU C++11 (first AC) · Tags: brute force, games, implementation
[giuizx's solution](#)

577.

2180D

[Insolvable Disks](#) · [Tutorial](#)

Quality: 4,254 global accepts · Rating: 1900 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, math
[giuizx's solution](#)

578.

2180C

[XOR-factorization](#) · [Tutorial](#)

Quality: 6,463 global accepts · Rating: 1900 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, number theory
[giuizx's solution](#)

579.

2157E

[Adjusting Drones](#) · [Tutorial](#)

Quality: 3,568 global accepts · Rating: 1900 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, implementation, sortings
[giuizx's solution](#)

580.

2138B

[Antiamuny Wants to Learn Swap](#) · [Tutorial](#)

Quality: 5,331 global accepts · Rating: 1900 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, two pointers
[giuizx's solution](#)

581.

2129C1

[Interactive RBS \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,858 global accepts · Rating: 1900 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive
[giuizx's solution](#)

582.

2077B

[Finding OR Sum](#) · [Tutorial](#)

Quality: 3,657 global accepts · Rating: 1900 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive, math
[giuizx's solution](#)

583.

2066B

[White Magic](#) · [Tutorial](#)

Quality: 5,459 global accepts · Rating: 1900 · first AC: 2025-02-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation
[giuizx's solution](#)

584.

2053E

[Resourceful Caterpillar Sequence](#) · [Tutorial](#)

Quality: 4,515 global accepts · Rating: 1900 · first AC: 2024-12-29 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, graphs, greedy, trees

[giuwx's solution](#)

585.

2038G

[Guess One Character](#) · [Tutorial](#)

Quality: 2,956 global accepts · Rating: 1900 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, interactive

[giuwx's solution](#)

586.

2029D

[Cool Graph](#) · [Tutorial](#)

Quality: 3,925 global accepts · Rating: 1900 · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, greedy, trees

[giuwx's solution](#)

587.

2018B

[Speedbreaker](#) · [Tutorial](#)

Quality: 5,189 global accepts · Rating: 1900 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[giuwx's solution](#)

588.

120J

[Minimum Sum](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 1900 · first AC: 2024-08-27 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, geometry, sortings

[giuwx's solution](#)

589.

2002D1

[DFS Checker \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,089 global accepts · Rating: 1900 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, hashing, trees

[giuwx's solution](#)

590.

1991E

[Coloring Game](#) · [Tutorial](#)

Quality: 5,125 global accepts · Rating: 1900 · first AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, interactive

[giuwx's solution](#)

591.

1991D

[Prime XOR Coloring](#) · [Tutorial](#)

Quality: 7,886 global accepts · Rating: 1900 · first AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, math, number theory

[giuwx's solution](#)

592.

1929D

[Sasha and a Walk in the City](#) · [Tutorial](#)

Quality: 5,759 global accepts · Rating: 1900 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, trees

[giuwx's solution](#)

593.

1909D

[Split Plus K](#) · [Tutorial](#)

Quality: 5,124 global accepts · Rating: 1900 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[giuwx's solution](#)

594.

1912A

[Accumulator Apex](#) · [Tutorial](#)

Quality: 2,990 global accepts · Rating: 1900 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, sortings

[giuix's solution](#)

595.

1912D

[Divisibility Test](#) · [Tutorial](#)

Quality: 1,977 global accepts · Rating: 1900 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: math

[giuix's solution](#)

596.

1906E

[Merge Not Sort](#) · [Tutorial](#)

Quality: 2,424 global accepts · Rating: 1900 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp

[giuix's solution](#)

597.

1887B

[Time Travel](#) · [Tutorial](#)

Quality: 3,903 global accepts · Rating: 1900 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, graphs, shortest paths

[giuix's solution](#)

598.

1887A2

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

Rating: 1900 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation, sortings

[giuix's solution](#)

599.

417D

[Cunning Gena](#) · [Tutorial](#)

Quality: 2,915 global accepts · Rating: 1900 · first AC: 2023-10-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, greedy, sortings

[giuix's solution](#)

600.

1866C

[Completely Searching for Inversions](#) · [Tutorial](#)

Quality: 3,430 global accepts · Rating: 1900 · first AC: 2023-09-03 · last AC: 2023-09-04 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs

[giuix's solution](#)

601.

1854A2

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

Quality: 7,864 global accepts · Rating: 1900 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[giuix's solution](#)

602.

1842D

[Tenzing and His Animal Friends](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 1900 · first AC: 2023-06-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[giuix's solution](#)

603.

1799D1

[Hot Start Up \(easy version\)](#) · [Tutorial](#)

Quality: 5,804 global accepts · Rating: 1900 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: dp

[giuix's solution](#)

604.

1785B

[Letter Exchange](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-02-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[giuizx's solution](#)

605.

1787D

[Game on Axis](#) · [Tutorial](#)

Quality: 3,814 global accepts · Rating: 1900 · first AC: 2023-01-29 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, implementation

[giuizx's solution](#)

606.

1773K

[King's Puzzle](#) · [Tutorial](#)

Quality: 1,678 global accepts · Rating: 1900 · first AC: 2022-12-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[giuizx's solution](#)

607.

1773A

[Amazing Trick](#) · [Tutorial](#)

Quality: 1,909 global accepts · Rating: 1900 · first AC: 2022-12-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graph matchings, math, probabilities

[giuizx's solution](#)

608.

1738D

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

Quality: 3,746 global accepts · Rating: 1900 · first AC: 2022-09-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, trees

[giuizx's solution](#)

609.

1696D

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

Quality: 6,014 global accepts · Rating: 1900 · first AC: 2022-06-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, greedy, shortest paths

[giuizx's solution](#)

610.

57C

[Array](#) · [Tutorial](#)

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611.

1216E1

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612.

1183H

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613.

1141G

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614.

1141F1

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615.

1141F2

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616.

1560F1

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1545B

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1178E

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1119E

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1495B

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622.

1486C2

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623.

1477B

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624.

1463D

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625.

20C

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626.

191C

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627.

1348D

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1342D

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629.

448C

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630.

1305D

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632.

1311F

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633.

1303D

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634.

893D

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635.

1213E

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1200D

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637.

803D

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638.

1175D

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639.

19B

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640.

2138C2

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642.

2129C2

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643.

2096D

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644.

2062E1

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645.

2061E

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646.

2057D

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647.

2048E

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39A

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649.

2B

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1558C

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651.

1987E

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652.

1984D

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653.

1951E

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654.

1951D

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1943B

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656.

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253D

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659.

1427D

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660.

1815B

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661.

1804D

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662.

786A

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663.

1696E

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664.

1009E

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665.

598E

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863E

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667.

432D

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668.

1157F

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669.

1574D

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670.

1029F

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671.

1566E

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842D

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673.

514D

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674.

999F

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1102F

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676.

1567D

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39E

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679.

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681.

251C

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243B

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683.

1132F

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685.

1408D

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686.

258C

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687.

401D

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688.

1316D

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689.

1311D

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690.

1304E

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691.

1301D

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692.

446B

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693.

264C

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694.

1200E

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695.

8C

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Quality: 4,212 global accepts · Rating: 2000 · first AC: 2019-08-07 · GNU C++11 (first AC) · Tags: bitmasks, dp

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696.

1156C

[Match Points](#) · [Tutorial](#)

Quality: 6,669 global accepts · Rating: 2000 · first AC: 2019-05-03 · GNU C++11 (first AC) · Tags: binary search, greedy, sortings, ternary search, two pointers

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697.

2183D2

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698.

2183E

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699.

2161D

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700.

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2152E

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702.

1387B1

[Village \(Minimum\)](#) · [Tutorial](#)

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703.

2150C

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704.

2135D1

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705.

2127E

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706.

2124E

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[giuqx's solution](#)

707.

2061F1

[Kevin and Binary String \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 2100 · first AC: 2025-01-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[giuqx's solution](#)

708.

2046C

[Adventurers](#) · [Tutorial](#)

Quality: 2,346 global accepts · Rating: 2100 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings, ternary search, two pointers

[giuqx's solution](#)

709.

2038K

[Grid Walk](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2100 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, number theory

[giuqx's solution](#)

710.

2038B

[Make It Equal](#) · [Tutorial](#)

Quality: 1,908 global accepts · Rating: 2100 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, math

[giuqx's solution](#)

711.

2029E

[Common Generator](#) · [Tutorial](#)

Quality: 3,536 global accepts · Rating: 2100 · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[giuqx's solution](#)

712.

372C

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

Quality: 4,932 global accepts · Rating: 2100 · first AC: 2020-05-05 · last AC: 2024-10-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, math

[giuqx's solution](#)

713.

609E

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

Quality: 10,270 global accepts · Rating: 2100 · first AC: 2024-09-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, trees

[giuqx's solution](#)

714.

1364D

[Ehab's Last Corollary](#) · [Tutorial](#)

Quality: 4,961 global accepts · Rating: 2100 · first AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, implementation, trees

[giuizx's solution](#)

715.

1450C1

[Errich-Tac-Toe \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,915 global accepts · Rating: 2100 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[giuizx's solution](#)

716.

76B

[Mice](#) · [Tutorial](#)

Quality: 801 global accepts · Rating: 2100 · first AC: 2020-10-24 · last AC: 2024-07-02 · GNU C++11 (first AC) · Tags: greedy, two pointers

[giuizx's solution](#)

717.

1975E

[Chain Queries](#) · [Tutorial](#)

Quality: 2,877 global accepts · Rating: 2100 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, implementation, trees

[giuizx's solution](#)

718.

1942D

[Learning to Paint](#) · [Tutorial](#)

Quality: 3,347 global accepts · Rating: 2100 · first AC: 2024-03-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, greedy, implementation, sortings

[giuizx's solution](#)

719.

1930D2

[Sum over all Substrings \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,051 global accepts · Rating: 2100 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, divide and conquer, dp, dsu, greedy, implementation, strings

[giuizx's solution](#)

720.

1924B

[Space Harbour](#) · [Tutorial](#)

Quality: 3,284 global accepts · Rating: 2100 · first AC: 2024-01-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math, sortings

[giuizx's solution](#)

721.

1919D

[01 Tree](#) · [Tutorial](#)

Quality: 4,570 global accepts · Rating: 2100 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, sortings, trees

[giuizx's solution](#)

722.

1912B

[Blueprint for Seating](#) · [Tutorial](#)

Quality: 1,438 global accepts · Rating: 2100 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, math

[giuizx's solution](#)

723.

1906J

[Count BFS Graph](#) · [Tutorial](#)

Quality: 1,089 global accepts · Rating: 2100 · first AC: 2023-12-03 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp

[giuizx's solution](#)

724.

1906F

[Maximize The Value](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2100 · first AC: 2023-12-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings

[giuix's solution](#)

725.

1896E

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

Quality: 2,744 global accepts · Rating: 2100 · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings

[giuix's solution](#)

726.

207C1

[Game with Two Trees](#) · [Tutorial](#)

Quality: 136 global accepts · Rating: 2100 · first AC: 2023-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[giuix's solution](#)

727.

348B

[Apple Tree](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2100 · first AC: 2023-10-19 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, number theory, trees

[giuix's solution](#)

728.

306B

[Optimizer](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 2100 · first AC: 2023-10-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings

[giuix's solution](#)

729.

1876C

[Autosynthesis](#) · [Tutorial](#)

Quality: 2,719 global accepts · Rating: 2100 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, sortings

[giuix's solution](#)

730.

1868B2

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

Quality: 2,751 global accepts · Rating: 2100 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, implementation, math

[giuix's solution](#)

731.

1866G

[Grouped Carriages](#) · [Tutorial](#)

Quality: 2,179 global accepts · Rating: 2100 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, flows, greedy

[giuix's solution](#)

732.

1866H

[Happy Sets](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2100 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics

[giuix's solution](#)

733.

1863E

[Speedrun](#) · [Tutorial](#)

Quality: 3,191 global accepts · Rating: 2100 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, math, sortings, two pointers

[giuix's solution](#)

734.

1864E

[Guess Game](#) · [Tutorial](#)

Quality: 3,053 global accepts · Rating: 2100 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, games, math, probabilities, sortings, strings, trees

[giuix's solution](#)

735.

1284D

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

Quality: 3,397 global accepts · Rating: 2100 · first AC: 2023-08-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, hashing, sortings

[giuizx's solution](#)

736.

54D

[Writing a Song](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 2100 · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, strings

[giuizx's solution](#)

737.

1856D

[More Wrong](#) · [Tutorial](#)

Quality: 3,788 global accepts · Rating: 2100 · first AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, interactive

[giuizx's solution](#)

738.

1799D2

[Hot Start Up \(hard version\)](#) · [Tutorial](#)

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2023-02-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[giuizx's solution](#)

739.

1787E

[The Harmonization of XOR](#) · [Tutorial](#)

Quality: 2,718 global accepts · Rating: 2100 · first AC: 2023-01-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[giuizx's solution](#)

740.

1654D

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

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

[giuizx's solution](#)

741.

1637E

[Best Pair](#) · [Tutorial](#)

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

[giuizx's solution](#)

742.

1628D1

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

Quality: 3,698 global accepts · Rating: 2100 · first AC: 2022-01-22 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, games, math

[giuizx's solution](#)

743.

1626D

[Martial Arts Tournament](#) · [Tutorial](#)

Quality: 4,330 global accepts · Rating: 2100 · first AC: 2022-01-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, math

[giuizx's solution](#)

744.

1207F

[Remainder Problem](#) · [Tutorial](#)

Quality: 6,749 global accepts · Rating: 2100 · first AC: 2021-12-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation

[giuizx's solution](#)

745.

818F

[Level Generation](#) · [Tutorial](#)

Quality: 1,929 global accepts · Rating: 2100 · first AC: 2021-12-04 · last AC: 2021-12-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math, ternary search

[giuizx's solution](#)

746.

1593F

[Red-Black Number](#) · [Tutorial](#)

Quality: 2,657 global accepts · Rating: 2100 · first AC: 2021-10-14 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, implementation, math, meet-in-the-middle

[giuizx's solution](#)

747.

1216F

[Wi-Fi](#) · [Tutorial](#)

Quality: 3,101 global accepts · Rating: 2100 · first AC: 2021-09-27 · last AC: 2021-09-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[giuizx's solution](#)

748.

1006F

[Xor-Paths](#) · [Tutorial](#)

Quality: 6,888 global accepts · Rating: 2100 · first AC: 2021-09-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[giuizx's solution](#)

749.

1005F

[Berland and the Shortest Paths](#) · [Tutorial](#)

Quality: 2,105 global accepts · Rating: 2100 · first AC: 2021-09-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, graphs, shortest paths

[giuizx's solution](#)

750.

1029E

[Tree with Small Distances](#) · [Tutorial](#)

Quality: 3,416 global accepts · Rating: 2100 · first AC: 2021-09-20 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, greedy

[giuizx's solution](#)

751.

988F

[Rain and Umbrellas](#) · [Tutorial](#)

Quality: 2,777 global accepts · Rating: 2100 · first AC: 2021-09-12 · C++14 (GCC 6-32) (first AC) · Tags: dp

[giuizx's solution](#)

752.

1154F

[Shovels Shop](#) · [Tutorial](#)

Quality: 3,336 global accepts · Rating: 2100 · first AC: 2021-09-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings

[giuizx's solution](#)

753.

1560F2

[Nearest Beautiful Number \(hard version\)](#) · [Tutorial](#)

Quality: 4,969 global accepts · Rating: 2100 · first AC: 2021-09-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, greedy

[giuizx's solution](#)

754.

1530E

[Minimax](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2100 · first AC: 2021-07-18 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, strings

[giuizx's solution](#)

755.

1312E

[Array Shrinking](#) · [Tutorial](#)

Quality: 7,378 global accepts · Rating: 2100 · first AC: 2021-07-16 · GNU C++11 (first AC) · Tags: dp, greedy

[giuqx's solution](#)

756.

128B

[String](#) · [Tutorial](#)

Quality: 2,873 global accepts · Rating: 2100 · first AC: 2021-07-05 · last AC: 2021-07-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, hashing, implementation, string suffix structures, strings

[giuqx's solution](#)

757.

1510G

[Guide](#) · [Tutorial](#)

Quality: 1,384 global accepts · Rating: 2100 · first AC: 2021-04-05 · GNU C++11 (first AC) · Tags: —

[giuqx's solution](#)

758.

1510D

[Digits](#) · [Tutorial](#)

Quality: 2,116 global accepts · Rating: 2100 · first AC: 2021-04-05 · GNU C++11 (first AC) · Tags: dp, math, number theory

[giuqx's solution](#)

759.

283C

[Coin Troubles](#) · [Tutorial](#)

Quality: 1,566 global accepts · Rating: 2100 · first AC: 2021-03-20 · C++17 (GCC 9-64) (first AC) · Tags: dp

[giuqx's solution](#)

760.

1486D

[Max Median](#) · [Tutorial](#)

Quality: 9,728 global accepts · Rating: 2100 · first AC: 2021-02-19 · GNU C++11 (first AC) · Tags: binary search, data structures, dp

[giuqx's solution](#)

761.

665E

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

Quality: 4,424 global accepts · Rating: 2100 · first AC: 2021-02-09 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, strings, trees

[giuqx's solution](#)

762.

321C

[Ciel the Commander](#) · [Tutorial](#)

Quality: 9,391 global accepts · Rating: 2100 · first AC: 2020-11-14 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, greedy, trees

[giuqx's solution](#)

763.

507E

[Breaking Good](#) · [Tutorial](#)

Quality: 3,242 global accepts · Rating: 2100 · first AC: 2020-10-05 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[giuqx's solution](#)

764.

1418D

[Trash Problem](#) · [Tutorial](#)

Quality: 4,743 global accepts · Rating: 2100 · first AC: 2020-09-19 · GNU C++11 (first AC) · Tags: data structures, implementation

[giuqx's solution](#)

765.

1392E

[Omkar and Duck](#) · [Tutorial](#)

Quality: 3,747 global accepts · Rating: 2100 · first AC: 2020-08-16 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[giuizx's solution](#)

766.

1389D

[Segment Intersections](#) · [Tutorial](#)

Quality: 4,554 global accepts · Rating: 2100 · first AC: 2020-07-30 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, math

[giuizx's solution](#)

767.

231E

[Cactus](#) · [Tutorial](#)

Quality: 2,321 global accepts · Rating: 2100 · first AC: 2020-07-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, trees

[giuizx's solution](#)

768.

343D

[Water Tree](#) · [Tutorial](#)

Quality: 6,849 global accepts · Rating: 2100 · first AC: 2020-07-22 · last AC: 2020-07-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[giuizx's solution](#)

769.

1355E

[Restorer Distance](#) · [Tutorial](#)

Quality: 5,834 global accepts · Rating: 2100 · first AC: 2020-05-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, sortings, ternary search

[giuizx's solution](#)

770.

1333D

[Challenges in school ! 41](#) [Tutorial](#)

Quality: 4,131 global accepts · Rating: 2100 · first AC: 2020-04-09 · last AC: 2020-04-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, games, graphs, greedy, implementation, sortings

[giuizx's solution](#)

771.

39C

[Moon Craters](#) · [Tutorial](#)

Quality: 697 global accepts · Rating: 2100 · first AC: 2020-03-15 · last AC: 2020-03-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings

[giuizx's solution](#)

772.

1296F

[Berland Beauty](#) · [Tutorial](#)

Quality: 3,091 global accepts · Rating: 2100 · first AC: 2020-02-06 · last AC: 2020-02-07 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, greedy, sortings, trees

[giuizx's solution](#)

773.

620E

[New Year Tree](#) · [Tutorial](#)

Quality: 7,088 global accepts · Rating: 2100 · first AC: 2020-02-05 · GNU C++11 (first AC) · Tags: bitmasks, data structures, trees

[giuizx's solution](#)

774.

215C

[Crosses](#) · [Tutorial](#)

Quality: 719 global accepts · Rating: 2100 · first AC: 2020-01-31 · GNU C++11 (first AC) · Tags: brute force, implementation

[giuizx's solution](#)

775.

1203F1

[Complete the Projects \(easy version\)](#) · [Tutorial](#)

Quality: 4,051 global accepts · Rating: 2100 · first AC: 2019-08-16 · GNU C++11 (first AC) · Tags: greedy

[giuix's solution](#)

776.

2206C

[Upside Down Dijkstra](#) · [Tutorial](#)

Quality: 631 global accepts · Rating: 2200 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar

[giuix's solution](#)

777.

2101C

[23 Kingdom](#) · [Tutorial](#)

Quality: 2,260 global accepts · Rating: 2200 · first AC: 2025-05-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, ternary search, two pointers

[giuix's solution](#)

778.

2062D

[Balanced Tree](#) · [Tutorial](#)

Quality: 3,544 global accepts · Rating: 2200 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[giuix's solution](#)

779.

2034E

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

Quality: 2,018 global accepts · Rating: 2200 · first AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, hashing, math

[giuix's solution](#)

780.

2039E

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

Quality: 2,372 global accepts · Rating: 2200 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, implementation, math

[giuix's solution](#)

781.

2018D

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

Quality: 2,192 global accepts · Rating: 2200 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, dsu, greedy, implementation, matrices, sortings

[giuix's solution](#)

782.

1998E1

[Eliminating Balls With Merging \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2200 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, greedy

[giuix's solution](#)

783.

1991F

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

Quality: 2,777 global accepts · Rating: 2200 · first AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math, sortings

[giuix's solution](#)

784.

1996G

[Penacony](#) · [Tutorial](#)

Quality: 2,278 global accepts · Rating: 2200 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, graphs, greedy, hashing

[giuix's solution](#)

785.

1967B2

[Reverse Card \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,857 global accepts · Rating: 2200 · first AC: 2024-05-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory
[qiuxz's solution](#)

786.

819A

[Mister B and Boring Game](#) · [Tutorial](#)

Rating: 2200 · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: *broken, games, greedy
[qiuxz's solution](#)

787.

858E

[Tests Renumeration](#) · [Tutorial](#)

Quality: 533 global accepts · Rating: 2200 · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[qiuxz's solution](#)

788.

1909F1

[Small Permutation Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,257 global accepts · Rating: 2200 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, math
[qiuxz's solution](#)

789.

1912E

[Evaluate It and Back Again](#) · [Tutorial](#)

Quality: 1,274 global accepts · Rating: 2200 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math
[qiuxz's solution](#)

790.

1906H

[Twin Friends](#) · [Tutorial](#)

Quality: 1,088 global accepts · Rating: 2200 · first AC: 2023-12-03 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp
[qiuxz's solution](#)

791.

178F2

[Representative Sampling](#) · [Tutorial](#)

Quality: 384 global accepts · Rating: 2200 · first AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: dp, sortings, strings
[qiuxz's solution](#)

792.

1901E

[Compressed Tree](#) · [Tutorial](#)

Quality: 1,978 global accepts · Rating: 2200 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, sortings, trees
[qiuxz's solution](#)

793.

207C2

[Game with Two Trees](#) · [Tutorial](#)

Quality: 105 global accepts · Rating: 2200 · first AC: 2023-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[qiuxz's solution](#)

794.

337E

[Divisor Tree](#) · [Tutorial](#)

Quality: 1,128 global accepts · Rating: 2200 · first AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, number theory, trees
[qiuxz's solution](#)

795.

743E

[Vladik and cards](#) · [Tutorial](#)

Quality: 1,629 global accepts · Rating: 2200 · first AC: 2023-10-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force,

dp

[giuix's solution](#)

796.

51D

[Geometrical problem](#) · [Tutorial](#)

Quality: 563 global accepts · Rating: 2200 · first AC: 2023-10-19 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[giuix's solution](#)

797.

346C

[Number Transformation II](#) · [Tutorial](#)

Quality: 1,506 global accepts · Rating: 2200 · first AC: 2023-10-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[giuix's solution](#)

798.

1373E

[Sum of Digits](#) · [Tutorial](#)

Quality: 2,952 global accepts · Rating: 2200 · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, greedy

[giuix's solution](#)

799.

490F

[Treeland Tour](#) · [Tutorial](#)

Quality: 1,913 global accepts · Rating: 2200 · first AC: 2023-10-12 · last AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, trees

[giuix's solution](#)

800.

1520G

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

Quality: 4,219 global accepts · Rating: 2200 · first AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, greedy, implementation, shortest paths

[giuix's solution](#)

801.

1305E

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

Quality: 3,272 global accepts · Rating: 2200 · first AC: 2023-09-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[giuix's solution](#)

802.

1854B

[Earn or Unlock](#) · [Tutorial](#)

Quality: 4,227 global accepts · Rating: 2200 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp

[giuix's solution](#)

803.

144E

[Competition](#) · [Tutorial](#)

Quality: 682 global accepts · Rating: 2200 · first AC: 2023-07-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[giuix's solution](#)

804.

1815C

[Between](#) · [Tutorial](#)

Quality: 2,355 global accepts · Rating: 2200 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[giuix's solution](#)

805.

1785C

[Monsters \(hard version\)](#) · [Tutorial](#)

Rating: 2200 · first AC: 2023-02-05 · last AC: 2023-02-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation

[giuizx's solution](#)

806.

1773B

[BinCoin](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2200 · first AC: 2022-12-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, divide and conquer, hashing, implementation, probabilities, trees

[giuizx's solution](#)

807.

28C

[Bath Queue](#) · [Tutorial](#)

Quality: 1,288 global accepts · Rating: 2200 · first AC: 2022-11-15 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, probabilities

[giuizx's solution](#)

808.

645E

[Intellectual Inquiry](#) · [Tutorial](#)

Quality: 1,407 global accepts · Rating: 2200 · first AC: 2022-09-11 · last AC: 2022-09-11 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, strings

[giuizx's solution](#)

809.

863F

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

Quality: 1,525 global accepts · Rating: 2200 · first AC: 2022-04-13 · C++17 (GCC 9-64) (first AC) · Tags: flows

[giuizx's solution](#)

810.

1425E

[Excitation of Atoms](#) · [Tutorial](#)

Quality: 1,013 global accepts · Rating: 2200 · first AC: 2022-02-19 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[giuizx's solution](#)

811.

1630C

[Paint the Middle](#) · [Tutorial](#)

Quality: 3,325 global accepts · Rating: 2200 · first AC: 2022-01-27 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, sortings, two pointers

[giuizx's solution](#)

812.

1627E

[Not Escaping](#) · [Tutorial](#)

Quality: 2,791 global accepts · Rating: 2200 · first AC: 2022-01-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, implementation, shortest paths, two pointers

[giuizx's solution](#)

813.

1615D

[X\(or\)-mas Tree](#) · [Tutorial](#)

Quality: 2,134 global accepts · Rating: 2200 · first AC: 2021-12-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, trees

[giuizx's solution](#)

814.

622E

[Ants in Leaves](#) · [Tutorial](#)

Quality: 2,455 global accepts · Rating: 2200 · first AC: 2021-12-04 · last AC: 2021-12-04 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, greedy, sortings, trees

[giuizx's solution](#)

815.

920G

[List Of Integers](#) · [Tutorial](#)

Quality: 1,998 global accepts · Rating: 2200 · first AC: 2021-11-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, math, number theory

[giuizx's solution](#)

816.

138C

[Mushroom Gnomes - 2](#) · [Tutorial](#)

Quality: 963 global accepts · Rating: 2200 · first AC: 2021-11-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, probabilities, sortings

[giuizx's solution](#)

817.

1593G

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

Quality: 1,890 global accepts · Rating: 2200 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy

[giuizx's solution](#)

818.

1353F

[Decreasing Heights](#) · [Tutorial](#)

Quality: 3,613 global accepts · Rating: 2200 · first AC: 2021-10-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp

[giuizx's solution](#)

819.

1580C

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

Quality: 2,238 global accepts · Rating: 2200 · first AC: 2021-09-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation

[giuizx's solution](#)

820.

1579G

[Minimal Coverage](#) · [Tutorial](#)

Quality: 2,748 global accepts · Rating: 2200 · first AC: 2021-09-29 · last AC: 2021-09-29 · C++17 (GCC 9-64) (first AC) · Tags: dp

[giuizx's solution](#)

821.

1234F

[Yet Another Substring Reverse](#) · [Tutorial](#)

Quality: 2,973 global accepts · Rating: 2200 · first AC: 2021-09-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp

[giuizx's solution](#)

822.

1157G

[Inverse of Rows and Columns](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 2200 · first AC: 2021-09-28 · last AC: 2021-09-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms

[giuizx's solution](#)

823.

1249F

[Maximum Weight Subset](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2200 · first AC: 2020-10-18 · last AC: 2021-09-27 · GNU C++11 (first AC) · Tags: dp, trees

[giuizx's solution](#)

824.

1216E2

[Numerical Sequence \(hard version\)](#) · [Tutorial](#)

Quality: 1,652 global accepts · Rating: 2200 · first AC: 2021-09-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math

[giuizx's solution](#)

825.

1556E

[Equilibrium](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2200 · first AC: 2021-09-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[giuizx's solution](#)

826.

551C

[GukiZ hates Boxes](#) · [Tutorial](#)

Quality: 3,988 global accepts · Rating: 2200 · first AC: 2021-09-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy
[giuizx's solution](#)

827.

1567E

[Non-Decreasing Dilemma](#) · [Tutorial](#)

Quality: 4,135 global accepts · Rating: 2200 · first AC: 2021-09-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, math
[giuizx's solution](#)

828.

553C

[Love Triangles](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2200 · first AC: 2021-07-20 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs
[giuizx's solution](#)

829.

603C

[Liegies of Legendre](#) · [Tutorial](#)

Quality: 2,060 global accepts · Rating: 2200 · first AC: 2021-07-17 · GNU C++11 (first AC) · Tags: games, math
[giuizx's solution](#)

830.

1537F

[Figure Fixing](#) · [Tutorial](#)

Quality: 2,815 global accepts · Rating: 2200 · first AC: 2021-06-19 · last AC: 2021-06-23 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, math
[giuizx's solution](#)

831.

1535E

[Gold Transfer](#) · [Tutorial](#)

Quality: 3,066 global accepts · Rating: 2200 · first AC: 2021-06-04 · last AC: 2021-06-04 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, greedy, interactive, trees
[giuizx's solution](#)

832.

1515E

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

Quality: 4,476 global accepts · Rating: 2200 · first AC: 2021-05-02 · GNU C++11 (first AC) · Tags: combinatorics, dp, math
[giuizx's solution](#)

833.

1110E

[Magic Stones](#) · [Tutorial](#)

Quality: 4,719 global accepts · Rating: 2200 · first AC: 2021-04-03 · last AC: 2021-04-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, sortings
[giuizx's solution](#)

834.

1486E

[Paired Payment](#) · [Tutorial](#)

Quality: 3,359 global accepts · Rating: 2200 · first AC: 2021-02-19 · GNU C++11 (first AC) · Tags: binary search, brute force, constructive algorithms, dp, flows, graphs, shortest paths
[giuizx's solution](#)

835.

1485D

[Multiples and Power Differences](#) · [Tutorial](#)

Quality: 5,641 global accepts · Rating: 2200 · first AC: 2021-02-13 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, math, number theory
[giuizx's solution](#)

836.

1477C

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

Quality: 2,587 global accepts · Rating: 2200 · first AC: 2021-01-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[giuix's solution](#)

837.

1437E

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

Quality: 3,927 global accepts · Rating: 2200 · first AC: 2021-01-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, implementation

[giuix's solution](#)

838.

76A

[Gift](#) · [Tutorial](#)

Quality: 2,263 global accepts · Rating: 2200 · first AC: 2020-11-01 · GNU C++11 (first AC) · Tags: dsu, graphs, sortings, trees

[giuix's solution](#)

839.

301D

[Yaroslav and Divisors](#) · [Tutorial](#)

Quality: 3,022 global accepts · Rating: 2200 · first AC: 2020-11-01 · GNU C++11 (first AC) · Tags: data structures

[giuix's solution](#)

840.

555C

[Case of Chocolate](#) · [Tutorial](#)

Quality: 2,061 global accepts · Rating: 2200 · first AC: 2020-10-31 · GNU C++11 (first AC) · Tags: data structures

[giuix's solution](#)

841.

97E

[Leaders](#) · [Tutorial](#)

Quality: 431 global accepts · Rating: 2200 · first AC: 2020-08-24 · last AC: 2020-08-24 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, trees

[giuix's solution](#)

842.

427D

[Match & Catch](#) · [Tutorial](#)

Quality: 2,424 global accepts · Rating: 2200 · first AC: 2020-07-26 · last AC: 2020-08-14 · C++17 (GCC 9-64) (first AC) · Tags: dp, string suffix structures, strings

[giuix's solution](#)

843.

332C

[Students' Revenge](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2200 · first AC: 2020-08-06 · GNU C++11 (first AC) · Tags: data structures, greedy, sortings

[giuix's solution](#)

844.

1389E

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

Quality: 3,724 global accepts · Rating: 2200 · first AC: 2020-07-29 · GNU C++11 (first AC) · Tags: math, number theory

[giuix's solution](#)

845.

785E

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

Quality: 2,207 global accepts · Rating: 2200 · first AC: 2020-07-24 · last AC: 2020-07-24 · GNU C++11 (first AC) · Tags: brute force, data structures

[giuix's solution](#)

846.

52C

[Circular RMQ](#) · [Tutorial](#)

Quality: 11,249 global accepts · Rating: 2200 · first AC: 2020-03-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[giuizx's solution](#)

847.

590C

[Three States](#) · [Tutorial](#)

Quality: 3,553 global accepts · Rating: 2200 · first AC: 2020-02-29 · last AC: 2020-02-29 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[giuizx's solution](#)

848.

1311E

[Construct the Binary Tree](#) · [Tutorial](#)

Quality: 2,723 global accepts · Rating: 2200 · first AC: 2020-02-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, trees

[giuizx's solution](#)

849.

86D

[Powerful array](#) · [Tutorial](#)

Quality: 16,876 global accepts · Rating: 2200 · first AC: 2020-01-05 · last AC: 2020-01-05 · GNU C++11 (first AC) · Tags: data structures, implementation, math, two pointers

[giuizx's solution](#)

850.

903D

[Almost Difference](#) · [Tutorial](#)

Quality: 4,474 global accepts · Rating: 2200 · first AC: 2019-11-07 · last AC: 2019-11-07 · GNU C++11 (first AC) · Tags: data structures, math

[giuizx's solution](#)

851.

225D

[Snake](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2200 · first AC: 2019-08-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, graphs, implementation

[giuizx's solution](#)

852.

11D

[A Simple Task](#) · [Tutorial](#)

Quality: 6,390 global accepts · Rating: 2200 · first AC: 2019-08-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, graphs

[giuizx's solution](#)

853.

71D

[Solitaire](#) · [Tutorial](#)

Quality: 769 global accepts · Rating: 2200 · first AC: 2019-05-24 · GNU C++11 (first AC) · Tags: brute force, implementation

[giuizx's solution](#)

854.

2180E

[No Effect XOR](#) · [Tutorial](#)

Quality: 1,737 global accepts · Rating: 2300 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp, greedy, math

[giuizx's solution](#)

855.

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,858 global accepts · Rating: 2300 · first AC: 2025-12-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures

[giuizx's solution](#)

856.

2164E

[Journey](#) · [Tutorial](#)

Quality: 1,580 global accepts · Rating: 2300 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy

[giuizx's solution](#)

857.

2159C

[Twin Polynomials](#) · [Tutorial](#)

Quality: 1,688 global accepts · Rating: 2300 · first AC: 2025-10-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, graph matchings, math

[giuizx's solution](#)

858.

2147E

[Maximum OR Popcount](#) · [Tutorial](#)

Quality: 2,119 global accepts · Rating: 2300 · first AC: 2025-09-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy

[giuizx's solution](#)

859.

2129C3

[Interactive RBS \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,663 global accepts · Rating: 2300 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dp, interactive

[giuizx's solution](#)

860.

2124F1

[Appending Permutations \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,559 global accepts · Rating: 2300 · first AC: 2025-07-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[giuizx's solution](#)

861.

1198D

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

Quality: 3,744 global accepts · Rating: 2300 · first AC: 2025-06-28 · C++20 (GCC 13-64) (first AC) · Tags: dp

[giuizx's solution](#)

862.

713C

[Sonya and Problem Wihtout a Legend](#) · [Tutorial](#)

Quality: 6,533 global accepts · Rating: 2300 · first AC: 2025-06-28 · C++20 (GCC 13-64) (first AC) · Tags: dp, sortings

[giuizx's solution](#)

863.

2097B

[Baggage Claim](#) · [Tutorial](#)

Quality: 1,932 global accepts · Rating: 2300 · first AC: 2025-04-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, graphs, implementation, math, trees

[giuizx's solution](#)

864.

2077C

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

Quality: 2,379 global accepts · Rating: 2300 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, fft, math, matrices

[giuizx's solution](#)

865.

2066C

[Bitwise Slides](#) · [Tutorial](#)

Quality: 2,523 global accepts · Rating: 2300 · first AC: 2025-02-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[giuizx's solution](#)

866.

2057E1

[Another Exercise on Graphs \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2025-01-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, dsu, graphs, shortest paths, sortings

[giuizx's solution](#)

867.

2035E

[Monster](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2300 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation, math, ternary search

[giuizx's solution](#)

868.

1748E

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

Quality: 2,667 global accepts · Rating: 2300 · first AC: 2024-09-15 · last AC: 2024-09-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, flows, math, trees

[giuizx's solution](#)

869.

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,751 global accepts · Rating: 2300 · first AC: 2024-09-05 · last AC: 2024-09-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, trees

[giuizx's solution](#)

870.

2006C

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

Quality: 2,074 global accepts · Rating: 2300 · first AC: 2024-08-31 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, math, number theory, two pointers

[giuizx's solution](#)

871.

38G

[Queue](#) · [Tutorial](#)

Quality: 808 global accepts · Rating: 2300 · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[giuizx's solution](#)

872.

2002E

[Cosmic Rays](#) · [Tutorial](#)

Quality: 2,920 global accepts · Rating: 2300 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp

[giuizx's solution](#)

873.

2002D2

[DFS Checker \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,866 global accepts · Rating: 2300 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, hashing, trees

[giuizx's solution](#)

874.

487C

[Prefix Product Sequence](#) · [Tutorial](#)

Quality: 3,080 global accepts · Rating: 2300 · first AC: 2024-08-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[giuizx's solution](#)

875.

1450C2

[Errich-Tac-Toe \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,178 global accepts · Rating: 2300 · first AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[giuizx's solution](#)

876.

1743F

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

Quality: 1,803 global accepts · Rating: 2300 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, matrices, probabilities

[giuizx's solution](#)

877.

1967C

[Fenwick Tree](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2300 · first AC: 2024-05-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, math, trees

[giuizx's solution](#)

878.

1965C

[Folding Strip](#) · [Tutorial](#)

Quality: 2,353 global accepts · Rating: 2300 · first AC: 2024-04-27 · last AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, strings

[giuizx's solution](#)

879.

1942E

[Farm Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2024-03-31 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, games

[giuizx's solution](#)

880.

1943C

[Tree Compass](#) · [Tutorial](#)

Quality: 2,600 global accepts · Rating: 2300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[giuizx's solution](#)

881.

78D

[Archer's Shot](#) · [Tutorial](#)

Quality: 373 global accepts · Rating: 2300 · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, math, two pointers

[giuizx's solution](#)

882.

489E

[Hiking](#) · [Tutorial](#)

Quality: 1,147 global accepts · Rating: 2300 · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp

[giuizx's solution](#)

883.

1085E

[Vasya and Templates](#) · [Tutorial](#)

Quality: 1,122 global accepts · Rating: 2300 · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings

[giuizx's solution](#)

884.

1342E

[Placing Rooks](#) · [Tutorial](#)

Quality: 3,558 global accepts · Rating: 2300 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, fft, math

[giuizx's solution](#)

885.

1929E

[Sasha and the Happy Tree Cutting](#) · [Tutorial](#)

Quality: 2,079 global accepts · Rating: 2300 · first AC: 2024-02-15 · last AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, math, trees

[giuizx's solution](#)

886.

1929F

[Sasha and the Wedding Binary Search Tree](#) · [Tutorial](#)

Quality: 2,267 global accepts · Rating: 2300 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, math, trees

[giuizx's solution](#)

887.

1919F1

[Wine Factory \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,581 global accepts · Rating: 2300 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[giuizx's solution](#)

888.

1912J

[Joy of Pokémon Observation](#) · [Tutorial](#)

Quality: 730 global accepts · Rating: 2300 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[giuizx's solution](#)

889.

362E

[Petya and Pipes](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2300 · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: flows, graphs, shortest paths

[giuizx's solution](#)

890.

491C

[Deciphering](#) · [Tutorial](#)

Quality: 519 global accepts · Rating: 2300 · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: flows, graph matchings

[giuizx's solution](#)

891.

1843F2

[Omsk Metro \(hard version\)](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2300 · first AC: 2023-11-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, math, trees

[giuizx's solution](#)

892.

1874C

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

Quality: 2,194 global accepts · Rating: 2300 · first AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, greedy, math, probabilities

[giuizx's solution](#)

893.

993E

[Nikita and Order Statistics](#) · [Tutorial](#)

Quality: 1,786 global accepts · Rating: 2300 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: chinese remainder theorem, fft, math

[giuizx's solution](#)

894.

985F

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

Quality: 2,168 global accepts · Rating: 2300 · first AC: 2023-09-22 · C++20 (GCC 11-64) (first AC) · Tags: hashing, strings

[giuizx's solution](#)

895.

1870E

[Another MEX Problem](#) · [Tutorial](#)

Quality: 2,961 global accepts · Rating: 2300 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, shortest paths

[giuizx's solution](#)

896.

1866I

[Imagination Castle](#) · [Tutorial](#)

Quality: 930 global accepts · Rating: 2300 · first AC: 2023-09-03 · last AC: 2023-09-04 · C++20 (GCC 11-64) (first AC) · Tags: dp, games, two pointers

[giuizx's solution](#)

897.

1866D

[Digital Wallet](#) · [Tutorial](#)

Quality: 1,566 global accepts · Rating: 2300 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[giuizx's solution](#)

898.

1422D

[Returning Home](#) · [Tutorial](#)

Quality: 3,191 global accepts · Rating: 2300 · first AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: graphs, shortest paths, sortings

[giuizx's solution](#)

899.

1864F

[Exotic Queries](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, sortings

[giuizx's solution](#)

900.

1797E

[Li Hua and Array](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dsu, math, number theory, two pointers

[giuizx's solution](#)

901.

1799E

[City Union](#) · [Tutorial](#)

Quality: 1,401 global accepts · Rating: 2300 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, geometry, greedy, implementation, math

[giuizx's solution](#)

902.

1782E

[Rectangle Shrinking](#) · [Tutorial](#)

Rating: 2300 · first AC: 2023-01-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[giuizx's solution](#)

903.

101D

[Castle](#) · [Tutorial](#)

Quality: 790 global accepts · Rating: 2300 · first AC: 2022-11-15 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, probabilities, sortings, trees

[giuizx's solution](#)

904.

878B

[Teams Formation](#) · [Tutorial](#)

Quality: 1,119 global accepts · Rating: 2300 · first AC: 2022-11-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation

[giuizx's solution](#)

905.

995C

[Leaving the Bar](#) · [Tutorial](#)

Quality: 2,053 global accepts · Rating: 2300 · first AC: 2022-10-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, geometry, greedy, math, sortings

[giuizx's solution](#)

906.

1738E

[Balance Addicts](#) · [Tutorial](#)

Quality: 1,798 global accepts · Rating: 2300 · first AC: 2022-09-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, two pointers

[giuizx's solution](#)

907.

438D

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

Quality: 11,596 global accepts · Rating: 2300 · first AC: 2022-07-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math

[giuizx's solution](#)

908.

1654E

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

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

[giuizx's solution](#)

909.

1628C

[Grid Xor](#) · [Tutorial](#)

Quality: 3,576 global accepts · Rating: 2300 · first AC: 2022-01-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, interactive, math

[giuizx's solution](#)

910.

311E

[Biologist](#) · [Tutorial](#)

Quality: 1,575 global accepts · Rating: 2300 · first AC: 2022-01-19 · C++17 (GCC 9-64) (first AC) · Tags: flows

[giuizx's solution](#)

911.

1385F

[Removing Leaves](#) · [Tutorial](#)

Quality: 2,821 global accepts · Rating: 2300 · first AC: 2021-10-31 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation, trees

[giuizx's solution](#)

912.

1601C

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

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

[giuizx's solution](#)

913.

1203F2

[Complete the Projects \(hard version\)](#) · [Tutorial](#)

Quality: 3,315 global accepts · Rating: 2300 · first AC: 2021-10-16 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[giuizx's solution](#)

914.

1548D1

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

Quality: 1,623 global accepts · Rating: 2300 · first AC: 2021-08-01 · GNU C++11 (first AC) · Tags: bitmasks, geometry, math, number theory

[giuizx's solution](#)

915.

1550D

[Excellent Arrays](#) · [Tutorial](#)

Quality: 2,058 global accepts · Rating: 2300 · first AC: 2021-07-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation, math, sortings, two pointers

[giuizx's solution](#)

916.

1403B

[Spring cleaning](#) · [Tutorial](#)

Quality: 394 global accepts · Rating: 2300 · first AC: 2021-07-15 · C++17 (GCC 9-64) (first AC) · Tags: *special, data structures, dfs and similar, graphs, trees

[giuwx's solution](#)

917.

690A2

[Collective Mindsets \(medium\)](#) · [Tutorial](#)

Quality: 747 global accepts · Rating: 2300 · first AC: 2021-07-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[giuwx's solution](#)

918.

123D

[String](#) · [Tutorial](#)

Quality: 1,431 global accepts · Rating: 2300 · first AC: 2021-07-05 · C++14 (GCC 6-32) (first AC) · Tags: string suffix structures

[giuwx's solution](#)

919.

808G

[Anthem of Berland](#) · [Tutorial](#)

Quality: 3,769 global accepts · Rating: 2300 · first AC: 2021-06-24 · GNU C++11 (first AC) · Tags: dp, strings

[giuwx's solution](#)

920.

803G

[Periodic RMQ Problem](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2300 · first AC: 2021-06-24 · GNU C++11 (first AC) · Tags: data structures

[giuwx's solution](#)

921.

817F

[MEX Queries](#) · [Tutorial](#)

Quality: 3,362 global accepts · Rating: 2300 · first AC: 2021-06-23 · GNU C++11 (first AC) · Tags: binary search, data structures, trees

[giuwx's solution](#)

922.

1476E

[Pattern Matching](#) · [Tutorial](#)

Quality: 2,756 global accepts · Rating: 2300 · first AC: 2021-01-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, graphs, hashing, sortings, strings

[giuwx's solution](#)

923.

652E

[Pursuit For Artifacts](#) · [Tutorial](#)

Quality: 2,865 global accepts · Rating: 2300 · first AC: 2020-12-26 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, trees

[giuwx's solution](#)

924.

1408F

[Two Different](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2300 · first AC: 2020-10-01 · GNU C++11 (first AC) · Tags: constructive algorithms, divide and conquer

[giuwx's solution](#)

925.

1396C

[Monster Invaders](#) · [Tutorial](#)

Quality: 2,784 global accepts · Rating: 2300 · first AC: 2020-08-31 · GNU C++11 (first AC) · Tags: dp, greedy, implementation

[giuwx's solution](#)

926.

85D

[Sum of Medians](#) · [Tutorial](#)

Quality: 2,419 global accepts · Rating: 2300 · first AC: 2020-03-26 · last AC: 2020-08-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, implementation

[giuwx's solution](#)

927.

49E

[Common ancestor](#) · [Tutorial](#)

Quality: 798 global accepts · Rating: 2300 · first AC: 2020-08-12 · GNU C++11 (first AC) · Tags: dp

[giuizx's solution](#)

928.

732F

[Tourist Reform](#) · [Tutorial](#)

Quality: 3,284 global accepts · Rating: 2300 · first AC: 2020-07-28 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs

[giuizx's solution](#)

929.

1316E

[Team Building](#) · [Tutorial](#)

Quality: 5,369 global accepts · Rating: 2300 · first AC: 2020-03-05 · last AC: 2020-03-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy, sortings

[giuizx's solution](#)

930.

1197E

[Culture Code](#) · [Tutorial](#)

Quality: 1,852 global accepts · Rating: 2300 · first AC: 2020-03-01 · last AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, dp, shortest paths, sortings

[giuizx's solution](#)

931.

1304F1

[Animal Observation \(easy version\)](#) · [Tutorial](#)

Quality: 2,000 global accepts · Rating: 2300 · first AC: 2020-02-16 · GNU C++11 (first AC) · Tags: data structures, dp

[giuizx's solution](#)

932.

884D

[Boxes And Balls](#) · [Tutorial](#)

Quality: 2,220 global accepts · Rating: 2300 · first AC: 2019-11-10 · GNU C++11 (first AC) · Tags: data structures, greedy

[giuizx's solution](#)

933.

1132D

[Stressful Training](#) · [Tutorial](#)

Quality: 2,265 global accepts · Rating: 2300 · first AC: 2019-11-10 · GNU C++11 (first AC) · Tags: binary search, greedy

[giuizx's solution](#)

934.

2206F

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

Quality: 422 global accepts · Rating: 2400 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: fft, number theory

[giuizx's solution](#)

935.

2157F

[Git Gud](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2400 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, math, ternary search

[giuizx's solution](#)

936.

2161E

[Left is Always Right](#) · [Tutorial](#)

Quality: 782 global accepts · Rating: 2400 · first AC: 2025-10-31 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, implementation, math

[giuizx's solution](#)

937.

2122D

[Traffic Lights](#) · [Tutorial](#)

Quality: 2,473 global accepts · Rating: 2400 · first AC: 2025-07-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, graphs, greedy, shortest paths

[giuizx's solution](#)

938.

1667C

[Half Queen Cover](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2400 · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
[giuizx's solution](#)

939.

2097C

[Bermuda Triangle](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 2400 · first AC: 2025-04-26 · C++20 (GCC 13-64) (first AC) · Tags: chinese remainder theorem, geometry, implementation, math, number theory
[giuizx's solution](#)

940.

2096E

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

Quality: 2,046 global accepts · Rating: 2400 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings
[giuizx's solution](#)

941.

2084E

[Blossom](#) · [Tutorial](#)

Quality: 1,792 global accepts · Rating: 2400 · first AC: 2025-04-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, dp, implementation, math, two pointers
[giuizx's solution](#)

942.

2066D1

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

Quality: 1,441 global accepts · Rating: 2400 · first AC: 2025-02-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math
[giuizx's solution](#)

943.

2038D

[Divide OR Conquer](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2400 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, dp, implementation
[giuizx's solution](#)

944.

2023C

[C+K+S](#) · [Tutorial](#)

Quality: 1,376 global accepts · Rating: 2400 · first AC: 2024-10-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, hashing, implementation, strings
[giuizx's solution](#)

945.

1592E

[Bored Bakry](#) · [Tutorial](#)

Quality: 1,921 global accepts · Rating: 2400 · first AC: 2024-09-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math, two pointers
[giuizx's solution](#)

946.

1348E

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

Quality: 2,430 global accepts · Rating: 2400 · first AC: 2021-07-19 · last AC: 2024-09-13 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, math
[giuizx's solution](#)

947.

1794E

[Labeling the Tree with Distances](#) · [Tutorial](#)

Quality: 1,531 global accepts · Rating: 2400 · first AC: 2024-08-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, hashing, implementation, trees
[giuizx's solution](#)

948.

794D

[Labelling Cities](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 2400 · first AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, hashing
[giuizx's solution](#)

949.

175D

[Plane of Tanks: Duel](#) · [Tutorial](#)

Quality: 320 global accepts · Rating: 2400 · first AC: 2024-06-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math, probabilities
[giuizx's solution](#)

950.

887D

[Ratings and Reality Shows](#) · [Tutorial](#)

Quality: 550 global accepts · Rating: 2400 · first AC: 2024-06-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, two pointers
[giuizx's solution](#)

951.

332E

[Binary Key](#) · [Tutorial](#)

Quality: 334 global accepts · Rating: 2400 · first AC: 2024-06-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation
[giuizx's solution](#)

952.

200E

[Tractor College](#) · [Tutorial](#)

Quality: 366 global accepts · Rating: 2400 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math, number theory, ternary search
[giuizx's solution](#)

953.

1046G

[Space Isaac](#) · [Tutorial](#)

Rating: 2400 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: —
[giuizx's solution](#)

954.

1045B

[Space Isaac](#) · [Tutorial](#)

Quality: 596 global accepts · Rating: 2400 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: hashing, number theory
[giuizx's solution](#)

955.

717H

[Pokermom League challenge](#) · [Tutorial](#)

Quality: 471 global accepts · Rating: 2400 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: math, probabilities
[giuizx's solution](#)

956.

1008D

[Pave the Parallelepiped](#) · [Tutorial](#)

Rating: 2400 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory
[giuizx's solution](#)

957.

886E

[Maximum Element](#) · [Tutorial](#)

Quality: 1,215 global accepts · Rating: 2400 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math
[giuizx's solution](#)

958.

1984E

[Shuffle](#) · [Tutorial](#)

Quality: 1,814 global accepts · Rating: 2400 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, trees
[giuizx's solution](#)

959.

1743E

[FTL](#) · [Tutorial](#)

Quality: 1,865 global accepts · Rating: 2400 · first AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp

[giuizx's solution](#)

960.

802M2

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

Quality: 1,488 global accepts · Rating: 2400 · first AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, flows, graphs

[giuizx's solution](#)

961.

1943D1

[Counting Is Fun \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,951 global accepts · Rating: 2400 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math

[giuizx's solution](#)

962.

1930E

[2..3...4... Wonderful! Wonderful!](#) · [Tutorial](#)

Quality: 1,468 global accepts · Rating: 2400 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[giuizx's solution](#)

963.

1924C

[Fractal Origami](#) · [Tutorial](#)

Quality: 1,377 global accepts · Rating: 2400 · first AC: 2024-01-28 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math, matrices

[giuizx's solution](#)

964.

1909E

[Multiple Lamps](#) · [Tutorial](#)

Quality: 1,679 global accepts · Rating: 2400 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory

[giuizx's solution](#)

965.

1912H

[Hypercatapult Commute](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 2400 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: graphs

[giuizx's solution](#)

966.

1912G

[Great City Saint Petersburg](#) · [Tutorial](#)

Quality: 585 global accepts · Rating: 2400 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[giuizx's solution](#)

967.

1902F

[Trees and XOR Queries Again](#) · [Tutorial](#)

Quality: 1,480 global accepts · Rating: 2400 · first AC: 2023-12-03 · last AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, graphs, implementation, math, trees

[giuizx's solution](#)

968.

865D

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

Quality: 8,017 global accepts · Rating: 2400 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[giuizx's solution](#)

969.

226C

[Anniversary](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2400 · first AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math, matrices, number theory

[giuizx's solution](#)

970.

1887C

[Minimum Array](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2400 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, hashing, two pointers

[giuizx's solution](#)

971.

31E

[TV Game](#) · [Tutorial](#)

Quality: 1,298 global accepts · Rating: 2400 · first AC: 2023-10-19 · C++20 (GCC 11-64) (first AC) · Tags: dp

[giuizx's solution](#)

972.

1107G

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

Quality: 1,242 global accepts · Rating: 2400 · first AC: 2023-10-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, dsu

[giuizx's solution](#)

973.

1139E

[Maximize Mex](#) · [Tutorial](#)

Quality: 2,281 global accepts · Rating: 2400 · first AC: 2023-10-15 · C++20 (GCC 11-64) (first AC) · Tags: flows, graph matchings, graphs

[giuizx's solution](#)

974.

1732D2

[Balance \(Hard version\)](#) · [Tutorial](#)

Quality: 1,591 global accepts · Rating: 2400 · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, number theory

[giuizx's solution](#)

975.

1874B

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

Quality: 1,392 global accepts · Rating: 2400 · first AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, shortest paths

[giuizx's solution](#)

976.

780F

[Axel and Marston in Bitland](#) · [Tutorial](#)

Quality: 1,270 global accepts · Rating: 2400 · first AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, graphs, matrices

[giuizx's solution](#)

977.

1174F

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

Quality: 1,959 global accepts · Rating: 2400 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, divide and conquer, graphs, implementation, interactive, trees

[giuizx's solution](#)

978.

1868C

[Travel Plan](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math, trees

[giuizx's solution](#)

979.

1866L

[Lihmuf Balling](#) · [Tutorial](#)

Quality: 877 global accepts · Rating: 2400 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math
[qiuxz's solution](#)

980.

1866M

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

Quality: 971 global accepts · Rating: 2400 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, math, probabilities
[qiuxz's solution](#)

981.

1028E

[Restore Array](#) · [Tutorial](#)

Quality: 1,202 global accepts · Rating: 2400 · first AC: 2023-08-29 · last AC: 2023-08-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
[qiuxz's solution](#)

982.

416D

[Population Size](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2400 · first AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math
[qiuxz's solution](#)

983.

626F

[Group Projects](#) · [Tutorial](#)

Quality: 3,592 global accepts · Rating: 2400 · first AC: 2023-08-02 · C++20 (GCC 11-64) (first AC) · Tags: dp
[qiuxz's solution](#)

984.

1848F

[Vika and Wiki](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2400 · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, combinatorics, divide and conquer, dp, math
[qiuxz's solution](#)

985.

1844E

[Great Grids](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: 2400 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs
[qiuxz's solution](#)

986.

58E

[Expression](#) · [Tutorial](#)

Quality: 463 global accepts · Rating: 2400 · first AC: 2022-01-23 · last AC: 2023-07-07 · C++17 (GCC 9-64) (first AC) · Tags: dp
[qiuxz's solution](#)

987.

441E

[Valera and Number](#) · [Tutorial](#)

Quality: 816 global accepts · Rating: 2400 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, math, probabilities
[qiuxz's solution](#)

988.

534F

[Simplified Nonogram](#) · [Tutorial](#)

Quality: 533 global accepts · Rating: 2400 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, hashing, meet-in-the-middle
[qiuxz's solution](#)

989.

749E

[Inversions After Shuffle](#) · [Tutorial](#)

Quality: 1,256 global accepts · Rating: 2400 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, probabilities

[giuizx's solution](#)

990.

350D

[Looking for Owls](#) · [Tutorial](#)

Quality: 296 global accepts · Rating: 2400 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, geometry, hashing, sortings

[giuizx's solution](#)

991.

160E

[Buses and People](#) · [Tutorial](#)

Quality: 682 global accepts · Rating: 2400 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, sortings

[giuizx's solution](#)

992.

1367F2

[Flying Sort \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,869 global accepts · Rating: 2400 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers

[giuizx's solution](#)

993.

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,836 global accepts · Rating: 2400 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, trees

[giuizx's solution](#)

994.

605C

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

Quality: 1,295 global accepts · Rating: 2400 · first AC: 2023-06-30 · C++20 (GCC 11-64) (first AC) · Tags: geometry

[giuizx's solution](#)

995.

1804E

[Routing](#) · [Tutorial](#)

Quality: 1,706 global accepts · Rating: 2400 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs

[giuizx's solution](#)

996.

1785D

[Wooden Spoon](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-02-05 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math

[giuizx's solution](#)

997.

1726E

[Almost Perfect](#) · [Tutorial](#)

Quality: 1,716 global accepts · Rating: 2400 · first AC: 2022-11-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, fft, math

[giuizx's solution](#)

998.

1710E

[Two Arrays](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2400 · first AC: 2022-10-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, games, graph matchings

[giuizx's solution](#)

999.

1738F

[Connectivity Addicts](#) · [Tutorial](#)

Quality: 1,381 global accepts · Rating: 2400 · first AC: 2022-09-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, interactive, shortest paths, trees

[giuizx's solution](#)

1000.

1403A

[The Potion of Great Power](#) · [Tutorial](#)

Quality: 312 global accepts · Rating: 2400 · first AC: 2022-09-29 · C++17 (GCC 9-64) (first AC) · Tags: *special, 2-sat, binary search, data structures, graphs, interactive, sortings, two pointers

[giuizx's solution](#)

1001.

331D1

[Escaping on Beaveractor](#) · [Tutorial](#)

Quality: 223 global accepts · Rating: 2400 · first AC: 2022-08-10 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, implementation

[giuizx's solution](#)

1002.

710F

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

Quality: 2,503 global accepts · Rating: 2400 · first AC: 2022-05-01 · last AC: 2022-05-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, hashing, interactive, string suffix structures, strings

[giuizx's solution](#)

1003.

665F

[Four Divisors](#) · [Tutorial](#)

Quality: 751 global accepts · Rating: 2400 · first AC: 2022-03-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, math, number theory, sortings, two pointers

[giuizx's solution](#)

1004.

1630D

[Flipping Range](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2400 · first AC: 2022-01-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy, number theory

[giuizx's solution](#)

1005.

1628D2

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

Quality: 2,631 global accepts · Rating: 2400 · first AC: 2022-01-22 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, games, math

[giuizx's solution](#)

1006.

1626E

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

Quality: 1,857 global accepts · Rating: 2400 · first AC: 2022-01-17 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, greedy, trees

[giuizx's solution](#)

1007.

1615E

[Purple Crayon](#) · [Tutorial](#)

Quality: 1,700 global accepts · Rating: 2400 · first AC: 2021-12-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, math, sortings, trees

[giuizx's solution](#)

1008.

1051F

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

Quality: 3,754 global accepts · Rating: 2400 · first AC: 2021-12-20 · C++17 (GCC 9-64) (first AC) · Tags: graphs, shortest paths, trees

[giuizx's solution](#)

1009.

1591F

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

Rating: 2400 · first AC: 2021-12-14 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, dp, math

[giuizx's solution](#)

1010.

1591E

[Frequency Queries](#) · [Tutorial](#)

Rating: 2400 · first AC: 2021-12-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, trees, two pointers
[giuqx's solution](#)

1011.

1000F

[One Occurrence](#) · [Tutorial](#)

Quality: 4,836 global accepts · Rating: 2400 · first AC: 2021-12-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer
[giuqx's solution](#)

1012.

1605E

[Array Equalizer](#) · [Tutorial](#)

Quality: 1,182 global accepts · Rating: 2400 · first AC: 2021-11-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, implementation, math, number theory, sortings, two pointers
[giuqx's solution](#)

1013.

246E

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

Quality: 4,518 global accepts · Rating: 2400 · first AC: 2021-11-13 · last AC: 2021-11-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, sortings
[giuqx's solution](#)

1014.

920D

[Tanks](#) · [Tutorial](#)

Quality: 809 global accepts · Rating: 2400 · first AC: 2021-11-13 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation
[giuqx's solution](#)

1015.

915F

[Imbalance Value of a Tree](#) · [Tutorial](#)

Quality: 3,052 global accepts · Rating: 2400 · first AC: 2021-11-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, graphs, trees
[giuqx's solution](#)

1016.

1606D

[Red-Blue Matrix](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2400 · first AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, implementation, sortings
[giuqx's solution](#)

1017.

808F

[Card Game](#) · [Tutorial](#)

Quality: 1,587 global accepts · Rating: 2400 · first AC: 2021-10-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, flows, graphs
[giuqx's solution](#)

1018.

1005E2

[Median on Segments \(General Case Edition\)](#) · [Tutorial](#)

Quality: 1,533 global accepts · Rating: 2400 · first AC: 2021-09-25 · C++17 (GCC 9-64) (first AC) · Tags: sortings
[giuqx's solution](#)

1019.

1032F

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

Quality: 1,143 global accepts · Rating: 2400 · first AC: 2021-09-25 · C++17 (GCC 9-64) (first AC) · Tags: dp, trees
[giuqx's solution](#)

1020.

295D

[Greg and Caves](#) · [Tutorial](#)

Quality: 740 global accepts · Rating: 2400 · first AC: 2021-09-12 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[giuqx's solution](#)

1021.

1144G

[Two Merged Sequences](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2021-09-04 · last AC: 2021-09-08 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[giuqx's solution](#)

1022.

853D

[Michael and Charging Stations](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2400 · first AC: 2021-09-07 · last AC: 2021-09-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy

[giuqx's solution](#)

1023.

452E

[Three strings](#) · [Tutorial](#)

Quality: 1,199 global accepts · Rating: 2400 · first AC: 2021-07-07 · last AC: 2021-07-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, string suffix structures, strings

[giuqx's solution](#)

1024.

873F

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

Quality: 1,862 global accepts · Rating: 2400 · first AC: 2021-07-05 · C++14 (GCC 6-32) (first AC) · Tags: dsu, string suffix structures, strings

[giuqx's solution](#)

1025.

1542E1

[Abnormal Permutation Pairs \(easy version\)](#) · [Tutorial](#)

Quality: 1,437 global accepts · Rating: 2400 · first AC: 2021-07-04 · last AC: 2021-07-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, fft, math

[giuqx's solution](#)

1026.

913E

[Logical Expression](#) · [Tutorial](#)

Quality: 884 global accepts · Rating: 2400 · first AC: 2021-06-26 · last AC: 2021-06-26 · GNU C++11 (first AC) · Tags: bitmasks, dp, shortest paths

[giuqx's solution](#)

1027.

97A

[Domino](#) · [Tutorial](#)

Quality: 335 global accepts · Rating: 2400 · first AC: 2021-05-02 · GNU C++11 (first AC) · Tags: brute force, implementation

[giuqx's solution](#)

1028.

698C

[LRU](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2400 · first AC: 2021-04-03 · GNU C++11 (first AC) · Tags: bitmasks, dp, math, probabilities

[giuqx's solution](#)

1029.

283D

[Cows and Cool Sequences](#) · [Tutorial](#)

Quality: 641 global accepts · Rating: 2400 · first AC: 2021-03-21 · GNU C++11 (first AC) · Tags: dp, math, number theory

[giuqx's solution](#)

1030.

288D

[Polo the Penguin and Trees](#) · [Tutorial](#)

Quality: 838 global accepts · Rating: 2400 · first AC: 2021-03-21 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, trees

[giuqx's solution](#)

1031.

1009G

[Allowed Letters](#) · [Tutorial](#)

Quality: 1,066 global accepts · Rating: 2400 · first AC: 2021-02-28 · GNU C++11 (first AC) · Tags: bitmasks, flows, graph matchings, graphs, greedy

[giuizx's solution](#)

1032.

193C

[Hamming Distance](#) · [Tutorial](#)

Quality: 615 global accepts · Rating: 2400 · first AC: 2021-02-02 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, matrices

[giuizx's solution](#)

1033.

1455E

[Four Points](#) · [Tutorial](#)

Quality: 1,649 global accepts · Rating: 2400 · first AC: 2021-01-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, flows, geometry, greedy, implementation, math, ternary search

[giuizx's solution](#)

1034.

1469E

[A Bit Similar](#) · [Tutorial](#)

Quality: 2,200 global accepts · Rating: 2400 · first AC: 2021-01-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, hashing, string suffix structures, strings, two pointers

[giuizx's solution](#)

1035.

1463E

[Plan of Lectures](#) · [Tutorial](#)

Quality: 1,733 global accepts · Rating: 2400 · first AC: 2020-12-19 · last AC: 2021-01-27 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, implementation, sortings, trees

[giuizx's solution](#)

1036.

1418E

[Expected Damage](#) · [Tutorial](#)

Quality: 2,202 global accepts · Rating: 2400 · first AC: 2021-01-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, probabilities

[giuizx's solution](#)

1037.

256E

[Lucky Arrays](#) · [Tutorial](#)

Quality: 714 global accepts · Rating: 2400 · first AC: 2021-01-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[giuizx's solution](#)

1038.

1408E

[Avoid Rainbow Cycles](#) · [Tutorial](#)

Quality: 2,184 global accepts · Rating: 2400 · first AC: 2020-10-01 · GNU C++11 (first AC) · Tags: data structures, dsu, graphs, greedy, sortings, trees

[giuizx's solution](#)

1039.

258E

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

Quality: 1,319 global accepts · Rating: 2400 · first AC: 2020-08-24 · last AC: 2020-08-24 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, trees

[giuizx's solution](#)

1040.

1392F

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

Quality: 2,403 global accepts · Rating: 2400 · first AC: 2020-08-18 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[giuizx's solution](#)

1041.

38H

[The Great Marathon](#) · [Tutorial](#)

Quality: 445 global accepts · Rating: 2400 · first AC: 2020-08-15 · GNU C++11 (first AC) · Tags: dp

[giuizx's solution](#)

1042.

1093E

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

Quality: 1,861 global accepts · Rating: 2400 · first AC: 2020-08-12 · GNU C++11 (first AC) · Tags: data structures

[giuizx's solution](#)

1043.

28D

[Don't fear, DravDe is kind](#) · [Tutorial](#)

Quality: 676 global accepts · Rating: 2400 · first AC: 2020-07-30 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, hashing

[giuizx's solution](#)

1044.

962F

[Simple Cycles Edges](#) · [Tutorial](#)

Quality: 1,581 global accepts · Rating: 2400 · first AC: 2020-07-28 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, trees

[giuizx's solution](#)

1045.

506D

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

Quality: 2,535 global accepts · Rating: 2400 · first AC: 2019-12-30 · last AC: 2020-07-26 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, dsu, graphs

[giuizx's solution](#)

1046.

1340C

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

Quality: 2,416 global accepts · Rating: 2400 · first AC: 2020-04-25 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[giuizx's solution](#)

1047.

444C

[DZY Loves Colors](#) · [Tutorial](#)

Quality: 3,360 global accepts · Rating: 2400 · first AC: 2020-03-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[giuizx's solution](#)

1048.

26D

[Tickets](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2400 · first AC: 2020-02-29 · last AC: 2020-02-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities

[giuizx's solution](#)

1049.

2206B

[Subtree Removal Game](#) · [Tutorial](#)

Quality: 349 global accepts · Rating: 2500 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, games, trees

[giuizx's solution](#)

1050.

2206E

[Parallel Sums](#) · [Tutorial](#)

Quality: 404 global accepts · Rating: 2500 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, geometry

[giuizx's solution](#)

1051.

2183F

[Jumping Man](#) · [Tutorial](#)

Quality: 1,128 global accepts · Rating: 2500 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees

[giuizx's solution](#)

1052.

2159D1

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

Quality: 1,020 global accepts · Rating: 2500 · first AC: 2025-10-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, geometry, greedy, math, two pointers

[giuizx's solution](#)

1053.

2152F

[Triple Attack](#) · [Tutorial](#)

Quality: 1,036 global accepts · Rating: 2500 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[giuizx's solution](#)

1054.

1387B2

[Village \(Maximum\)](#) · [Tutorial](#)

Quality: 1,277 global accepts · Rating: 2500 · first AC: 2025-09-28 · C++20 (GCC 13-64) (first AC) · Tags: *special, dfs and similar, trees

[giuizx's solution](#)

1055.

2135D2

[From the Unknown \(Hard Version\)](#) · [Tutorial](#)

Quality: 991 global accepts · Rating: 2500 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[giuizx's solution](#)

1056.

1100F

[Ivan and Burgers](#) · [Tutorial](#)

Quality: 3,690 global accepts · Rating: 2500 · first AC: 2025-05-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, greedy, math

[giuizx's solution](#)

1057.

2101D

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

Quality: 1,019 global accepts · Rating: 2500 · first AC: 2025-05-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, sortings, two pointers

[giuizx's solution](#)

1058.

1361C

[Johnny and Megan's Necklace](#) · [Tutorial](#)

Quality: 1,836 global accepts · Rating: 2500 · first AC: 2025-04-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, dsu, graphs

[giuizx's solution](#)

1059.

2081B

[Balancing](#) · [Tutorial](#)

Quality: 998 global accepts · Rating: 2500 · first AC: 2025-03-16 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[giuizx's solution](#)

1060.

2057E2

[Another Exercise on Graphs \(hard version\)](#) · [Tutorial](#)

Quality: 1,928 global accepts · Rating: 2500 · first AC: 2025-01-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, dsu, graphs, shortest paths, sortings

[giuizx's solution](#)

1061.

2048F

[Kevin and Math Class](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation, math, trees

[giuizx's solution](#)

1062.

2034F1

[Khayyam's Royal Decree \(Easy Version\)](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2500 · first AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, sortings

[giuizx's solution](#)

1063.

2038I

[Polyathlon](#) · [Tutorial](#)

Quality: 747 global accepts · Rating: 2500 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings

[giuizx's solution](#)

1064.

2038F

[Alternative Platforms](#) · [Tutorial](#)

Quality: 483 global accepts · Rating: 2500 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, fft, math, sortings

[giuizx's solution](#)

1065.

2029F

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

Quality: 851 global accepts · Rating: 2500 · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[giuizx's solution](#)

1066.

2035F

[Tree Operations](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2500 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, dp, trees

[giuizx's solution](#)

1067.

57D

[Journey](#) · [Tutorial](#)

Quality: 360 global accepts · Rating: 2500 · first AC: 2024-10-18 · last AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: dp, math

[giuizx's solution](#)

1068.

1085F

[Rock-Paper-Scissors Champion](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 2500 · first AC: 2024-09-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[giuizx's solution](#)

1069.

1771F

[Hossam and Range Minimum Query](#) · [Tutorial](#)

Quality: 1,550 global accepts · Rating: 2500 · first AC: 2024-08-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, hashing, probabilities, strings, trees

[giuizx's solution](#)

1070.

1998E2

[Eliminating Balls With Merging \(Hard Version\)](#) · [Tutorial](#)

Quality: 900 global accepts · Rating: 2500 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, greedy, implementation

[giuizx's solution](#)

1071.

1559D2

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

Quality: 3,065 global accepts · Rating: 2500 · first AC: 2024-07-31 · last AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, greedy, trees, two pointers

[giuqx's solution](#)

1072.

1325F

[Ehab's Last Theorem](#) · [Tutorial](#)

Quality: 2,329 global accepts · Rating: 2500 · first AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[giuqx's solution](#)

1073.

1987F1

[Interesting Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,368 global accepts · Rating: 2500 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp

[giuqx's solution](#)

1074.

1984F

[Reconstruction](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2500 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math

[giuqx's solution](#)

1075.

1181E1

[A Story of One Country \(Easy\)](#) · [Tutorial](#)

Quality: 621 global accepts · Rating: 2500 · first AC: 2024-05-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, divide and conquer, sortings

[giuqx's solution](#)

1076.

1951F

[Inversion Composition](#) · [Tutorial](#)

Quality: 963 global accepts · Rating: 2500 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[giuqx's solution](#)

1077.

1516E

[Baby Ehab Plays with Permutations](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 2500 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[giuqx's solution](#)

1078.

1716F

[Bags with Balls](#) · [Tutorial](#)

Quality: 1,365 global accepts · Rating: 2500 · first AC: 2024-02-26 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory

[giuqx's solution](#)

1079.

1117G

[Recursive Queries](#) · [Tutorial](#)

Quality: 913 global accepts · Rating: 2500 · first AC: 2024-01-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[giuqx's solution](#)

1080.

1909F2

[Small Permutation Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,229 global accepts · Rating: 2500 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[giuqx's solution](#)

1081.

1906K

[Deck-Building Game](#) · [Tutorial](#)

Quality: 573 global accepts · Rating: 2500 · first AC: 2023-12-03 · last AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, math

[giuizx's solution](#)

1082.

1906L

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

Quality: 763 global accepts · Rating: 2500 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[giuizx's solution](#)

1083.

178F3

[Representative Sampling](#) · [Tutorial](#)

Quality: 484 global accepts · Rating: 2500 · first AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[giuizx's solution](#)

1084.

596E

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

Quality: 425 global accepts · Rating: 2500 · first AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, strings

[giuizx's solution](#)

1085.

1187F

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

Quality: 1,113 global accepts · Rating: 2500 · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, probabilities

[giuizx's solution](#)

1086.

875F

[Royal Questions](#) · [Tutorial](#)

Quality: 1,585 global accepts · Rating: 2500 · first AC: 2023-10-15 · C++20 (GCC 11-64) (first AC) · Tags: dsu, graphs, greedy

[giuizx's solution](#)

1087.

1876D

[Lexichromatography](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2500 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, two pointers

[giuizx's solution](#)

1088.

840C

[On the Bench](#) · [Tutorial](#)

Quality: 2,070 global accepts · Rating: 2500 · first AC: 2023-09-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

[giuizx's solution](#)

1089.

1866K

[Keen Tree Calculation](#) · [Tutorial](#)

Quality: 559 global accepts · Rating: 2500 · first AC: 2023-09-03 · last AC: 2023-09-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, geometry, graphs, implementation, trees

[giuizx's solution](#)

1090.

1854C

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

Quality: 1,788 global accepts · Rating: 2500 · first AC: 2023-07-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[giuizx's solution](#)

1091.

1847F

[The Boss's Identity](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2500 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, dfs and similar, greedy, math, sortings

[giuizx's solution](#)

1092.

1842F

[Tenzing and Tree](#) · [Tutorial](#)

Quality: 1,809 global accepts · Rating: 2500 · first AC: 2023-06-25 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, greedy, shortest paths, sortings, trees

[giuizx's solution](#)

1093.

138D

[World of Darkraft](#) · [Tutorial](#)

Quality: 592 global accepts · Rating: 2500 · first AC: 2023-04-26 · C++20 (GCC 11-64) (first AC) · Tags: dp, games

[giuizx's solution](#)

1094.

1814D

[Balancing Weapons](#) · [Tutorial](#)

Quality: 1,025 global accepts · Rating: 2500 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, math, two pointers

[giuizx's solution](#)

1095.

348D

[Turtles](#) · [Tutorial](#)

Quality: 2,217 global accepts · Rating: 2500 · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: dp, matrices

[giuizx's solution](#)

1096.

1787F

[Inverse Transformation](#) · [Tutorial](#)

Quality: 800 global accepts · Rating: 2500 · first AC: 2023-01-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, math

[giuizx's solution](#)

1097.

1773I

[Interactive Factorial Guessing](#) · [Tutorial](#)

Quality: 581 global accepts · Rating: 2500 · first AC: 2022-12-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, games, implementation, interactive

[giuizx's solution](#)

1098.

954H

[Path Counting](#) · [Tutorial](#)

Quality: 763 global accepts · Rating: 2500 · first AC: 2022-12-05 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp

[giuizx's solution](#)

1099.

1725J

[Journey](#) · [Tutorial](#)

Quality: 464 global accepts · Rating: 2500 · first AC: 2022-11-25 · C++17 (GCC 9-64) (first AC) · Tags: dp, trees

[giuizx's solution](#)

1100.

704B

[Ant Man](#) · [Tutorial](#)

Quality: 2,168 global accepts · Rating: 2500 · first AC: 2022-11-20 · last AC: 2022-11-20 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, greedy

[giuizx's solution](#)

1101.

923D

[Picking Strings](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2500 · first AC: 2022-11-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, strings

[qiuzx's solution](#)

1102.

1746E1

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

Quality: 1,693 global accepts · Rating: 2500 · first AC: 2022-10-16 · last AC: 2022-10-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, interactive, ternary search

[qiuzx's solution](#)

1103.

710D

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

Quality: 1,845 global accepts · Rating: 2500 · first AC: 2022-09-16 · last AC: 2022-09-16 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[qiuzx's solution](#)

1104.

1687C

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

Quality: 1,688 global accepts · Rating: 2500 · first AC: 2022-06-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[qiuzx's solution](#)

1105.

1677D

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

Quality: 1,459 global accepts · Rating: 2500 · first AC: 2022-05-09 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

[qiuzx's solution](#)

1106.

946G

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

Quality: 790 global accepts · Rating: 2500 · first AC: 2022-05-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[qiuzx's solution](#)

1107.

884F

[Anti-Palindromize](#) · [Tutorial](#)

Quality: 1,280 global accepts · Rating: 2500 · first AC: 2022-03-19 · C++17 (GCC 9-64) (first AC) · Tags: flows, graphs, greedy

[qiuzx's solution](#)

1108.

976F

[Minimal k-covering](#) · [Tutorial](#)

Quality: 667 global accepts · Rating: 2500 · first AC: 2022-03-17 · C++17 (GCC 9-64) (first AC) · Tags: flows, graphs

[qiuzx's solution](#)

1109.

1187G

[Gang Up](#) · [Tutorial](#)

Quality: 688 global accepts · Rating: 2500 · first AC: 2022-03-17 · C++17 (GCC 9-64) (first AC) · Tags: flows, graphs

[qiuzx's solution](#)

1110.

628F

[Bear and Fair Set](#) · [Tutorial](#)

Quality: 964 global accepts · Rating: 2500 · first AC: 2022-03-17 · C++17 (GCC 9-64) (first AC) · Tags: flows, graphs

[qiuzx's solution](#)

1111.

678F

[Lena and Queries](#) · [Tutorial](#)

Quality: 1,033 global accepts · Rating: 2500 · first AC: 2022-03-15 · last AC: 2022-03-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, geometry

[giuizx's solution](#)

1112.

1637F

[Towers](#) · [Tutorial](#)

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

[giuizx's solution](#)

1113.

264D

[Colorful Stones](#) · [Tutorial](#)

Quality: 451 global accepts · Rating: 2500 · first AC: 2022-01-23 · C++17 (GCC 9-64) (first AC) · Tags: dp, two pointers

[giuizx's solution](#)

1114.

610E

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

Quality: 1,030 global accepts · Rating: 2500 · first AC: 2022-01-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, strings

[giuizx's solution](#)

1115.

911G

[Mass Change Queries](#) · [Tutorial](#)

Quality: 3,782 global accepts · Rating: 2500 · first AC: 2021-11-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[giuizx's solution](#)

1116.

348C

[Subset Sums](#) · [Tutorial](#)

Quality: 2,742 global accepts · Rating: 2500 · first AC: 2021-11-06 · last AC: 2021-11-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures

[giuizx's solution](#)

1117.

792E

[Colored Balls](#) · [Tutorial](#)

Quality: 1,264 global accepts · Rating: 2500 · first AC: 2021-10-28 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory

[giuizx's solution](#)

1118.

156D

[Clues](#) · [Tutorial](#)

Quality: 2,035 global accepts · Rating: 2500 · first AC: 2021-10-22 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, graphs

[giuizx's solution](#)

1119.

1574E

[Coloring](#) · [Tutorial](#)

Quality: 1,038 global accepts · Rating: 2500 · first AC: 2021-09-21 · last AC: 2021-09-21 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, implementation, math

[giuizx's solution](#)

1120.

1556F

[Sports Betting](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2500 · first AC: 2021-09-13 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, graphs, math, probabilities

[giuizx's solution](#)

1121.

1548C

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

Quality: 2,042 global accepts · Rating: 2500 · first AC: 2021-08-02 · GNU C++11 (first AC) · Tags: combinatorics, dp, fft, math

[giuizx's solution](#)

1122.

1550E

[Stringforces](#) · [Tutorial](#)

Quality: 1,838 global accepts · Rating: 2500 · first AC: 2021-07-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, dp, strings, two pointers

[giuizx's solution](#)**1123.**

17C

[Balance](#) · [Tutorial](#)

Quality: 1,027 global accepts · Rating: 2500 · first AC: 2021-07-01 · C++14 (GCC 6-32) (first AC) · Tags: dp

[giuizx's solution](#)**1124.**

53E

[Dead Ends](#) · [Tutorial](#)

Quality: 1,275 global accepts · Rating: 2500 · first AC: 2021-06-19 · GNU C++11 (first AC) · Tags: bitmasks, dp

[giuizx's solution](#)**1125.**

95E

[Lucky Country](#) · [Tutorial](#)

Quality: 1,903 global accepts · Rating: 2500 · first AC: 2021-05-29 · last AC: 2021-06-03 · GNU C++11 (first AC) · Tags: dp, dsu, graphs

[giuizx's solution](#)**1126.**

1375E

[Inversion SwapSort](#) · [Tutorial](#)

Quality: 3,371 global accepts · Rating: 2500 · first AC: 2021-02-22 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, sortings

[giuizx's solution](#)**1127.**

1481E

[Sorting Books](#) · [Tutorial](#)

Quality: 2,417 global accepts · Rating: 2500 · first AC: 2021-02-05 · GNU C++11 (first AC) · Tags: data structures, dp, greedy

[giuizx's solution](#)**1128.**

1452E

[Two Editorials](#) · [Tutorial](#)

Quality: 1,695 global accepts · Rating: 2500 · first AC: 2021-01-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, sortings, two pointers

[giuizx's solution](#)**1129.**

1418G

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

Quality: 2,748 global accepts · Rating: 2500 · first AC: 2020-12-27 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, hashing, two pointers

[giuizx's solution](#)**1130.**

1175F

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

Quality: 2,665 global accepts · Rating: 2500 · first AC: 2020-12-26 · GNU C++11 (first AC) · Tags: brute force, data structures, divide and conquer, hashing, math

[giuizx's solution](#)**1131.**

609F

[Frogs and mosquitoes](#) · [Tutorial](#)

Quality: 1,511 global accepts · Rating: 2500 · first AC: 2020-10-17 · last AC: 2020-10-19 · GNU C++11 (first AC) · Tags: data structures, greedy

[giuizx's solution](#)

1132.

528D

[Fuzzy Search](#) · [Tutorial](#)

Quality: 2,861 global accepts · Rating: 2500 · first AC: 2020-08-25 · GNU C++11 (first AC) · Tags: bitmasks, brute force, fft

[giuizx's solution](#)

1133.

543C

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

Quality: 1,555 global accepts · Rating: 2500 · first AC: 2020-08-01 · last AC: 2020-08-02 · GNU C++11 (first AC) · Tags: bitmasks, dp

[giuizx's solution](#)

1134.

1334F

[Strange Function](#) · [Tutorial](#)

Quality: 1,506 global accepts · Rating: 2500 · first AC: 2020-04-14 · last AC: 2020-04-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy

[giuizx's solution](#)

1135.

1320D

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

Quality: 1,692 global accepts · Rating: 2500 · first AC: 2020-03-05 · last AC: 2020-03-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, strings

[giuizx's solution](#)

1136.

2206D

[Christmas Tree Un-decoration](#) · [Tutorial](#)

Quality: 241 global accepts · Rating: 2600 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, trees

[giuizx's solution](#)

1137.

2164F1

[Chain Prefix Rank \(Easy Version\)](#) · [Tutorial](#)

Quality: 650 global accepts · Rating: 2600 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[giuizx's solution](#)

1138.

2150E1

[Hidden Single \(Version 1\)](#) · [Tutorial](#)

Quality: 1,026 global accepts · Rating: 2600 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, interactive, math, probabilities, sortings

[giuizx's solution](#)

1139.

2138D

[Antiamuny and Slider Movement](#) · [Tutorial](#)

Quality: 640 global accepts · Rating: 2600 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, implementation, math, sortings

[giuizx's solution](#)

1140.

1704F

[Colouring Game](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2600 · first AC: 2025-08-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, games

[giuizx's solution](#)

1141.

2129D

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

Quality: 945 global accepts · Rating: 2600 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, implementation, math

[giuizx's solution](#)

1142.

2122E

[Greedy Grid Counting](#) · [Tutorial](#)

Quality: 1,076 global accepts · Rating: 2600 · first AC: 2025-07-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math
[giuizx's solution](#)

1143.

1264D1

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

Quality: 1,526 global accepts · Rating: 2600 · first AC: 2025-05-05 · last AC: 2025-05-05 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, probabilities
[giuizx's solution](#)

1144.

1402C

[Star Trek](#) · [Tutorial](#)

Quality: 234 global accepts · Rating: 2600 · first AC: 2025-04-11 · C++20 (GCC 13-64) (first AC) · Tags: *special, combinatorics, dfs and similar, dp, games, graphs, matrices, trees
[giuizx's solution](#)

1145.

2084G1

[Wish Upon a Satellite \(Easy Version\)](#) · [Tutorial](#)

Quality: 755 global accepts · Rating: 2600 · first AC: 2025-04-07 · last AC: 2025-04-07 · C++20 (GCC 13-64) (first AC) · Tags: dp, games
[giuizx's solution](#)

1146.

2081D

[MST in Modulo Graph](#) · [Tutorial](#)

Quality: 1,185 global accepts · Rating: 2600 · first AC: 2025-03-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, sortings, trees
[giuizx's solution](#)

1147.

1523E

[Crypto Lights](#) · [Tutorial](#)

Quality: 1,939 global accepts · Rating: 2600 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, probabilities
[giuizx's solution](#)

1148.

2053F

[Earnest Matrix Complement](#) · [Tutorial](#)

Quality: 947 global accepts · Rating: 2600 · first AC: 2024-12-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, math
[giuizx's solution](#)

1149.

201E

[Thoroughly Bureaucratic Organization](#) · [Tutorial](#)

Quality: 483 global accepts · Rating: 2600 · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics
[giuizx's solution](#)

1150.

30D

[King's Problem?](#) · [Tutorial](#)

Quality: 498 global accepts · Rating: 2600 · first AC: 2024-10-15 · last AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy
[giuizx's solution](#)

1151.

883B

[Berland Army](#) · [Tutorial](#)

Quality: 424 global accepts · Rating: 2600 · first AC: 2024-09-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy
[giuizx's solution](#)

1152.

513E1

[Subarray Cuts](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2600 · first AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: dp

[giuqx's solution](#)

1153.

1493F

[Enchanted Matrix](#) · [Tutorial](#)

Quality: 503 global accepts · Rating: 2600 · first AC: 2024-09-09 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, interactive, number theory

[giuqx's solution](#)

1154.

2006D

[Iris and Adjacent Products](#) · [Tutorial](#)

Quality: 981 global accepts · Rating: 2600 · first AC: 2024-08-31 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math

[giuqx's solution](#)

1155.

698D

[Limak and Shooting Points](#) · [Tutorial](#)

Quality: 581 global accepts · Rating: 2600 · first AC: 2024-08-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, math

[giuqx's solution](#)

1156.

2002F1

[Court Blue \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,004 global accepts · Rating: 2600 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, math, number theory

[giuqx's solution](#)

1157.

1994G

[Minecraft](#) · [Tutorial](#)

Quality: 1,627 global accepts · Rating: 2600 · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, graphs, math

[giuqx's solution](#)

1158.

232C

[Doe Graphs](#) · [Tutorial](#)

Quality: 309 global accepts · Rating: 2600 · first AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, divide and conquer, dp, graphs, shortest paths

[giuqx's solution](#)

1159.

1987F2

[Interesting Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2600 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp

[giuqx's solution](#)

1160.

1975F

[Set](#) · [Tutorial](#)

Quality: 1,037 global accepts · Rating: 2600 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dfs and similar, divide and conquer, dp, math

[giuqx's solution](#)

1161.

1805F1

[Survival of the Weakest \(easy version\)](#) · [Tutorial](#)

Quality: 1,337 global accepts · Rating: 2600 · first AC: 2024-05-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, implementation, math, sortings

[giuqx's solution](#)

1162.

542D

[Superhero's Job](#) · [Tutorial](#)

Quality: 539 global accepts · Rating: 2600 · first AC: 2024-03-10 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, hashing, math, number theory

[giuizx's solution](#)

1163.

1919E

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

Quality: 1,130 global accepts · Rating: 2600 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, implementation, math

[giuizx's solution](#)

1164.

1906B

[Button Pressing](#) · [Tutorial](#)

Quality: 828 global accepts · Rating: 2600 · first AC: 2023-12-03 · last AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, hashing

[giuizx's solution](#)

1165.

1061E

[Politics](#) · [Tutorial](#)

Quality: 603 global accepts · Rating: 2600 · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: flows, graphs

[giuizx's solution](#)

1166.

1896F

[Bracket Xoring](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2600 · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[giuizx's solution](#)

1167.

115D

[Unambiguous Arithmetic Expression](#) · [Tutorial](#)

Quality: 454 global accepts · Rating: 2600 · first AC: 2020-12-13 · last AC: 2023-11-14 · GNU C++11 (first AC) · Tags: dp, expression parsing

[giuizx's solution](#)

1168.

93E

[Lostborn](#) · [Tutorial](#)

Quality: 540 global accepts · Rating: 2600 · first AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory

[giuizx's solution](#)

1169.

1893D

[Colorful Constructive](#) · [Tutorial](#)

Quality: 1,091 global accepts · Rating: 2600 · first AC: 2023-11-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[giuizx's solution](#)

1170.

599E

[Sandy and Nuts](#) · [Tutorial](#)

Quality: 761 global accepts · Rating: 2600 · first AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, trees

[giuizx's solution](#)

1171.

1889C2

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

Quality: 1,206 global accepts · Rating: 2600 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[giuizx's solution](#)

1172.

963C

[Cutting Rectangle](#) · [Tutorial](#)

Quality: 672 global accepts · Rating: 2600 · first AC: 2023-10-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory
[giuix's solution](#)

1173.

814E

[An unavoidable detour for home](#) · [Tutorial](#)

Quality: 725 global accepts · Rating: 2600 · first AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, graphs, shortest paths
[giuix's solution](#)

1174.

442D

[Adam and Tree](#) · [Tutorial](#)

Quality: 1,131 global accepts · Rating: 2600 · first AC: 2023-09-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees
[giuix's solution](#)

1175.

1539F

[Strange Array](#) · [Tutorial](#)

Quality: 984 global accepts · Rating: 2600 · first AC: 2023-09-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings
[giuix's solution](#)

1176.

1326F1

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

Quality: 1,007 global accepts · Rating: 2600 · first AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle
[giuix's solution](#)

1177.

1863F

[Divide, XOR, and Conquer](#) · [Tutorial](#)

Quality: 1,352 global accepts · Rating: 2600 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, math
[giuix's solution](#)

1178.

1554E

[You](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2023-08-29 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, math, number theory
[giuix's solution](#)

1179.

374E

[Inna and Babies](#) · [Tutorial](#)

Quality: 206 global accepts · Rating: 2600 · first AC: 2023-08-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dsu, geometry, implementation
[giuix's solution](#)

1180.

896C

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

Quality: 4,437 global accepts · Rating: 2600 · first AC: 2023-08-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, probabilities
[giuix's solution](#)

1181.

1699E

[Three Days Grace](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2023-08-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers
[giuix's solution](#)

1182.

1762F

[Good Pairs](#) · [Tutorial](#)

Quality: 888 global accepts · Rating: 2600 · first AC: 2023-08-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp
[giuizx's solution](#)

1183.

1223F

[Stack Exterminable Arrays](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 2600 · first AC: 2023-08-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, hashing
[giuizx's solution](#)

1184.

1348F

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

Quality: 906 global accepts · Rating: 2600 · first AC: 2023-08-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, greedy
[giuizx's solution](#)

1185.

935F

[Fafa and Array](#) · [Tutorial](#)

Quality: 437 global accepts · Rating: 2600 · first AC: 2023-08-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy
[giuizx's solution](#)

1186.

338E

[Optimize!](#) · [Tutorial](#)

Quality: 1,186 global accepts · Rating: 2600 · first AC: 2023-08-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures
[giuizx's solution](#)

1187.

1004F

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

Quality: 928 global accepts · Rating: 2600 · first AC: 2023-08-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, divide and conquer
[giuizx's solution](#)

1188.

761F

[Dasha and Photos](#) · [Tutorial](#)

Quality: 524 global accepts · Rating: 2600 · first AC: 2023-08-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, implementation
[giuizx's solution](#)

1189.

631E

[Product Sum](#) · [Tutorial](#)

Quality: 3,204 global accepts · Rating: 2600 · first AC: 2023-08-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, geometry
[giuizx's solution](#)

1190.

1153F

[Serval and Bonus Problem](#) · [Tutorial](#)

Quality: 929 global accepts · Rating: 2600 · first AC: 2023-07-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities
[giuizx's solution](#)

1191.

811E

[Vladik and Entertaining Flags](#) · [Tutorial](#)

Quality: 980 global accepts · Rating: 2600 · first AC: 2023-07-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, graphs
[giuizx's solution](#)

1192.

1848E

[Vika and Stone Skipping](#) · [Tutorial](#)

Quality: 925 global accepts · Rating: 2600 · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, number theory

[giuizx's solution](#)

1193.

1651E

[Sum of Matchings](#) · [Tutorial](#)

Quality: 619 global accepts · Rating: 2600 · first AC: 2023-07-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, graph matchings, greedy, math

[giuizx's solution](#)

1194.

1844F1

[Min Cost Permutation \(Easy Version\)](#) · [Tutorial](#)

Quality: 906 global accepts · Rating: 2600 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[giuizx's solution](#)

1195.

914G

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

Quality: 1,136 global accepts · Rating: 2600 · first AC: 2023-06-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, divide and conquer, dp, fft, math

[giuizx's solution](#)

1196.

269D

[Maximum Waterfall](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 2600 · first AC: 2023-06-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, graphs, sortings

[giuizx's solution](#)

1197.

1821F

[Timber](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2600 · first AC: 2023-04-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math

[giuizx's solution](#)

1198.

1815D

[XOR Counting](#) · [Tutorial](#)

Quality: 1,496 global accepts · Rating: 2600 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[giuizx's solution](#)

1199.

1799G

[Count Voting](#) · [Tutorial](#)

Quality: 1,071 global accepts · Rating: 2600 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[giuizx's solution](#)

1200.

1278F

[Cards](#) · [Tutorial](#)

Quality: 2,498 global accepts · Rating: 2600 · first AC: 2023-01-11 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities

[giuizx's solution](#)

1201.

1773H

[Hot and Cold](#) · [Tutorial](#)

Quality: 496 global accepts · Rating: 2600 · first AC: 2022-12-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive

[giuizx's solution](#)

1202.

1773D

[Dominoes](#) · [Tutorial](#)

Quality: 642 global accepts · Rating: 2600 · first AC: 2022-12-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, flows, graph matchings, greedy

[giuizx's solution](#)**1203.**

1684F

[Diverse Segments](#) · [Tutorial](#)

Quality: 1,123 global accepts · Rating: 2600 · first AC: 2022-11-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, two pointers

[giuizx's solution](#)**1204.**

7E

[Defining Macros](#) · [Tutorial](#)

Quality: 777 global accepts · Rating: 2600 · first AC: 2021-03-20 · last AC: 2022-11-15 · GNU C++11 (first AC) · Tags: dp, expression parsing, implementation

[giuizx's solution](#)**1205.**

372D

[Choosing Subtree is Fun](#) · [Tutorial](#)

Quality: 1,129 global accepts · Rating: 2600 · first AC: 2022-11-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, trees, two pointers

[giuizx's solution](#)**1206.**

917D

[Stranger Trees](#) · [Tutorial](#)

Quality: 1,469 global accepts · Rating: 2600 · first AC: 2022-10-20 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, matrices, trees

[giuizx's solution](#)**1207.**

797F

[Mice and Holes](#) · [Tutorial](#)

Quality: 1,471 global accepts · Rating: 2600 · first AC: 2022-03-20 · last AC: 2022-10-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, sortings

[giuizx's solution](#)**1208.**

1558D

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

Quality: 1,134 global accepts · Rating: 2600 · first AC: 2022-09-18 · last AC: 2022-09-18 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures

[giuizx's solution](#)**1209.**

1430F

[Realistic Gameplay](#) · [Tutorial](#)

Quality: 1,027 global accepts · Rating: 2600 · first AC: 2022-09-06 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[giuizx's solution](#)**1210.**

1375F

[Integer Game](#) · [Tutorial](#)

Quality: 2,510 global accepts · Rating: 2600 · first AC: 2022-08-21 · last AC: 2022-08-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, interactive, math

[giuizx's solution](#)**1211.**

331D2

[Escaping on Beaveractor](#) · [Tutorial](#)

Quality: 158 global accepts · Rating: 2600 · first AC: 2022-08-10 · C++17 (GCC 9-64) (first AC) · Tags: graphs

[giuizx's solution](#)

1212.

1696F

[Tree Recovery](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2600 · first AC: 2022-06-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, trees

[giuizx's solution](#)

1213.

8D

[Two Friends](#) · [Tutorial](#)

Quality: 580 global accepts · Rating: 2600 · first AC: 2022-05-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, geometry

[giuizx's solution](#)

1214.

1217F

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

Quality: 722 global accepts · Rating: 2600 · first AC: 2022-05-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, trees

[giuizx's solution](#)

1215.

940F

[Machine Learning](#) · [Tutorial](#)

Quality: 3,376 global accepts · Rating: 2600 · first AC: 2022-04-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures

[giuizx's solution](#)

1216.

1430G

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

Quality: 869 global accepts · Rating: 2600 · first AC: 2022-03-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, dp, flows, graphs, math

[giuizx's solution](#)

1217.

1657F

[Words on Tree](#) · [Tutorial](#)

Quality: 755 global accepts · Rating: 2600 · first AC: 2022-03-23 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs, trees

[giuizx's solution](#)

1218.

818G

[Four Melodies](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2600 · first AC: 2022-03-20 · C++17 (GCC 9-64) (first AC) · Tags: flows, graphs

[giuizx's solution](#)

1219.

1107F

[Vasya and Endless Credits](#) · [Tutorial](#)

Quality: 953 global accepts · Rating: 2600 · first AC: 2022-03-19 · C++17 (GCC 9-64) (first AC) · Tags: dp, flows, graph matchings, graphs, sortings

[giuizx's solution](#)

1220.

813D

[Two Melodies](#) · [Tutorial](#)

Quality: 1,154 global accepts · Rating: 2600 · first AC: 2022-03-17 · C++17 (GCC 9-64) (first AC) · Tags: dp, flows

[giuizx's solution](#)

1221.

360D

[Levko and Sets](#) · [Tutorial](#)

Quality: 487 global accepts · Rating: 2600 · first AC: 2022-01-21 · C++17 (GCC 9-64) (first AC) · Tags: number theory

[giuizx's solution](#)

1222.

249E

[Endless Matrix](#) · [Tutorial](#)

Quality: 359 global accepts · Rating: 2600 · first AC: 2022-01-20 · last AC: 2022-01-20 · C++17 (GCC 9-64) (first AC) · Tags: math
[giuizx's solution](#)

1223.

325C

[Monsters and Diamonds](#) · [Tutorial](#)

Quality: 449 global accepts · Rating: 2600 · first AC: 2022-01-20 · last AC: 2022-01-20 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, shortest paths
[giuizx's solution](#)

1224.

273E

[Dima and Game](#) · [Tutorial](#)

Quality: 401 global accepts · Rating: 2600 · first AC: 2022-01-18 · C++17 (GCC 9-64) (first AC) · Tags: dp, games
[giuizx's solution](#)

1225.

1416D

[Graph and Queries](#) · [Tutorial](#)

Quality: 2,712 global accepts · Rating: 2600 · first AC: 2022-01-08 · last AC: 2022-01-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, graphs, implementation, trees
[giuizx's solution](#)

1226.

1051E

[Vasya and Big Integers](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 2600 · first AC: 2021-12-11 · last AC: 2021-12-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, hashing, strings
[giuizx's solution](#)

1227.

1614E

[Divan and a Cottage](#) · [Tutorial](#)

Quality: 948 global accepts · Rating: 2600 · first AC: 2021-11-28 · last AC: 2021-12-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures
[giuizx's solution](#)

1228.

1016F

[Road Projects](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2600 · first AC: 2021-12-06 · last AC: 2021-12-06 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, trees
[giuizx's solution](#)

1229.

494C

[Helping People](#) · [Tutorial](#)

Quality: 958 global accepts · Rating: 2600 · first AC: 2021-11-27 · C++17 (GCC 9-64) (first AC) · Tags: dp, probabilities
[giuizx's solution](#)

1230.

1588D

[Strange LCS](#) · [Tutorial](#)

Rating: 2600 · first AC: 2021-11-15 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, graphs, strings
[giuizx's solution](#)

1231.

1599J

[Bob's Beautiful Array](#) · [Tutorial](#)

Quality: 328 global accepts · Rating: 2600 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, greedy
[giuizx's solution](#)

1232.

1599A

[Weights](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2600 · first AC: 2021-10-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, two pointers

[giuizx's solution](#)**1233.**

321E

[Ciel and Gondolas](#) · [Tutorial](#)

Quality: 6,272 global accepts · Rating: 2600 · first AC: 2021-10-07 · last AC: 2021-10-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp

[giuizx's solution](#)**1234.**

1566F

[Points Movement](#) · [Tutorial](#)

Quality: 1,172 global accepts · Rating: 2600 · first AC: 2021-09-14 · last AC: 2021-09-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, implementation, sortings

[giuizx's solution](#)**1235.**

1569E

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

Quality: 875 global accepts · Rating: 2600 · first AC: 2021-09-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, hashing, implementation, meet-in-the-middle

[giuizx's solution](#)**1236.**

67C

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

Quality: 745 global accepts · Rating: 2600 · first AC: 2021-08-11 · last AC: 2021-08-11 · GNU C++11 (first AC) · Tags: dp

[giuizx's solution](#)**1237.**

612F

[Simba on the Circle](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 2600 · first AC: 2021-07-12 · C++17 (GCC 9-64) (first AC) · Tags: dp

[giuizx's solution](#)**1238.**

1400G

[Mercenaries](#) · [Tutorial](#)

Quality: 1,160 global accepts · Rating: 2600 · first AC: 2021-07-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, dsu, math, two pointers

[giuizx's solution](#)**1239.**

8E

[Beads](#) · [Tutorial](#)

Quality: 758 global accepts · Rating: 2600 · first AC: 2021-07-08 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs

[giuizx's solution](#)**1240.**

653F

[Paper task](#) · [Tutorial](#)

Quality: 1,173 global accepts · Rating: 2600 · first AC: 2021-07-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, string suffix structures, strings

[giuizx's solution](#)**1241.**

1515F

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

Quality: 2,076 global accepts · Rating: 2600 · first AC: 2021-05-04 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, trees

[giuizx's solution](#)

1242.

1391E

[Pairs of Pairs](#) · [Tutorial](#)

Quality: 1,927 global accepts · Rating: 2600 · first AC: 2021-02-22 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees

[giuizx's solution](#)

1243.

241E

[Flights](#) · [Tutorial](#)

Quality: 1,383 global accepts · Rating: 2600 · first AC: 2020-09-30 · last AC: 2020-09-30 · GNU C++11 (first AC) · Tags: graphs, shortest paths

[giuizx's solution](#)

1244.

482C

[Game with Strings](#) · [Tutorial](#)

Quality: 993 global accepts · Rating: 2600 · first AC: 2020-08-02 · GNU C++11 (first AC) · Tags: bitmasks, dp, probabilities

[giuizx's solution](#)

1245.

3D

[Least Cost Bracket Sequence](#) · [Tutorial](#)

Quality: 3,946 global accepts · Rating: 2600 · first AC: 2020-02-01 · GNU C++11 (first AC) · Tags: greedy

[giuizx's solution](#)

1246.

1510I

[Is It Rated?](#) · [Tutorial](#)

Quality: 587 global accepts · Rating: 2700 · first AC: 2025-12-10 · C++20 (GCC 13-64) (first AC) · Tags: greedy, interactive, math, probabilities

[giuizx's solution](#)

1247.

2150D

[Attraction Theory](#) · [Tutorial](#)

Quality: 752 global accepts · Rating: 2700 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[giuizx's solution](#)

1248.

1386A

[Colors](#) · [Tutorial](#)

Quality: 350 global accepts · Rating: 2700 · first AC: 2025-09-23 · C++20 (GCC 13-64) (first AC) · Tags: *special, binary search, constructive algorithms, interactive

[giuizx's solution](#)

1249.

2081C

[Quaternary Matrix](#) · [Tutorial](#)

Quality: 354 global accepts · Rating: 2700 · first AC: 2025-03-16 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation, matrices

[giuizx's solution](#)

1250.

2077E

[Another Folding Strip](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 2700 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, data structures, divide and conquer, dp, greedy, math

[giuizx's solution](#)

1251.

2073H

[Secret Lilies and Roses](#) · [Tutorial](#)

Quality: 372 global accepts · Rating: 2700 · first AC: 2025-03-03 · last AC: 2025-03-03 · C++20 (GCC 13-64) (first AC) · Tags: interactive

[giuizx's solution](#)

1252.

1641D

[Two Arrays](#) · [Tutorial](#)

Quality: 1,504 global accepts · Rating: 2700 · first AC: 2025-02-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, greedy, hashing, math, two pointers

[giuix's solution](#)

1253.

2026F

[Bermart Ice Cream](#) · [Tutorial](#)

Quality: 397 global accepts · Rating: 2700 · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, implementation, trees

[giuix's solution](#)

1254.

1540C1

[Converging Array \(Easy Version\)](#) · [Tutorial](#)

Quality: 750 global accepts · Rating: 2700 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, math

[giuix's solution](#)

1255.

1411G

[No Game No Life](#) · [Tutorial](#)

Quality: 890 global accepts · Rating: 2700 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, games, math, matrices

[giuix's solution](#)

1256.

674E

[Bear and Destroying Subtrees](#) · [Tutorial](#)

Rating: 2700 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, probabilities, trees

[giuix's solution](#)

1257.

1338D

[Nested Rubber Bands](#) · [Tutorial](#)

Quality: 1,127 global accepts · Rating: 2700 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, math, trees

[giuix's solution](#)

1258.

772D

[Varying Kibibits](#) · [Tutorial](#)

Quality: 753 global accepts · Rating: 2700 · first AC: 2024-09-13 · last AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp

[giuix's solution](#)

1259.

1728G

[Illumination](#) · [Tutorial](#)

Quality: 618 global accepts · Rating: 2700 · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, dp, math, two pointers

[giuix's solution](#)

1260.

1279E

[New Year Permutations](#) · [Tutorial](#)

Quality: 455 global accepts · Rating: 2700 · first AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[giuix's solution](#)

1261.

868E

[Policeman and a Tree](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2700 · first AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, trees

[giuix's solution](#)

1262.

1179D

[Fedor Runs for President](#) · [Tutorial](#)

Quality: 1,035 global accepts · Rating: 2700 · first AC: 2024-09-12 · last AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, trees

[qiuxz's solution](#)

1263.

1487G

[String Counting](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 2700 · first AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math

[qiuxz's solution](#)

1264.

513E2

[Subarray Cuts](#) · [Tutorial](#)

Quality: 652 global accepts · Rating: 2700 · first AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: dp

[qiuxz's solution](#)

1265.

1366F

[Jog Around The Graph](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2700 · first AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, geometry, graphs

[qiuxz's solution](#)

1266.

605E

[Intergalaxy Trips](#) · [Tutorial](#)

Quality: 1,547 global accepts · Rating: 2700 · first AC: 2024-08-24 · C++20 (GCC 13-64) (first AC) · Tags: probabilities, shortest paths

[qiuxz's solution](#)

1267.

1991G

[Grid Reset](#) · [Tutorial](#)

Quality: 746 global accepts · Rating: 2700 · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[qiuxz's solution](#)

1268.

98E

[Help Shrek and Donkey](#) · [Tutorial](#)

Quality: 558 global accepts · Rating: 2700 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, math, probabilities

[qiuxz's solution](#)

1269.

76C

[Mutation](#) · [Tutorial](#)

Quality: 369 global accepts · Rating: 2700 · first AC: 2024-07-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math

[qiuxz's solution](#)

1270.

578E

[Walking!](#) · [Tutorial](#)

Quality: 674 global accepts · Rating: 2700 · first AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[qiuxz's solution](#)

1271.

924E

[Wardrobe](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 2700 · first AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[qiuxz's solution](#)

1272.

482D

[Random Function and Tree](#) · [Tutorial](#)

Quality: 595 global accepts · Rating: 2700 · first AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, trees

[giuix's solution](#)

1273.

827E

[Rusty String](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2700 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: fft, math, strings

[giuix's solution](#)

1274.

1942F

[Farmer John's Favorite Function](#) · [Tutorial](#)

Quality: 973 global accepts · Rating: 2700 · first AC: 2024-03-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, math

[giuix's solution](#)

1275.

961G

[Partitions](#) · [Tutorial](#)

Quality: 1,611 global accepts · Rating: 2700 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[giuix's solution](#)

1276.

1930F

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

Quality: 937 global accepts · Rating: 2700 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar

[giuix's solution](#)

1277.

1750F

[Majority](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 2700 · first AC: 2024-01-31 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, strings

[giuix's solution](#)

1278.

1924D

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

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2024-01-28 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[giuix's solution](#)

1279.

1916H1

[Matrix Rank \(Easy Version\)](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2700 · first AC: 2023-12-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, math, matrices

[giuix's solution](#)

1280.

1916H2

[Matrix Rank \(Hard Version\)](#) · [Tutorial](#)

Quality: 631 global accepts · Rating: 2700 · first AC: 2023-12-31 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, matrices, string suffix structures

[giuix's solution](#)

1281.

1603F

[October 18, 2017](#) · [Tutorial](#)

Quality: 348 global accepts · Rating: 2700 · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math

[giuix's solution](#)

1282.

132E

[Bits of merry old England](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 2700 · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: flows, graphs

[giuix's solution](#)

1283.

207C3

[Game with Two Trees](#) · [Tutorial](#)

Quality: 164 global accepts · Rating: 2700 · first AC: 2023-11-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[giuizx's solution](#)

1284.

1194G

[Another Meme Problem](#) · [Tutorial](#)

Quality: 331 global accepts · Rating: 2700 · first AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: dp

[giuizx's solution](#)

1285.

1789F

[Serval and Brain Power](#) · [Tutorial](#)

Quality: 999 global accepts · Rating: 2700 · first AC: 2023-10-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation, strings

[giuizx's solution](#)

1286.

1887D

[Split](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2700 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, math, trees, two pointers

[giuizx's solution](#)

1287.

293D

[Ksusha and Square](#) · [Tutorial](#)

Quality: 261 global accepts · Rating: 2700 · first AC: 2023-10-15 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math, probabilities, two pointers

[giuizx's solution](#)

1288.

1313E

[Concatenation with intersection](#) · [Tutorial](#)

Quality: 720 global accepts · Rating: 2700 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing, strings, two pointers

[giuizx's solution](#)

1289.

1867F

[Most Different Tree](#) · [Tutorial](#)

Quality: 509 global accepts · Rating: 2700 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, hashing

[giuizx's solution](#)

1290.

1634F

[Fibonacci Additions](#) · [Tutorial](#)

Quality: 1,903 global accepts · Rating: 2700 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, hashing, implementation, math

[giuizx's solution](#)

1291.

1866E

[Elevators of Tamem](#) · [Tutorial](#)

Quality: 535 global accepts · Rating: 2700 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: dp

[giuizx's solution](#)

1292.

235C

[Cyclical Quest](#) · [Tutorial](#)

Quality: 2,472 global accepts · Rating: 2700 · first AC: 2021-07-06 · last AC: 2023-09-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, string suffix structures, strings

[giuizx's solution](#)

1293.

452F

[Permutation](#) · [Tutorial](#)

Quality: 1,794 global accepts · Rating: 2700 · first AC: 2023-08-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, hashing

[qiuzx's solution](#)

1294.

1149C

[Tree Generator™](#) · [Tutorial](#)

Quality: 1,672 global accepts · Rating: 2700 · first AC: 2023-08-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, trees

[qiuzx's solution](#)

1295.

827D

[Best Edge Weight](#) · [Tutorial](#)

Quality: 1,370 global accepts · Rating: 2700 · first AC: 2023-08-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[qiuzx's solution](#)

1296.

932F

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

Quality: 4,115 global accepts · Rating: 2700 · first AC: 2023-08-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, geometry

[qiuzx's solution](#)

1297.

267C

[Berland Traffic](#) · [Tutorial](#)

Quality: 253 global accepts · Rating: 2700 · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: math, matrices

[qiuzx's solution](#)

1298.

86E

[Long sequence](#) · [Tutorial](#)

Quality: 205 global accepts · Rating: 2700 · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, matrices

[qiuzx's solution](#)

1299.

1025E

[Colored Cubes](#) · [Tutorial](#)

Quality: 620 global accepts · Rating: 2700 · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, matrices

[qiuzx's solution](#)

1300.

498E

[Stairs and Lines](#) · [Tutorial](#)

Quality: 565 global accepts · Rating: 2700 · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: dp, matrices

[qiuzx's solution](#)

1301.

113D

[Museum](#) · [Tutorial](#)

Quality: 818 global accepts · Rating: 2700 · first AC: 2020-03-21 · last AC: 2023-08-12 · C++14 (GCC 6-32) (first AC) · Tags: math, matrices, probabilities

[qiuzx's solution](#)

1302.

575A

[Fibonotci](#) · [Tutorial](#)

Quality: 863 global accepts · Rating: 2700 · first AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, matrices

[qiuzx's solution](#)

1303.

1856E2

[PermuTree \(hard version\)](#) · [Tutorial](#)

Quality: 1,756 global accepts · Rating: 2700 · first AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dp, fft, greedy, implementation, math, trees

[giuizx's solution](#)

1304.

1849F

[XOR Partition](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2700 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, divide and conquer, greedy, trees

[giuizx's solution](#)

1305.

1421E

[Swedish Heroes](#) · [Tutorial](#)

Quality: 974 global accepts · Rating: 2700 · first AC: 2023-07-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, implementation

[giuizx's solution](#)

1306.

1229D

[Wojtek and Card Tricks](#) · [Tutorial](#)

Rating: 2700 · first AC: 2023-06-01 · C++20 (GCC 11-64) (first AC) · Tags: math

[giuizx's solution](#)

1307.

1817D

[Toy Machine](#) · [Tutorial](#)

Quality: 1,035 global accepts · Rating: 2700 · first AC: 2023-04-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, implementation

[giuizx's solution](#)

1308.

54E

[Vacuum Bots](#) · [Tutorial](#)

Quality: 213 global accepts · Rating: 2700 · first AC: 2023-04-24 · C++20 (GCC 11-64) (first AC) · Tags: geometry

[giuizx's solution](#)

1309.

1814F

[Communication Towers](#) · [Tutorial](#)

Quality: 937 global accepts · Rating: 2700 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, divide and conquer, dsu

[giuizx's solution](#)

1310.

1804F

[Approximate Diameter](#) · [Tutorial](#)

Quality: 1,175 global accepts · Rating: 2700 · first AC: 2023-03-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, divide and conquer, graphs, shortest paths

[giuizx's solution](#)

1311.

1799F

[Halve or Subtract](#) · [Tutorial](#)

Quality: 1,082 global accepts · Rating: 2700 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dp, greedy, sortings

[giuizx's solution](#)

1312.

1792F1

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

Quality: 987 global accepts · Rating: 2700 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, graphs

[giuizx's solution](#)

1313.

1782F

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

Rating: 2700 · first AC: 2023-01-17 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, probabilities, trees

[giuizx's solution](#)**1314.**

1044F

[DFS](#) · [Tutorial](#)

Quality: 683 global accepts · Rating: 2700 · first AC: 2023-01-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[giuizx's solution](#)**1315.**

1720E

[Misha and Paintings](#) · [Tutorial](#)

Quality: 951 global accepts · Rating: 2700 · first AC: 2022-12-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[giuizx's solution](#)**1316.**

1682F

[MCMF?](#) · [Tutorial](#)

Quality: 393 global accepts · Rating: 2700 · first AC: 2022-12-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, flows, graphs, greedy, sortings, two pointers

[giuizx's solution](#)**1317.**

1672H

[Zigu Zagu](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2700 · first AC: 2022-12-10 · last AC: 2022-12-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[giuizx's solution](#)**1318.**

81E

[Pairs](#) · [Tutorial](#)

Quality: 399 global accepts · Rating: 2700 · first AC: 2021-03-14 · last AC: 2022-11-15 · GNU C++11 (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation, trees

[giuizx's solution](#)**1319.**

838D

[Airplane Arrangements](#) · [Tutorial](#)

Quality: 1,138 global accepts · Rating: 2700 · first AC: 2022-11-13 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[giuizx's solution](#)**1320.**

878C

[Tournament](#) · [Tutorial](#)

Quality: 1,029 global accepts · Rating: 2700 · first AC: 2022-09-21 · last AC: 2022-09-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, graphs

[giuizx's solution](#)**1321.**

1146G

[Zoning Restrictions](#) · [Tutorial](#)

Quality: 1,046 global accepts · Rating: 2700 · first AC: 2022-08-21 · C++17 (GCC 9-64) (first AC) · Tags: dp, flows, graphs

[giuizx's solution](#)**1322.**

1140G

[Double Tree](#) · [Tutorial](#)

Quality: 614 global accepts · Rating: 2700 · first AC: 2022-03-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, shortest paths, trees

[giuizx's solution](#)

1323.

1473F

[Strange Set](#) · [Tutorial](#)

Quality: 1,138 global accepts · Rating: 2700 · first AC: 2022-03-22 · C++17 (GCC 9-64) (first AC) · Tags: flows, math

[giuizx's solution](#)

1324.

903G

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

Quality: 687 global accepts · Rating: 2700 · first AC: 2022-03-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, flows, graphs

[giuizx's solution](#)

1325.

1379F1

[Chess Strikes Back \(easy version\)](#) · [Tutorial](#)

Quality: 685 global accepts · Rating: 2700 · first AC: 2022-03-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures

[giuizx's solution](#)

1326.

351D

[Jeff and Removing Periods](#) · [Tutorial](#)

Quality: 1,346 global accepts · Rating: 2700 · first AC: 2022-01-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[giuizx's solution](#)

1327.

249D

[Donkey and Stars](#) · [Tutorial](#)

Quality: 509 global accepts · Rating: 2700 · first AC: 2022-01-18 · last AC: 2022-01-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, geometry, math, sortings

[giuizx's solution](#)

1328.

1627F

[Not Splitting](#) · [Tutorial](#)

Quality: 655 global accepts · Rating: 2700 · first AC: 2022-01-16 · C++17 (GCC 9-64) (first AC) · Tags: geometry, graphs, greedy, implementation, shortest paths

[giuizx's solution](#)

1329.

1065G

[Fibonacci Suffix](#) · [Tutorial](#)

Quality: 312 global accepts · Rating: 2700 · first AC: 2021-12-28 · C++17 (GCC 9-64) (first AC) · Tags: strings

[giuizx's solution](#)

1330.

1016G

[Appropriate Team](#) · [Tutorial](#)

Quality: 315 global accepts · Rating: 2700 · first AC: 2021-12-08 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, math, number theory

[giuizx's solution](#)

1331.

500F

[New Year Shopping](#) · [Tutorial](#)

Quality: 829 global accepts · Rating: 2700 · first AC: 2021-10-30 · last AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, dp

[giuizx's solution](#)

1332.

1601D

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

Quality: 1,942 global accepts · Rating: 2700 · first AC: 2021-10-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, sortings

[giuizx's solution](#)

1333.

1599G

[Shortest path](#) · [Tutorial](#)

Quality: 408 global accepts · Rating: 2700 · first AC: 2021-10-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, math, shortest paths

[giuizx's solution](#)

1334.

1118F2

[Tree Cutting \(Hard Version\)](#) · [Tutorial](#)

Quality: 633 global accepts · Rating: 2700 · first AC: 2021-09-21 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dp, trees

[giuizx's solution](#)

1335.

1574F

[Occurrences](#) · [Tutorial](#)

Quality: 744 global accepts · Rating: 2700 · first AC: 2021-09-21 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, fft, graphs

[giuizx's solution](#)

1336.

1567F

[One-Four Overload](#) · [Tutorial](#)

Quality: 880 global accepts · Rating: 2700 · first AC: 2021-09-07 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs, implementation

[giuizx's solution](#)

1337.

1550F

[Jumping Around](#) · [Tutorial](#)

Quality: 899 global accepts · Rating: 2700 · first AC: 2021-07-17 · GNU C++11 (first AC) · Tags: binary search, data structures, divide and conquer, dp, dsu, graphs, shortest paths

[giuizx's solution](#)

1338.

487D

[Conveyor Belts](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 2700 · first AC: 2021-07-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[giuizx's solution](#)

1339.

70E

[Information Reform](#) · [Tutorial](#)

Quality: 589 global accepts · Rating: 2700 · first AC: 2020-08-09 · last AC: 2021-07-06 · GNU C++11 (first AC) · Tags: dp, implementation, trees

[giuizx's solution](#)

1340.

1542E2

[Abnormal Permutation Pairs \(hard version\)](#) · [Tutorial](#)

Quality: 1,015 global accepts · Rating: 2700 · first AC: 2021-07-04 · last AC: 2021-07-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, fft, math

[giuizx's solution](#)

1341.

1515G

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

Quality: 1,356 global accepts · Rating: 2700 · first AC: 2021-05-04 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, math, number theory

[giuizx's solution](#)

1342.

1270G

[Subset with Zero Sum](#) · [Tutorial](#)

Quality: 2,959 global accepts · Rating: 2700 · first AC: 2021-02-24 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[giuizx's solution](#)

1343.

576D

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

Quality: 1,597 global accepts · Rating: 2700 · first AC: 2021-02-07 · GNU C++11 (first AC) · Tags: dp, matrices

[giuizx's solution](#)

1344.

243D

[Cubes](#) · [Tutorial](#)

Quality: 232 global accepts · Rating: 2700 · first AC: 2020-09-09 · last AC: 2021-01-02 · GNU C++11 (first AC) · Tags: data structures, dp, geometry, two pointers

[giuizx's solution](#)

1345.

1461F

[Mathematical Expression](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 2700 · first AC: 2020-12-24 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, greedy

[giuizx's solution](#)

1346.

715C

[Digit Tree](#) · [Tutorial](#)

Quality: 2,587 global accepts · Rating: 2700 · first AC: 2020-11-15 · GNU C++11 (first AC) · Tags: dfs and similar, divide and conquer, dsu, trees

[giuizx's solution](#)

1347.

1408G

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

Quality: 1,301 global accepts · Rating: 2700 · first AC: 2020-10-03 · GNU C++11 (first AC) · Tags: combinatorics, dp, dsu, fft, graphs, trees

[giuizx's solution](#)

1348.

48G

[Galaxy Union](#) · [Tutorial](#)

Quality: 324 global accepts · Rating: 2700 · first AC: 2020-08-21 · GNU C++11 (first AC) · Tags: dp, trees, two pointers

[giuizx's solution](#)

1349.

293B

[Distinct Paths](#) · [Tutorial](#)

Quality: 941 global accepts · Rating: 2700 · first AC: 2020-08-18 · GNU C++11 (first AC) · Tags: brute force, combinatorics

[giuizx's solution](#)

1350.

13E

[Holes](#) · [Tutorial](#)

Quality: 7,949 global accepts · Rating: 2700 · first AC: 2020-01-05 · last AC: 2020-07-24 · GNU C++11 (first AC) · Tags: data structures, dsu

[giuizx's solution](#)

1351.

1254D

[Tree Queries](#) · [Tutorial](#)

Quality: 1,532 global accepts · Rating: 2700 · first AC: 2020-07-23 · last AC: 2020-07-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, probabilities, trees

[giuizx's solution](#)

1352.

455D

[Serega and Fun](#) · [Tutorial](#)

Quality: 3,656 global accepts · Rating: 2700 · first AC: 2019-12-29 · GNU C++11 (first AC) · Tags: data structures

[giuizx's solution](#)

1353.

2180F1

[Control Car \(Easy Version\)](#) · [Tutorial](#)

Quality: 405 global accepts · Rating: 2800 · first AC: 2025-12-19 · last AC: 2025-12-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, probabilities

[giuizx's solution](#)

1354.

600F

[Edge coloring of bipartite graph](#) · [Tutorial](#)

Quality: 1,155 global accepts · Rating: 2800 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: graphs

[giuizx's solution](#)

1355.

2174F

[Mosaic Tree](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 2800 · first AC: 2025-12-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math, trees

[giuizx's solution](#)

1356.

2157G

[Isaac's Queries](#) · [Tutorial](#)

Quality: 411 global accepts · Rating: 2800 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, divide and conquer, dp, greedy, interactive, math, pro...

[giuizx's solution](#)

1357.

2150E2

[Hidden Single \(Version 2\)](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: 2800 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, interactive, math, probabilities

[giuizx's solution](#)

1358.

2147F

[Exchange Queries](#) · [Tutorial](#)

Quality: 665 global accepts · Rating: 2800 · first AC: 2025-09-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, greedy

[giuizx's solution](#)

1359.

1386C

[Joker](#) · [Tutorial](#)

Quality: 656 global accepts · Rating: 2800 · first AC: 2025-09-18 · C++20 (GCC 13-64) (first AC) · Tags: *special, bitmasks, data structures, divide and conquer, dsu

[giuizx's solution](#)

1360.

2127F

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

Quality: 1,057 global accepts · Rating: 2800 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, probabilities

[giuizx's solution](#)

1361.

2124F2

[Appending Permutations \(Hard Version\)](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 2800 · first AC: 2025-07-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[giuizx's solution](#)

1362.

1477D

[Nezzar and Hidden Permutations](#) · [Tutorial](#)

Quality: 787 global accepts · Rating: 2800 · first AC: 2025-05-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[giuizx's solution](#)

1363.

2097D

[Homework](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2800 · first AC: 2025-04-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, math, matrices

[giuizx's solution](#)

1364.

1943D2

[Counting Is Fun \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,125 global accepts · Rating: 2800 · first AC: 2024-03-16 · last AC: 2025-04-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp
[giuizx's solution](#)

1365.

325E

[The Red Button](#) · [Tutorial](#)

Quality: 949 global accepts · Rating: 2800 · first AC: 2025-03-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, greedy
[giuizx's solution](#)

1366.

2053I1

[Affectionate Arrays \(Easy Version\)](#) · [Tutorial](#)

Quality: 557 global accepts · Rating: 2800 · first AC: 2024-12-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy
[giuizx's solution](#)

1367.

2048G

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

Quality: 742 global accepts · Rating: 2800 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math
[giuizx's solution](#)

1368.

1379E

[Inverse Genealogy](#) · [Tutorial](#)

Quality: 473 global accepts · Rating: 2800 · first AC: 2024-12-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, divide and conquer, dp, math, trees
[giuizx's solution](#)

1369.

2034F2

[Khayyam's Royal Decree \(Hard Version\)](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: 2800 · first AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, sortings
[giuizx's solution](#)

1370.

2039F1

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

Quality: 506 global accepts · Rating: 2800 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory
[giuizx's solution](#)

1371.

2038M

[Royal Flush](#) · [Tutorial](#)

Quality: 331 global accepts · Rating: 2800 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation
[giuizx's solution](#)

1372.

722F

[Cyclic Cipher](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 2800 · first AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: chinese remainder theorem, data structures, implementation, number theory, two pointers
[giuizx's solution](#)

1373.

1218A

[BubbleReactor](#) · [Tutorial](#)

Quality: 180 global accepts · Rating: 2800 · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs
[giuizx's solution](#)

1374.

1310C

[Au Pont Rouge](#) · [Tutorial](#)

Quality: 730 global accepts · Rating: 2800 · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, strings

[giuizx's solution](#)

1375.

1322D

[Reality Show](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2800 · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp

[giuizx's solution](#)

1376.

1746F

[Kazaee](#) · [Tutorial](#)

Quality: 2,647 global accepts · Rating: 2800 · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, hashing, probabilities

[giuizx's solution](#)

1377.

575I

[Robots protection](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 2800 · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[giuizx's solution](#)

1378.

1826F

[Fading into Fog](#) · [Tutorial](#)

Quality: 457 global accepts · Rating: 2800 · first AC: 2024-08-17 · last AC: 2024-08-17 · C++20 (GCC 13-64) (first AC) · Tags: geometry, interactive, math, probabilities

[giuizx's solution](#)

1379.

2002F2

[Court Blue \(Hard Version\)](#) · [Tutorial](#)

Quality: 576 global accepts · Rating: 2800 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math, number theory

[giuizx's solution](#)

1380.

1967D

[Long Way to be Non-decreasing](#) · [Tutorial](#)

Quality: 978 global accepts · Rating: 2800 · first AC: 2024-05-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, graphs, implementation, shortest paths, two pointers

[giuizx's solution](#)

1381.

280D

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

Quality: 1,653 global accepts · Rating: 2800 · first AC: 2024-03-30 · last AC: 2024-04-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, flows, graphs, implementation

[giuizx's solution](#)

1382.

1942G

[Bessie and Cards](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 2800 · first AC: 2024-03-31 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[giuizx's solution](#)

1383.

717I

[Cowboy Beblop at his computer](#) · [Tutorial](#)

Quality: 214 global accepts · Rating: 2800 · first AC: 2024-03-25 · C++20 (GCC 13-64) (first AC) · Tags: geometry

[giuizx's solution](#)

1384.

472G

[Design Tutorial: Increase the Constraints](#) · [Tutorial](#)

Quality: 463 global accepts · Rating: 2800 · first AC: 2024-03-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, fft

[giuizx's solution](#)

1385.

1919F2

[Wine Factory \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2800 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, flows, greedy, matrices

[giuizx's solution](#)

1386.

1766F

[MCF](#) · [Tutorial](#)

Quality: 360 global accepts · Rating: 2800 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: flows

[giuizx's solution](#)

1387.

613D

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

Quality: 4,035 global accepts · Rating: 2800 · first AC: 2023-12-14 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, sortings, trees

[giuizx's solution](#)

1388.

1142D

[Foreigner](#) · [Tutorial](#)

Quality: 618 global accepts · Rating: 2800 · first AC: 2023-12-08 · C++20 (GCC 11-64) (first AC) · Tags: dp

[giuizx's solution](#)

1389.

1906D

[Spaceship Exploration](#) · [Tutorial](#)

Quality: 169 global accepts · Rating: 2800 · first AC: 2023-12-03 · last AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry

[giuizx's solution](#)

1390.

1572D

[Bridge Club](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 2800 · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: flows, graph matchings, graphs, greedy

[giuizx's solution](#)

1391.

1152F1

[Neko Rules the Catniverse \(Small Version\)](#) · [Tutorial](#)

Quality: 756 global accepts · Rating: 2800 · first AC: 2023-11-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, matrices

[giuizx's solution](#)

1392.

1827D

[Two Centroids](#) · [Tutorial](#)

Quality: 979 global accepts · Rating: 2800 · first AC: 2023-11-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[giuizx's solution](#)

1393.

1874D

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

Quality: 932 global accepts · Rating: 2800 · first AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, dp, math, probabilities

[giuizx's solution](#)

1394.

1633F

[Perfect Matching](#) · [Tutorial](#)

Quality: 370 global accepts · Rating: 2800 · first AC: 2023-09-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, interactive, trees

[giuizx's solution](#)

1395.

1393E1

[Twilight and Ancient Scroll \(easier version\)](#) · [Tutorial](#)

Quality: 447 global accepts · Rating: 2800 · first AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: dp, hashing, implementation, string suffix structures, strings

[giuizx's solution](#)

1396.

962G

[Visible Black Areas](#) · [Tutorial](#)

Quality: 207 global accepts · Rating: 2800 · first AC: 2023-09-05 · last AC: 2023-09-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, geometry, trees

[giuizx's solution](#)

1397.

1866J

[Jackets and Packets](#) · [Tutorial](#)

Quality: 440 global accepts · Rating: 2800 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: dp

[giuizx's solution](#)

1398.

1863G

[Swaps](#) · [Tutorial](#)

Quality: 827 global accepts · Rating: 2800 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, graphs, math

[giuizx's solution](#)

1399.

19D

[Points](#) · [Tutorial](#)

Quality: 3,169 global accepts · Rating: 2800 · first AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[giuizx's solution](#)

1400.

757F

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

Quality: 1,439 global accepts · Rating: 2800 · first AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, shortest paths

[giuizx's solution](#)

1401.

986E

[Prince's Problem](#) · [Tutorial](#)

Quality: 898 global accepts · Rating: 2800 · first AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, math, number theory, trees

[giuizx's solution](#)

1402.

1473G

[Tiles](#) · [Tutorial](#)

Quality: 455 global accepts · Rating: 2800 · first AC: 2023-08-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math

[giuizx's solution](#)

1403.

83E

[Two Subsequences](#) · [Tutorial](#)

Quality: 539 global accepts · Rating: 2800 · first AC: 2023-07-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp

[giuizx's solution](#)

1404.

1844F2

[Min Cost Permutation \(Hard Version\)](#) · [Tutorial](#)

Quality: 479 global accepts · Rating: 2800 · first AC: 2023-07-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math, sortings

[giuizx's solution](#)

1405.

1845F

[Swimmers in the Pool](#) · [Tutorial](#)

Quality: 432 global accepts · Rating: 2800 · first AC: 2023-06-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, fft, math, number theory

[giuizx's solution](#)

1406.

1842G

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

Quality: 1,577 global accepts · Rating: 2800 · first AC: 2023-06-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[giuizx's solution](#)

1407.

521D

[Shop](#) · [Tutorial](#)

Quality: 1,830 global accepts · Rating: 2800 · first AC: 2023-04-17 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[giuizx's solution](#)

1408.

1776D

[Teamwork](#) · [Tutorial](#)

Quality: 453 global accepts · Rating: 2800 · first AC: 2023-02-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[giuizx's solution](#)

1409.

625E

[Frog Fights](#) · [Tutorial](#)

Quality: 419 global accepts · Rating: 2800 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[giuizx's solution](#)

1410.

1067E

[Random Forest Rank](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2800 · first AC: 2023-01-01 · C++17 (GCC 9-64) (first AC) · Tags: dp, graph matchings, math, trees

[giuizx's solution](#)

1411.

1012D

[AB-Strings](#) · [Tutorial](#)

Quality: 426 global accepts · Rating: 2800 · first AC: 2023-01-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, strings

[giuizx's solution](#)

1412.

1693D

[Decinc Dividing](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: 2800 · first AC: 2022-12-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy

[giuizx's solution](#)

1413.

1773G

[Game of Questions](#) · [Tutorial](#)

Quality: 549 global accepts · Rating: 2800 · first AC: 2022-12-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, fft, math, probabilities

[giuizx's solution](#)

1414.

277D

[Google Code Jam](#) · [Tutorial](#)

Quality: 372 global accepts · Rating: 2800 · first AC: 2022-12-08 · C++17 (GCC 9-64) (first AC) · Tags: dp, probabilities

[giuizx's solution](#)

1415.

1732E

[Location](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2800 · first AC: 2022-10-24 · last AC: 2022-10-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures,

dp, math, number theory

[giuix's solution](#)

1416.

762F

[Tree nesting](#) · [Tutorial](#)

Quality: 478 global accepts · Rating: 2800 · first AC: 2022-10-02 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, graphs, trees

[giuix's solution](#)

1417.

736D

[Permutations](#) · [Tutorial](#)

Quality: 544 global accepts · Rating: 2800 · first AC: 2022-09-18 · last AC: 2022-09-18 · C++17 (GCC 9-64) (first AC) · Tags: math, matrices

[giuix's solution](#)

1418.

702F

[T-Shirts](#) · [Tutorial](#)

Quality: 1,922 global accepts · Rating: 2800 · first AC: 2022-09-17 · last AC: 2022-09-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[giuix's solution](#)

1419.

1697F

[Too Many Constraints](#) · [Tutorial](#)

Quality: 721 global accepts · Rating: 2800 · first AC: 2022-06-14 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, constructive algorithms, graphs, implementation

[giuix's solution](#)

1420.

446D

[DZY Loves Games](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 2800 · first AC: 2022-05-14 · C++17 (GCC 9-64) (first AC) · Tags: math, matrices, probabilities

[giuix's solution](#)

1421.

1654F

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

Quality: 1,483 global accepts · Rating: 2800 · first AC: 2022-03-20 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, greedy, hashing, sortings, strings

[giuix's solution](#)

1422.

1379F2

[Chess Strikes Back \(hard version\)](#) · [Tutorial](#)

Quality: 580 global accepts · Rating: 2800 · first AC: 2022-03-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer

[giuix's solution](#)

1423.

1648D

[Serious Business](#) · [Tutorial](#)

Quality: 1,051 global accepts · Rating: 2800 · first AC: 2022-03-07 · last AC: 2022-03-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, implementation, shortest paths

[giuix's solution](#)

1424.

1635F

[Closest Pair](#) · [Tutorial](#)

Quality: 1,392 global accepts · Rating: 2800 · first AC: 2022-02-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[giuix's solution](#)

1425.

335E

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

Quality: 241 global accepts · Rating: 2800 · first AC: 2022-01-26 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, probabilities

[giuix's solution](#)

1426.

283E

[Cow Tennis Tournament](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2800 · first AC: 2022-01-18 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, math
[giuizx's solution](#)

1427.

601E

[A Museum Robbery](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2800 · first AC: 2022-01-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp
[giuizx's solution](#)

1428.

79D

[Password](#) · [Tutorial](#)

Quality: 1,348 global accepts · Rating: 2800 · first AC: 2021-12-04 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, shortest paths
[giuizx's solution](#)

1429.

1609F

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

Quality: 960 global accepts · Rating: 2800 · first AC: 2021-12-01 · last AC: 2021-12-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, meet-in-the-middle, two pointers
[giuizx's solution](#)

1430.

1606F

[Tree Queries](#) · [Tutorial](#)

Quality: 661 global accepts · Rating: 2800 · first AC: 2021-11-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, trees
[giuizx's solution](#)

1431.

301E

[Yaroslav and Arrangements](#) · [Tutorial](#)

Quality: 406 global accepts · Rating: 2800 · first AC: 2021-07-21 · GNU C++11 (first AC) · Tags: dp
[giuizx's solution](#)

1432.

1082F

[Speed Dial](#) · [Tutorial](#)

Quality: 541 global accepts · Rating: 2800 · first AC: 2021-06-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings, trees
[giuizx's solution](#)

1433.

1383D

[Rearrange](#) · [Tutorial](#)

Quality: 762 global accepts · Rating: 2800 · first AC: 2021-03-24 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, sortings
[giuizx's solution](#)

1434.

1155F

[Delivery Oligopoly](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 2800 · first AC: 2020-08-25 · last AC: 2020-08-25 · GNU C++11 (first AC) · Tags: brute force, dp, graphs
[giuizx's solution](#)

1435.

51F

[Caterpillar](#) · [Tutorial](#)

Quality: 816 global accepts · Rating: 2800 · first AC: 2020-07-29 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, trees
[giuizx's solution](#)

1436.

555E

[Case of Computer Network](#) · [Tutorial](#)

Quality: 2,969 global accepts · Rating: 2800 · first AC: 2020-07-27 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, trees

[giuizx's solution](#)

1437.

187D

[BRT Contract](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2800 · first AC: 2020-04-06 · last AC: 2020-04-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[giuizx's solution](#)

1438.

2206M

[Deformed Balance](#) · [Tutorial](#)

Quality: 47 global accepts · Rating: 2900 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[giuizx's solution](#)

1439.

2206I

[Growth Factor](#) · [Tutorial](#)

Quality: 166 global accepts · Rating: 2900 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, number theory

[giuizx's solution](#)

1440.

2164F2

[Chain Prefix Rank \(Hard Version\)](#) · [Tutorial](#)

Quality: 423 global accepts · Rating: 2900 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, dfs and similar, dp, graphs, math, trees

[giuizx's solution](#)

1441.

2152H1

[Victorious Coloring \(Easy Version\)](#) · [Tutorial](#)

Quality: 610 global accepts · Rating: 2900 · first AC: 2025-10-03 · last AC: 2025-10-04 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy

[giuizx's solution](#)

1442.

2152G

[Query Jungle](#) · [Tutorial](#)

Quality: 713 global accepts · Rating: 2900 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, math, matrices, trees

[giuizx's solution](#)

1443.

1386B

[Mixture](#) · [Tutorial](#)

Quality: 141 global accepts · Rating: 2900 · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: *special, data structures, geometry, math, sortings

[giuizx's solution](#)

1444.

455E

[Function](#) · [Tutorial](#)

Quality: 786 global accepts · Rating: 2900 · first AC: 2025-05-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[giuizx's solution](#)

1445.

1264D2

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

Quality: 1,315 global accepts · Rating: 2900 · first AC: 2025-05-05 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, probabilities

[giuizx's solution](#)

1446.

331E1

[Deja Vu](#) · [Tutorial](#)

Quality: 218 global accepts · Rating: 2900 · first AC: 2025-04-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, implementation

[giuizx's solution](#)

1447.

1387C

[Viruses](#) · [Tutorial](#)

Quality: 204 global accepts · Rating: 2900 · first AC: 2025-04-09 · C++20 (GCC 13-64) (first AC) · Tags: *special, dp, shortest paths, string suffix structures

[giuizx's solution](#)

1448.

2084F

[Skyscape](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 2900 · first AC: 2025-04-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[giuizx's solution](#)

1449.

848D

[Shake It!](#) · [Tutorial](#)

Quality: 456 global accepts · Rating: 2900 · first AC: 2025-04-03 · last AC: 2025-04-03 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, flows, graphs

[giuizx's solution](#)

1450.

1392G

[Omkar and Pies](#) · [Tutorial](#)

Quality: 679 global accepts · Rating: 2900 · first AC: 2025-03-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp, math, shortest paths

[giuizx's solution](#)

1451.

1450H1

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

Quality: 513 global accepts · Rating: 2900 · first AC: 2025-03-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, fft, math

[giuizx's solution](#)

1452.

2073K

[Book Sorting](#) · [Tutorial](#)

Quality: 238 global accepts · Rating: 2900 · first AC: 2025-03-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[giuizx's solution](#)

1453.

2066D2

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

Quality: 620 global accepts · Rating: 2900 · first AC: 2025-02-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[giuizx's solution](#)

1454.

2062F

[Traveling Salescat](#) · [Tutorial](#)

Quality: 613 global accepts · Rating: 2900 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, geometry, graphs, greedy, math, sortings

[giuizx's solution](#)

1455.

2061G

[Kevin and Teams](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 2900 · first AC: 2025-01-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, interactive

[giuizx's solution](#)

1456.

2046E1

[Cheops and a Contest \(Easy Version\)](#) · [Tutorial](#)

Quality: 229 global accepts · Rating: 2900 · first AC: 2024-12-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[giuizx's solution](#)

1457.

2038E

[Barrels](#) · [Tutorial](#)

Quality: 156 global accepts · Rating: 2900 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math

[giuizx's solution](#)

1458.

2023D

[Many Games](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 2900 · first AC: 2024-10-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, probabilities

[giuizx's solution](#)

1459.

19E

[Fairy](#) · [Tutorial](#)

Quality: 2,513 global accepts · Rating: 2900 · first AC: 2020-08-05 · last AC: 2024-10-15 · GNU C++11 (first AC) · Tags: dfs and similar, divide and conquer, dsu

[giuizx's solution](#)

1460.

309E

[Sheep](#) · [Tutorial](#)

Quality: 299 global accepts · Rating: 2900 · first AC: 2024-10-14 · last AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy

[giuizx's solution](#)

1461.

2018F1

[Speedbreaker Counting \(Easy Version\)](#) · [Tutorial](#)

Quality: 329 global accepts · Rating: 2900 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math

[giuizx's solution](#)

1462.

1032G

[Chattering](#) · [Tutorial](#)

Quality: 511 global accepts · Rating: 2900 · first AC: 2024-09-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[giuizx's solution](#)

1463.

321D

[Ciel and Flipboard](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 2900 · first AC: 2024-09-06 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[giuizx's solution](#)

1464.

1622F

[Quadratic Set](#) · [Tutorial](#)

Quality: 866 global accepts · Rating: 2900 · first AC: 2024-08-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, hashing, math, number theory

[giuizx's solution](#)

1465.

1987G1

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

Quality: 344 global accepts · Rating: 2900 · first AC: 2024-06-30 · last AC: 2024-07-02 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, dp, trees

[giuizx's solution](#)

1466.

1965D

[Missing Subarray Sum](#) · [Tutorial](#)

Quality: 536 global accepts · Rating: 2900 · first AC: 2024-04-28 · last AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[giuizx's solution](#)

1467.

802M3

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

Quality: 1,295 global accepts · Rating: 2900 · first AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, flows

[giuizx's solution](#)

1468.

217D

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Quality: 273 global accepts · Rating: 2900 · first AC: 2024-03-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dfs and similar, math

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1469.

944G

[Coins Exhibition](#) · [Tutorial](#)

Rating: 2900 · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: math

[giuizx's solution](#)

1470.

930E

[Coins Exhibition](#) · [Tutorial](#)

Quality: 519 global accepts · Rating: 2900 · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, math

[giuizx's solution](#)

1471.

933D

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

Quality: 389 global accepts · Rating: 2900 · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, math

[giuizx's solution](#)

1472.

704C

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Quality: 525 global accepts · Rating: 2900 · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, implementation, math

[giuizx's solution](#)

1473.

741D

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Quality: 3,611 global accepts · Rating: 2900 · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees

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1474.

1943E1

[MEX Game 2 \(Easy Version\)](#) · [Tutorial](#)

Quality: 530 global accepts · Rating: 2900 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy

[giuizx's solution](#)

1475.

793E

[Problem of offices](#) · [Tutorial](#)

Quality: 305 global accepts · Rating: 2900 · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, trees

[giuizx's solution](#)

1476.

343E

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Quality: 911 global accepts · Rating: 2900 · first AC: 2024-03-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, divide and conquer, flows, graphs, greedy, trees

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1477.

475F

[Meta-universe](#) · [Tutorial](#)

Quality: 267 global accepts · Rating: 2900 · first AC: 2024-02-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[giuqx's solution](#)

1478.

73F

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Quality: 107 global accepts · Rating: 2900 · first AC: 2024-02-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, geometry

[giuqx's solution](#)

1479.

1198F

[GCD Groups 2](#) · [Tutorial](#)

Quality: 1,076 global accepts · Rating: 2900 · first AC: 2024-02-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy, number theory, probabilities

[giuqx's solution](#)

1480.

717A

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Quality: 433 global accepts · Rating: 2900 · first AC: 2024-01-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[giuqx's solution](#)

1481.

1906I

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Quality: 221 global accepts · Rating: 2900 · first AC: 2023-12-03 · C++17 (GCC 9-64) (first AC) · Tags: graph matchings

[giuqx's solution](#)

1482.

1906G

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Quality: 335 global accepts · Rating: 2900 · first AC: 2023-12-03 · C++17 (GCC 9-64) (first AC) · Tags: games, number theory

[giuqx's solution](#)

1483.

512D

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[giuqx's solution](#)

1484.

686E

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Rating: 2900 · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[giuqx's solution](#)

1485.

126E

[Pills](#) · [Tutorial](#)

Quality: 98 global accepts · Rating: 2900 · first AC: 2023-11-28 · last AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, flows

[giuqx's solution](#)

1486.

685C

[Optimal Point](#) · [Tutorial](#)

Quality: 648 global accepts · Rating: 2900 · first AC: 2023-11-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[giuqx's solution](#)

1487.

585E

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Quality: 1,221 global accepts · Rating: 2900 · first AC: 2023-11-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[giuqx's solution](#)

1488.

1901F

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Quality: 188 global accepts · Rating: 2900 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, two pointers
[giuix's solution](#)

1489.

708D

[Incorrect Flow](#) · [Tutorial](#)

Quality: 887 global accepts · Rating: 2900 · first AC: 2023-11-24 · last AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: flows
[giuix's solution](#)

1490.

434D

[Nanami's Power Plant](#) · [Tutorial](#)

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[giuix's solution](#)

1491.

1221G

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Quality: 876 global accepts · Rating: 2900 · first AC: 2023-11-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, meet-in-the-middle
[giuix's solution](#)

1492.

1510C

[Cactus Not Enough](#) · [Tutorial](#)

Quality: 239 global accepts · Rating: 2900 · first AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graph matchings, graphs
[giuix's solution](#)

1493.

955E

[Icicles](#) · [Tutorial](#)

Quality: 102 global accepts · Rating: 2900 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —
[giuix's solution](#)

1494.

1415F

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Quality: 564 global accepts · Rating: 2900 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: dp
[giuix's solution](#)

1495.

1747E

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Quality: 661 global accepts · Rating: 2900 · first AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math
[giuix's solution](#)

1496.

1083C

[Max Mex](#) · [Tutorial](#)

Quality: 1,112 global accepts · Rating: 2900 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees
[giuix's solution](#)

1497.

1129D

[Isolation](#) · [Tutorial](#)

Quality: 1,308 global accepts · Rating: 2900 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp
[giuix's solution](#)

1498.

674F

[Bears and Juice](#) · [Tutorial](#)

Rating: 2900 · first AC: 2023-09-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, meet-in-the-middle

[giuix's solution](#)

1499.

1870F

[Lazy Numbers](#) · [Tutorial](#)

Quality: 558 global accepts · Rating: 2900 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[giuix's solution](#)

1500.

763D

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

Quality: 646 global accepts · Rating: 2900 · first AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, hashing, shortest paths, trees

[giuix's solution](#)

1501.

226E

[Noble Knight's Path](#) · [Tutorial](#)

Quality: 548 global accepts · Rating: 2900 · first AC: 2023-08-18 · last AC: 2023-08-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees

[giuix's solution](#)

1502.

1860F

[Evaluate RBS](#) · [Tutorial](#)

Quality: 322 global accepts · Rating: 2900 · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, geometry, implementation, math, sortings

[giuix's solution](#)

1503.

1810H

[Last Number](#) · [Tutorial](#)

Quality: 170 global accepts · Rating: 2900 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[giuix's solution](#)

1504.

1847E

[Triangle Platinum?](#) · [Tutorial](#)

Quality: 371 global accepts · Rating: 2900 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, implementation, interactive, math, probabilities

[giuix's solution](#)

1505.

505E

[Mr. Kitayuta vs. Bamboos](#) · [Tutorial](#)

Quality: 1,559 global accepts · Rating: 2900 · first AC: 2023-06-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy

[giuix's solution](#)

1506.

932G

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

Quality: 1,180 global accepts · Rating: 2900 · first AC: 2023-05-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, string suffix structures, strings

[giuix's solution](#)

1507.

1792F2

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

Quality: 501 global accepts · Rating: 2900 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, divide and conquer, dp, fft, graphs

[giuix's solution](#)

1508.

1768F

[Wonderful Jump](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2900 · first AC: 2023-01-06 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[giuix's solution](#)

1509.

354D

[Transferring Pyramid](#) · [Tutorial](#)

Quality: 498 global accepts · Rating: 2900 · first AC: 2022-12-30 · C++17 (GCC 9-64) (first AC) · Tags: dp

[giuizx's solution](#)

1510.

1773J

[Jumbled Trees](#) · [Tutorial](#)

Quality: 142 global accepts · Rating: 2900 · first AC: 2022-12-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[giuizx's solution](#)

1511.

338D

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Quality: 1,404 global accepts · Rating: 2900 · first AC: 2022-12-05 · C++17 (GCC 9-64) (first AC) · Tags: chinese remainder theorem, math, number theory

[giuizx's solution](#)

1512.

878D

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Quality: 860 global accepts · Rating: 2900 · first AC: 2022-11-08 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks

[giuizx's solution](#)

1513.

1705F

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Quality: 695 global accepts · Rating: 2900 · first AC: 2022-10-07 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, probabilities

[giuizx's solution](#)

1514.

1698G

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

Quality: 384 global accepts · Rating: 2900 · first AC: 2022-10-07 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, math, matrices, meet-in-the-middle, number theory

[giuizx's solution](#)

1515.

1735F

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Quality: 254 global accepts · Rating: 2900 · first AC: 2022-10-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, geometry

[giuizx's solution](#)

1516.

1738G

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Quality: 556 global accepts · Rating: 2900 · first AC: 2022-10-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy, math

[giuizx's solution](#)

1517.

1334G

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[giuizx's solution](#)

1518.

611G

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

Quality: 464 global accepts · Rating: 2900 · first AC: 2022-06-09 · last AC: 2022-06-09 · C++17 (GCC 9-64) (first AC) · Tags: geometry, two pointers

[giuizx's solution](#)

1519.

1687D

[Cute number](#) · [Tutorial](#)

Quality: 734 global accepts · Rating: 2900 · first AC: 2022-06-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dsu, implementation, math

[giuix's solution](#)

1520.

1677E

[Tokitsukaze and Beautiful Subsegments](#) · [Tutorial](#)

Quality: 660 global accepts · Rating: 2900 · first AC: 2022-05-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[giuix's solution](#)

1521.

1667D

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Quality: 809 global accepts · Rating: 2900 · first AC: 2022-04-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, trees

[giuix's solution](#)

1522.

1288F

[Red-Blue Graph](#) · [Tutorial](#)

Quality: 647 global accepts · Rating: 2900 · first AC: 2022-03-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, flows

[giuix's solution](#)

1523.

1359F

[RC Kaboom Show](#) · [Tutorial](#)

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[giuix's solution](#)

1524.

1644F

[Basis](#) · [Tutorial](#)

Quality: 429 global accepts · Rating: 2900 · first AC: 2022-02-27 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, fft, math, number theory

[giuix's solution](#)

1525.

1630E

[Expected Components](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2900 · first AC: 2022-01-28 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory, probabilities

[giuix's solution](#)

1526.

238D

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Quality: 268 global accepts · Rating: 2900 · first AC: 2022-01-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation

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1527.

325D

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Quality: 579 global accepts · Rating: 2900 · first AC: 2022-01-19 · last AC: 2022-01-19 · C++17 (GCC 9-64) (first AC) · Tags: dsu

[giuix's solution](#)

1528.

536D

[Tavas in Kansas](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2900 · first AC: 2020-12-27 · last AC: 2022-01-17 · GNU C++11 (first AC) · Tags: dp, games

[giuix's solution](#)

1529.

138E

[Hellish Constraints](#) · [Tutorial](#)

Quality: 188 global accepts · Rating: 2900 · first AC: 2021-12-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, two pointers

[giuix's solution](#)

1530.

243E

[Matrix](#) · [Tutorial](#)

Quality: 216 global accepts · Rating: 3000 · first AC: 2026-01-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[giuix's solution](#)

1531.

2161F

[SubMST](#) · [Tutorial](#)

Quality: 347 global accepts · Rating: 3000 · first AC: 2025-10-31 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, graphs, trees

[giuix's solution](#)

1532.

2150F

[Cycle Closing](#) · [Tutorial](#)

Quality: 203 global accepts · Rating: 3000 · first AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, implementation, shortest paths, trees

[giuix's solution](#)

1533.

2129E

[Induced Subgraph Queries](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 3000 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, sortings

[giuix's solution](#)

1534.

1988F

[Heartbeat](#) · [Tutorial](#)

Quality: 422 global accepts · Rating: 3000 · first AC: 2025-07-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math

[giuix's solution](#)

1535.

1934E

[Weird LCM Operations](#) · [Tutorial](#)

Quality: 342 global accepts · Rating: 3000 · first AC: 2025-04-14 · last AC: 2025-04-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, number theory

[giuix's solution](#)

1536.

1526F

[Median Queries](#) · [Tutorial](#)

Quality: 388 global accepts · Rating: 3000 · first AC: 2025-04-10 · last AC: 2025-04-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, probabilities

[giuix's solution](#)

1537.

1361E

[James and the Chase](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 3000 · first AC: 2025-04-04 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, probabilities, trees

[giuix's solution](#)

1538.

335F

[Buy One, Get One Free](#) · [Tutorial](#)

Quality: 740 global accepts · Rating: 3000 · first AC: 2025-02-01 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[giuix's solution](#)

1539.

2062E2

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

Quality: 450 global accepts · Rating: 3000 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, games, graphs, implementation, trees

[giuizx's solution](#)

1540.

2057G

[Secret Message](#) · [Tutorial](#)

Quality: 728 global accepts · Rating: 3000 · first AC: 2025-01-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, math

[giuizx's solution](#)

1541.

2038H

[Galactic Council](#) · [Tutorial](#)

Quality: 185 global accepts · Rating: 3000 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: flows

[giuizx's solution](#)

1542.

2029G

[Balanced Problem](#) · [Tutorial](#)

Quality: 258 global accepts · Rating: 3000 · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[giuizx's solution](#)

1543.

2018F2

[Speedbreaker Counting \(Medium Version\)](#) · [Tutorial](#)

Quality: 287 global accepts · Rating: 3000 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[giuizx's solution](#)

1544.

1616H

[Keep XOR Low](#) · [Tutorial](#)

Quality: 1,235 global accepts · Rating: 3000 · first AC: 2023-11-09 · last AC: 2024-09-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, data structures, divide and conquer, dp, math

[giuizx's solution](#)

1545.

773E

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Quality: 509 global accepts · Rating: 3000 · first AC: 2024-09-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, sortings

[giuizx's solution](#)

1546.

771E

[Bear and Rectangle Strips](#) · [Tutorial](#)

Quality: 621 global accepts · Rating: 3000 · first AC: 2021-11-14 · last AC: 2024-09-04 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[giuizx's solution](#)

1547.

457E

[Flow Optimality](#) · [Tutorial](#)

Quality: 121 global accepts · Rating: 3000 · first AC: 2024-06-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, flows, math

[giuizx's solution](#)

1548.

212A

[Privatization](#) · [Tutorial](#)

Quality: 229 global accepts · Rating: 3000 · first AC: 2024-06-07 · C++20 (GCC 13-64) (first AC) · Tags: flows, graphs

[giuizx's solution](#)

1549.

154E

[Martian Colony](#) · [Tutorial](#)

Quality: 112 global accepts · Rating: 3000 · first AC: 2024-06-05 · C++20 (GCC 13-64) (first AC) · Tags: geometry

[giuizx's solution](#)

1550.

1975G

[Zimpha Fan Club](#) · [Tutorial](#)

Quality: 342 global accepts · Rating: 3000 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: fft, greedy, math, strings

[giuizx's solution](#)

1551.

1181E2

[A Story of One Country \(Hard\)](#) · [Tutorial](#)

Quality: 398 global accepts · Rating: 3000 · first AC: 2024-05-07 · last AC: 2024-05-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, sortings

[giuizx's solution](#)

1552.

341E

[Candies Game](#) · [Tutorial](#)

Quality: 576 global accepts · Rating: 3000 · first AC: 2024-05-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[giuizx's solution](#)

1553.

1411F

[The Thorny Path](#) · [Tutorial](#)

Quality: 436 global accepts · Rating: 3000 · first AC: 2024-05-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[giuizx's solution](#)

1554.

1659F

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

Quality: 249 global accepts · Rating: 3000 · first AC: 2024-03-25 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, games, graphs, trees

[giuizx's solution](#)

1555.

641F

[Little Artem and 2-SAT](#) · [Tutorial](#)

Quality: 244 global accepts · Rating: 3000 · first AC: 2024-03-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[giuizx's solution](#)

1556.

235D

[Graph Game](#) · [Tutorial](#)

Quality: 573 global accepts · Rating: 3000 · first AC: 2024-03-25 · C++20 (GCC 13-64) (first AC) · Tags: graphs

[giuizx's solution](#)

1557.

1007C

[Guess two numbers](#) · [Tutorial](#)

Quality: 527 global accepts · Rating: 3000 · first AC: 2024-03-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive

[giuizx's solution](#)

1558.

436F

[Banners](#) · [Tutorial](#)

Quality: 458 global accepts · Rating: 3000 · first AC: 2024-03-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp

[giuizx's solution](#)

1559.

251E

[Tree and Table](#) · [Tutorial](#)

Quality: 205 global accepts · Rating: 3000 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, implementation, trees

[giuizx's solution](#)

1560.

506E

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

Quality: 917 global accepts · Rating: 3000 · first AC: 2024-02-02 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, matrices, strings
[giuwx's solution](#)

1561.

1909G

[Pumping Lemma](#) · [Tutorial](#)

Quality: 652 global accepts · Rating: 3000 · first AC: 2024-01-04 · C++20 (GCC 11-64) (first AC) · Tags: hashing, strings
[giuwx's solution](#)

1562.

698F

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

Quality: 490 global accepts · Rating: 3000 · first AC: 2024-01-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, number theory
[giuwx's solution](#)

1563.

1603D

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

Quality: 884 global accepts · Rating: 3000 · first AC: 2023-12-20 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, dp, number theory
[giuwx's solution](#)

1564.

1320E

[Treeland and Viruses](#) · [Tutorial](#)

Quality: 1,074 global accepts · Rating: 3000 · first AC: 2023-12-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, shortest paths, trees
[giuwx's solution](#)

1565.

223E

[Planar Graph](#) · [Tutorial](#)

Quality: 208 global accepts · Rating: 3000 · first AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: flows, geometry, graphs
[giuwx's solution](#)

1566.

843E

[Maximum Flow](#) · [Tutorial](#)

Quality: 473 global accepts · Rating: 3000 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: flows, graphs
[giuwx's solution](#)

1567.

739E

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Quality: 2,628 global accepts · Rating: 3000 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, flows, math, probabilities, sortings
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1568.

1906C

[Cursed Game](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 3000 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: interactive
[giuwx's solution](#)

1569.

1152F2

[Neko Rules the Catniverse \(Large Version\)](#) · [Tutorial](#)

Quality: 924 global accepts · Rating: 3000 · first AC: 2023-11-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, matrices
[giuwx's solution](#)

1570.

573D

[Bear and Cavalry](#) · [Tutorial](#)

Quality: 707 global accepts · Rating: 3000 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp
[giuwx's solution](#)

1571.

1889D

[Game of Stacks](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 3000 · first AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, trees

[giuizx's solution](#)

1572.

1149D

[Abandoning Roads](#) · [Tutorial](#)

Quality: 967 global accepts · Rating: 3000 · first AC: 2023-10-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, graphs, greedy

[giuizx's solution](#)

1573.

1874E

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

Quality: 574 global accepts · Rating: 3000 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[giuizx's solution](#)

1574.

356E

[Xenia and String Problem](#) · [Tutorial](#)

Quality: 490 global accepts · Rating: 3000 · first AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: dp, hashing, implementation, string suffix structures, strings

[giuizx's solution](#)

1575.

1868D

[Flower-like Pseudotree](#) · [Tutorial](#)

Quality: 375 global accepts · Rating: 3000 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation, trees

[giuizx's solution](#)

1576.

914F

[Substrings in a String](#) · [Tutorial](#)

Quality: 2,142 global accepts · Rating: 3000 · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, data structures, string suffix structures, strings

[giuizx's solution](#)

1577.

1758F

[Decent Division](#) · [Tutorial](#)

Quality: 218 global accepts · Rating: 3000 · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures

[giuizx's solution](#)

1578.

533D

[Landmarks](#) · [Tutorial](#)

Quality: 272 global accepts · Rating: 3000 · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[giuizx's solution](#)

1579.

185E

[Soap Time! - 2](#) · [Tutorial](#)

Quality: 173 global accepts · Rating: 3000 · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures

[giuizx's solution](#)

1580.

167D

[Wizards and Roads](#) · [Tutorial](#)

Quality: 217 global accepts · Rating: 3000 · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, graph matchings, graphs, greedy

[giuizx's solution](#)

1581.

1763F

[Edge Queries](#) · [Tutorial](#)

Quality: 638 global accepts · Rating: 3000 · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, trees

[giuizx's solution](#)

1582.

1842H

[Tenzing and Random Real Numbers](#) · [Tutorial](#)

Quality: 853 global accepts · Rating: 3000 · first AC: 2023-08-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, graphs, math, probabilities

[giuizx's solution](#)

1583.

1854D

[Michael and Hotel](#) · [Tutorial](#)

Quality: 652 global accepts · Rating: 3000 · first AC: 2023-07-31 · last AC: 2023-07-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive, trees

[giuizx's solution](#)

1584.

1854E

[Game Bundles](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 3000 · first AC: 2023-07-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, greedy, math

[giuizx's solution](#)

1585.

1844G

[Tree Weights](#) · [Tutorial](#)

Quality: 1,184 global accepts · Rating: 3000 · first AC: 2023-07-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures, dfs and similar, implementation, math, matrices, number theory, tre...

[giuizx's solution](#)

1586.

526F

[Pudding Monsters](#) · [Tutorial](#)

Quality: 3,408 global accepts · Rating: 3000 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer

[giuizx's solution](#)

1587.

319E

[Ping-Pong](#) · [Tutorial](#)

Quality: 739 global accepts · Rating: 3000 · first AC: 2023-06-09 · last AC: 2023-06-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[giuizx's solution](#)

1588.

1838F

[Stuck Conveyor](#) · [Tutorial](#)

Quality: 380 global accepts · Rating: 3000 · first AC: 2023-06-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[giuizx's solution](#)

1589.

280E

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

Quality: 261 global accepts · Rating: 3000 · first AC: 2023-06-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, implementation, math

[giuizx's solution](#)

1590.

1801E

[Gasoline prices](#) · [Tutorial](#)

Quality: 615 global accepts · Rating: 3000 · first AC: 2023-03-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dsu, hashing, trees

[giuizx's solution](#)

1591.

1776M

[Parmigiana With Seafood](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 3000 · first AC: 2023-02-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, trees
[giuix's solution](#)

1592.

1508D

[Swap Pass](#) · [Tutorial](#)

Quality: 719 global accepts · Rating: 3000 · first AC: 2023-02-03 · last AC: 2023-02-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, geometry, sortings
[giuix's solution](#)

1593.

603E

[Pastoral Oddities](#) · [Tutorial](#)

Quality: 1,543 global accepts · Rating: 3000 · first AC: 2023-02-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dsu, math, trees
[giuix's solution](#)

1594.

559E

[Gerald and Path](#) · [Tutorial](#)

Quality: 1,162 global accepts · Rating: 3000 · first AC: 2023-02-01 · last AC: 2023-02-01 · C++20 (GCC 11-64) (first AC) · Tags: dp, sortings
[giuix's solution](#)

1595.

1787G

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

Quality: 557 global accepts · Rating: 3000 · first AC: 2023-01-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, trees
[giuix's solution](#)

1596.

1779G

[The Game of the Century](#) · [Tutorial](#)

Quality: 387 global accepts · Rating: 3000 · first AC: 2023-01-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, shortest paths
[giuix's solution](#)

1597.

303E

[Random Ranking](#) · [Tutorial](#)

Quality: 383 global accepts · Rating: 3000 · first AC: 2022-11-29 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, probabilities
[giuix's solution](#)

1598.

232E

[Quick Tortoise](#) · [Tutorial](#)

Quality: 885 global accepts · Rating: 3000 · first AC: 2022-11-15 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, divide and conquer, dp
[giuix's solution](#)

1599.

533A

[Berland Miners](#) · [Tutorial](#)

Quality: 485 global accepts · Rating: 3000 · first AC: 2022-08-10 · last AC: 2022-08-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, greedy, trees
[giuix's solution](#)

1600.

1178G

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

Quality: 600 global accepts · Rating: 3000 · first AC: 2022-08-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar
[giuix's solution](#)

1601.

331D3

[Escaping on Beaveractor](#) · [Tutorial](#)

Quality: 204 global accepts · Rating: 3000 · first AC: 2022-08-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, trees
[giuix's solution](#)

1602.

1615H

[Reindeer Games](#) · [Tutorial](#)

Quality: 386 global accepts · Rating: 3000 · first AC: 2022-07-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, flows, graphs, shortest paths
[giuix's solution](#)

1603.

1667E

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

Quality: 811 global accepts · Rating: 3000 · first AC: 2022-04-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math
[giuix's solution](#)

1604.

1418F

[Equal Product](#) · [Tutorial](#)

Quality: 427 global accepts · Rating: 3000 · first AC: 2022-03-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math, number theory, two pointers
[giuix's solution](#)

1605.

1651F

[Tower Defense](#) · [Tutorial](#)

Quality: 481 global accepts · Rating: 3000 · first AC: 2022-03-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures
[giuix's solution](#)

1606.

297E

[Mystic Carvings](#) · [Tutorial](#)

Quality: 433 global accepts · Rating: 3000 · first AC: 2022-01-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures
[giuix's solution](#)

1607.

1076G

[Array Game](#) · [Tutorial](#)

Quality: 722 global accepts · Rating: 3000 · first AC: 2021-12-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, games
[giuix's solution](#)

1608.

1609G

[A Stroll Around the Matrix](#) · [Tutorial](#)

Quality: 484 global accepts · Rating: 3000 · first AC: 2021-12-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, math
[giuix's solution](#)

1609.

1586G

[Omkar and Time Travel](#) · [Tutorial](#)

Rating: 3000 · first AC: 2021-10-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, math
[giuix's solution](#)

1610.

1583G

[Omkar and Time Travel](#) · [Tutorial](#)

Quality: 496 global accepts · Rating: 3000 · first AC: 2021-10-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math
[giuix's solution](#)

1611.

1569F

[Palindromic Hamiltonian Path](#) · [Tutorial](#)

Quality: 380 global accepts · Rating: 3000 · first AC: 2021-09-12 · last AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, hashing

[giuix's solution](#)

1612.

264E

[Roadside Trees](#) · [Tutorial](#)

Quality: 469 global accepts · Rating: 3000 · first AC: 2021-07-21 · GNU C++11 (first AC) · Tags: data structures, dp

[giuix's solution](#)

1613.

2206G

[Extra Transition](#) · [Tutorial](#)

Quality: 77 global accepts · Rating: 3100 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs

[giuix's solution](#)

1614.

2174E1

[Game of Scientists \(Version 1\)](#) · [Tutorial](#)

Quality: 134 global accepts · Rating: 3100 · first AC: 2025-12-10 · C++20 (GCC 13-64) (first AC) · Tags: chinese remainder theorem, constructive algorithms, interactive, math

[giuix's solution](#)

1615.

908H

[New Year and Boolean Bridges](#) · [Tutorial](#)

Quality: 460 global accepts · Rating: 3100 · first AC: 2025-10-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[giuix's solution](#)

1616.

1761F1

[Anti-median \(Easy Version\)](#) · [Tutorial](#)

Quality: 254 global accepts · Rating: 3100 · first AC: 2025-09-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, math

[giuix's solution](#)

1617.

2147G

[Modular Tetration](#) · [Tutorial](#)

Quality: 359 global accepts · Rating: 3100 · first AC: 2025-09-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory

[giuix's solution](#)

1618.

2138E2

[Determinant Construction \(Hard Version\)](#) · [Tutorial](#)

Quality: 184 global accepts · Rating: 3100 · first AC: 2025-09-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math, matrices, number theory

[giuix's solution](#)

1619.

2138E1

[Determinant Construction \(Easy Version\)](#) · [Tutorial](#)

Quality: 239 global accepts · Rating: 3100 · first AC: 2025-09-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math, matrices, number theory

[giuix's solution](#)

1620.

2127H

[23 Rises Again](#) · [Tutorial](#)

Quality: 570 global accepts · Rating: 3100 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, flows, graph matchings, graphs, greedy, implementation, probabilities, trees

[giuix's solution](#)

1621.

1332G

[No Monotone Triples](#) · [Tutorial](#)

Quality: 363 global accepts · Rating: 3100 · first AC: 2025-07-15 · last AC: 2025-07-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[giuwx's solution](#)

1622.

792F

[Mages and Monsters](#) · [Tutorial](#)

Quality: 235 global accepts · Rating: 3100 · first AC: 2025-07-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, geometry

[giuwx's solution](#)

1623.

1229E1

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

Rating: 3100 · first AC: 2025-06-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, probabilities

[giuwx's solution](#)

1624.

891D

[Sloth](#) · [Tutorial](#)

Quality: 236 global accepts · Rating: 3100 · first AC: 2025-06-15 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graph matchings, trees

[giuwx's solution](#)

1625.

2101E

[Kia Bakes a Cake](#) · [Tutorial](#)

Quality: 273 global accepts · Rating: 3100 · first AC: 2025-05-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, trees

[giuwx's solution](#)

1626.

2097E

[Clearing the Snowdrift](#) · [Tutorial](#)

Quality: 277 global accepts · Rating: 3100 · first AC: 2025-04-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy

[giuwx's solution](#)

1627.

2096F

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

Quality: 458 global accepts · Rating: 3100 · first AC: 2025-04-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, two pointers

[giuwx's solution](#)

1628.

331E2

[Deja Vu](#) · [Tutorial](#)

Quality: 236 global accepts · Rating: 3100 · first AC: 2025-04-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp

[giuwx's solution](#)

1629.

2081G1

[Hard Formula](#) · [Tutorial](#)

Quality: 81 global accepts · Rating: 3100 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[giuwx's solution](#)

1630.

2077D

[Maximum Polygon](#) · [Tutorial](#)

Quality: 339 global accepts · Rating: 3100 · first AC: 2025-03-11 · last AC: 2025-03-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, implementation, math

[giuwx's solution](#)

1631.

2073I

[Squares on Grid Lines](#) · [Tutorial](#)

Quality: 122 global accepts · Rating: 3100 · first AC: 2025-03-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[giuwx's solution](#)

1632.

1439D

[INOI Final Contests](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 3100 · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft

[giuix's solution](#)

1633.

1610I

[Mashtali vs AtCoder](#) · [Tutorial](#)

Quality: 338 global accepts · Rating: 3100 · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: games, trees

[giuix's solution](#)

1634.

1307G

[Cow and Exercise](#) · [Tutorial](#)

Quality: 597 global accepts · Rating: 3100 · first AC: 2023-03-14 · last AC: 2025-02-08 · C++20 (GCC 11-64) (first AC) · Tags: flows, graphs, shortest paths

[giuix's solution](#)

1635.

2048H

[Kevin and Strange Operation](#) · [Tutorial](#)

Quality: 248 global accepts · Rating: 3100 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[giuix's solution](#)

1636.

2046D

[For the Emperor!](#) · [Tutorial](#)

Quality: 551 global accepts · Rating: 3100 · first AC: 2024-12-04 · last AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: flows, graphs

[giuix's solution](#)

1637.

1329D

[Dreamoon Likes Strings](#) · [Tutorial](#)

Quality: 536 global accepts · Rating: 3100 · first AC: 2024-11-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures

[giuix's solution](#)

1638.

2018F3

[Speedbreaker Counting \(Hard Version\)](#) · [Tutorial](#)

Quality: 309 global accepts · Rating: 3100 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[giuix's solution](#)

1639.

2006E

[Iris's Full Binary Tree](#) · [Tutorial](#)

Quality: 318 global accepts · Rating: 3100 · first AC: 2024-08-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[giuix's solution](#)

1640.

925F

[Parametric Circulation](#) · [Tutorial](#)

Quality: 168 global accepts · Rating: 3100 · first AC: 2024-06-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, flows

[giuix's solution](#)

1641.

1067D

[Computer Game](#) · [Tutorial](#)

Quality: 491 global accepts · Rating: 3100 · first AC: 2024-06-05 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math, probabilities

[giuix's solution](#)

1642.

1973F

[Maximum GCD Sum Queries](#) · [Tutorial](#)

Quality: 320 global accepts · Rating: 3100 · first AC: 2024-05-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp,

implementation, number theory

[giuizx's solution](#)

1643.

700D

[Huffman Coding on Segment](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 3100 · first AC: 2024-05-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[giuizx's solution](#)

1644.

1805F2

[Survival of the Weakest \(hard version\)](#) · [Tutorial](#)

Quality: 515 global accepts · Rating: 3100 · first AC: 2024-05-07 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings, two pointers

[giuizx's solution](#)

1645.

1610H

[Squid Game](#) · [Tutorial](#)

Quality: 628 global accepts · Rating: 3100 · first AC: 2024-05-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[giuizx's solution](#)

1646.

1967E1

[Again Counting Arrays \(Easy Version\)](#) · [Tutorial](#)

Quality: 379 global accepts · Rating: 3100 · first AC: 2024-05-03 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math

[giuizx's solution](#)

1647.

1965E

[Connected Cubes](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 3100 · first AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games

[giuizx's solution](#)

1648.

1954F

[Unique Strings](#) · [Tutorial](#)

Quality: 359 global accepts · Rating: 3100 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[giuizx's solution](#)

1649.

1951G

[Clacking Balls](#) · [Tutorial](#)

Quality: 426 global accepts · Rating: 3100 · first AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities

[giuizx's solution](#)

1650.

1948G

[MST with Matching](#) · [Tutorial](#)

Quality: 874 global accepts · Rating: 3100 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dsu, graph matchings, trees

[giuizx's solution](#)

1651.

1930G

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

Quality: 494 global accepts · Rating: 3100 · first AC: 2024-02-18 · last AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, trees

[giuizx's solution](#)

1652.

1924E

[Paper Cutting Again](#) · [Tutorial](#)

Quality: 535 global accepts · Rating: 3100 · first AC: 2024-01-28 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, probabilities

[giuizx's solution](#)

1653.

1895G

[Two Characters, Two Colors](#) · [Tutorial](#)

Quality: 324 global accepts · Rating: 3100 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, flows, greedy

[giuizx's solution](#)

1654.

1344E

[Train Tracks](#) · [Tutorial](#)

Quality: 521 global accepts · Rating: 3100 · first AC: 2023-11-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees

[giuizx's solution](#)

1655.

1103D

[Professional layer](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 3100 · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp

[giuizx's solution](#)

1656.

1887E

[Good Colorings](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 3100 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, graphs, interactive

[giuizx's solution](#)

1657.

720F

[Array Covering](#) · [Tutorial](#)

Quality: 206 global accepts · Rating: 3100 · first AC: 2022-02-16 · last AC: 2023-09-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[giuizx's solution](#)

1658.

1866F

[Freak Joker Process](#) · [Tutorial](#)

Quality: 155 global accepts · Rating: 3100 · first AC: 2023-09-03 · last AC: 2023-09-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, sortings

[giuizx's solution](#)

1659.

1864G

[Magic Square](#) · [Tutorial](#)

Quality: 315 global accepts · Rating: 3100 · first AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, implementation

[giuizx's solution](#)

1660.

1190E

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

Quality: 262 global accepts · Rating: 3100 · first AC: 2023-08-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy

[giuizx's solution](#)

1661.

1286F

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Quality: 294 global accepts · Rating: 3100 · first AC: 2023-07-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, fft, implementation, math

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1662.

830E

[Perpetual Motion Machine](#) · [Tutorial](#)

Quality: 338 global accepts · Rating: 3100 · first AC: 2023-07-26 · last AC: 2023-07-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, graphs, implementation, math, trees

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1663.

947E

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

Rating: 3100 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: fft, math, matrices

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1664.

765F

[Souvenirs](#) · [Tutorial](#)

Quality: 2,558 global accepts · Rating: 3100 · first AC: 2023-03-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures

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1665.

1784E

[Infinite Game](#) · [Tutorial](#)

Quality: 463 global accepts · Rating: 3100 · first AC: 2023-03-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, games, probabilities

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1666.

453E

[Little Pony and Lord Tirek](#) · [Tutorial](#)

Quality: 911 global accepts · Rating: 3100 · first AC: 2023-01-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[giuizx's solution](#)

1667.

1044E

[Grid Sort](#) · [Tutorial](#)

Quality: 129 global accepts · Rating: 3100 · first AC: 2023-01-01 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[giuizx's solution](#)

1668.

1012E

[Cycle sort](#) · [Tutorial](#)

Quality: 396 global accepts · Rating: 3100 · first AC: 2023-01-01 · C++17 (GCC 9-64) (first AC) · Tags: dsu, math

[giuizx's solution](#)

1669.

1770F

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Quality: 945 global accepts · Rating: 3100 · first AC: 2022-12-31 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[giuizx's solution](#)

1670.

468E

[Permanent](#) · [Tutorial](#)

Quality: 387 global accepts · Rating: 3100 · first AC: 2022-11-15 · C++17 (GCC 9-64) (first AC) · Tags: dp, graph matchings, math, meet-in-the-middle

[giuizx's solution](#)

1671.

1246E

[To Make 1](#) · [Tutorial](#)

Rating: 3100 · first AC: 2022-09-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[giuizx's solution](#)

1672.

1225G

[To Make 1](#) · [Tutorial](#)

Quality: 659 global accepts · Rating: 3100 · first AC: 2022-09-12 · last AC: 2022-09-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, number theory

[giuizx's solution](#)

1673.

1728F

[Fishermen](#) · [Tutorial](#)

Quality: 506 global accepts · Rating: 3100 · first AC: 2022-09-09 · last AC: 2022-09-09 · C++17 (GCC 9-64) (first AC) · Tags: flows, graph matchings, greedy

[giuizx's solution](#)

1674.

708E

[Student's Camp](#) · [Tutorial](#)

Quality: 1,344 global accepts · Rating: 3100 · first AC: 2022-09-02 · last AC: 2022-09-02 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

[giuizx's solution](#)

1675.

1508E

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Quality: 392 global accepts · Rating: 3100 · first AC: 2022-08-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dfs and similar, sortings, trees

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1676.

477E

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Quality: 160 global accepts · Rating: 3100 · first AC: 2022-07-29 · last AC: 2022-07-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[giuizx's solution](#)

1677.

516E

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Quality: 605 global accepts · Rating: 3100 · first AC: 2022-07-28 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[giuizx's solution](#)

1678.

704D

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Quality: 1,010 global accepts · Rating: 3100 · first AC: 2022-07-12 · C++17 (GCC 9-64) (first AC) · Tags: flows, greedy

[giuizx's solution](#)

1679.

438E

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

Quality: 2,130 global accepts · Rating: 3100 · first AC: 2022-06-02 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, fft, number theory

[giuizx's solution](#)

1680.

1647F

[Madoka and Laziness](#) · [Tutorial](#)

Quality: 543 global accepts · Rating: 3100 · first AC: 2022-03-13 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[giuizx's solution](#)

1681.

1628E

[Groceries in Meteor Town](#) · [Tutorial](#)

Quality: 1,216 global accepts · Rating: 3100 · first AC: 2022-01-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dsu, trees

[giuizx's solution](#)

1682.

1566G

[Four Vertices](#) · [Tutorial](#)

Quality: 384 global accepts · Rating: 3100 · first AC: 2021-09-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, shortest paths

[giuizx's solution](#)

1683.

1110G

[Tree-Tac-Toe](#) · [Tutorial](#)

Quality: 742 global accepts · Rating: 3100 · first AC: 2021-03-07 · GNU C++11 (first AC) · Tags: constructive algorithms, games, trees
[giuqx's solution](#)

1684.

1458D

[Flip and Reverse](#) · [Tutorial](#)

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2021-02-18 · GNU C++11 (first AC) · Tags: data structures, graphs, greedy
[giuqx's solution](#)

1685.

2190E

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

Quality: 235 global accepts · Rating: 3200 · first AC: 2026-01-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics
[giuqx's solution](#)

1686.

2183G

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

Quality: 222 global accepts · Rating: 3200 · first AC: 2026-01-08 · last AC: 2026-01-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, interactive
[giuqx's solution](#)

1687.

2128F

[Strict Triangle](#) · [Tutorial](#)

Quality: 378 global accepts · Rating: 3200 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, shortest paths
[giuqx's solution](#)

1688.

2180F2

[Control Car \(Hard Version\)](#) · [Tutorial](#)

Quality: 223 global accepts · Rating: 3200 · first AC: 2025-12-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, matrices, probabilities
[giuqx's solution](#)

1689.

2174E2

[Game of Scientists \(Version 2\)](#) · [Tutorial](#)

Quality: 97 global accepts · Rating: 3200 · first AC: 2025-12-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, chinese remainder theorem, dfs and similar, interactive, math
[giuqx's solution](#)

1690.

2157H

[Keygen 3](#) · [Tutorial](#)

Quality: 116 global accepts · Rating: 3200 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, math
[giuqx's solution](#)

1691.

2165E

[Rainbow Branch](#) · [Tutorial](#)

Quality: 255 global accepts · Rating: 3200 · first AC: 2025-11-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, trees
[giuqx's solution](#)

1692.

1781G

[Diverse Coloring](#) · [Tutorial](#)

Quality: 272 global accepts · Rating: 3200 · first AC: 2025-11-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, trees
[giuqx's solution](#)

1693.

1656H

[Equal LCM Subsets](#) · [Tutorial](#)

Quality: 796 global accepts · Rating: 3200 · first AC: 2025-10-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math, number theory
[giuix's solution](#)

1694.

2159D2

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

Quality: 394 global accepts · Rating: 3200 · first AC: 2025-10-13 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math
[giuix's solution](#)

1695.

1781H1

[Window Signals \(easy version\)](#) · [Tutorial](#)

Quality: 149 global accepts · Rating: 3200 · first AC: 2025-09-29 · C++20 (GCC 13-64) (first AC) · Tags: —
[giuix's solution](#)

1696.

2124G

[Maximise Sum](#) · [Tutorial](#)

Quality: 304 global accepts · Rating: 3200 · first AC: 2025-07-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures
[giuix's solution](#)

1697.

1396E

[Distance Matching](#) · [Tutorial](#)

Quality: 434 global accepts · Rating: 3200 · first AC: 2025-07-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, trees
[giuix's solution](#)

1698.

1229E2

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

Rating: 3200 · first AC: 2025-06-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, probabilities
[giuix's solution](#)

1699.

613E

[Puzzle Lover](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 3200 · first AC: 2025-04-22 · C++20 (GCC 13-64) (first AC) · Tags: dp, hashing, strings
[giuix's solution](#)

1700.

2096H

[Wonderful XOR Problem](#) · [Tutorial](#)

Quality: 224 global accepts · Rating: 3200 · first AC: 2025-04-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, fft, math
[giuix's solution](#)

1701.

2096G

[Wonderful Guessing Game](#) · [Tutorial](#)

Quality: 421 global accepts · Rating: 3200 · first AC: 2025-04-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive
[giuix's solution](#)

1702.

1242E

[Planar Perimeter](#) · [Tutorial](#)

Quality: 155 global accepts · Rating: 3200 · first AC: 2025-04-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs
[giuix's solution](#)

1703.

1712F

[Triameter](#) · [Tutorial](#)

Quality: 443 global accepts · Rating: 3200 · first AC: 2025-02-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and

similar, trees

[giuizx's solution](#)

1704.

573E

[Bear and Bowling](#) · [Tutorial](#)

Quality: 2,045 global accepts · Rating: 3200 · first AC: 2022-02-09 · last AC: 2025-02-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[giuizx's solution](#)

1705.

2039F2

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

Quality: 288 global accepts · Rating: 3200 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: dp, number theory

[giuizx's solution](#)

1706.

1608F

[MEX counting](#) · [Tutorial](#)

Quality: 839 global accepts · Rating: 3200 · first AC: 2024-03-27 · last AC: 2024-09-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, implementation

[giuizx's solution](#)

1707.

1284F

[New Year and Social Network](#) · [Tutorial](#)

Quality: 413 global accepts · Rating: 3200 · first AC: 2024-08-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graph matchings, graphs, math, trees

[giuizx's solution](#)

1708.

1638F

[Two Posters](#) · [Tutorial](#)

Quality: 261 global accepts · Rating: 3200 · first AC: 2024-06-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, two pointers

[giuizx's solution](#)

1709.

1984G

[Magic Trick II](#) · [Tutorial](#)

Quality: 300 global accepts · Rating: 3200 · first AC: 2024-06-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, sortings

[giuizx's solution](#)

1710.

923F

[Public Service](#) · [Tutorial](#)

Quality: 131 global accepts · Rating: 3200 · first AC: 2024-06-05 · last AC: 2024-06-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, trees

[giuizx's solution](#)

1711.

1774G

[Segment Covering](#) · [Tutorial](#)

Quality: 608 global accepts · Rating: 3200 · first AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, data structures, dp, trees

[giuizx's solution](#)

1712.

1951H

[Thanos Snap](#) · [Tutorial](#)

Quality: 359 global accepts · Rating: 3200 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, games, greedy, trees

[giuizx's solution](#)

1713.

1037H

[Security](#) · [Tutorial](#)

Quality: 1,209 global accepts · Rating: 3200 · first AC: 2024-03-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, string suffix structures
[giuizx's solution](#)

1714.

1832F

[Zombies](#) · [Tutorial](#)

Quality: 356 global accepts · Rating: 3200 · first AC: 2023-12-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp
[giuizx's solution](#)

1715.

611H

[New Year and Forgotten Tree](#) · [Tutorial](#)

Quality: 700 global accepts · Rating: 3200 · first AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, flows, graphs
[giuizx's solution](#)

1716.

786E

[ALT](#) · [Tutorial](#)

Quality: 753 global accepts · Rating: 3200 · first AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, flows, graphs, trees
[giuizx's solution](#)

1717.

1666K

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

Quality: 357 global accepts · Rating: 3200 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: flows
[giuizx's solution](#)

1718.

1519F

[Chests and Keys](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 3200 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, flows
[giuizx's solution](#)

1719.

1383F

[Special Edges](#) · [Tutorial](#)

Quality: 437 global accepts · Rating: 3200 · first AC: 2023-12-04 · C++20 (GCC 11-64) (first AC) · Tags: flows, graphs
[giuizx's solution](#)

1720.

1896G

[Pepe Racing](#) · [Tutorial](#)

Quality: 410 global accepts · Rating: 3200 · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, interactive, sortings
[giuizx's solution](#)

1721.

993F

[The Moral Dilemma](#) · [Tutorial](#)

Quality: 67 global accepts · Rating: 3200 · first AC: 2023-11-11 · C++17 (GCC 9-64) (first AC) · Tags: —
[giuizx's solution](#)

1722.

765G

[Math, math everywhere](#) · [Tutorial](#)

Quality: 116 global accepts · Rating: 3200 · first AC: 2023-11-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math, meet-in-the-middle, number theory
[giuizx's solution](#)

1723.

1776K

[Uniform Chemistry](#) · [Tutorial](#)

Quality: 86 global accepts · Rating: 3200 · first AC: 2023-11-02 · last AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: dp, math
[giuizx's solution](#)

1724.

1416E

[Split](#) · [Tutorial](#)

Quality: 432 global accepts · Rating: 3200 · first AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy

[giuizx's solution](#)**1725.**

756E

[Byteland coins](#) · [Tutorial](#)

Quality: 205 global accepts · Rating: 3200 · first AC: 2023-09-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[giuizx's solution](#)**1726.**

933E

[A Preponderant Reunion](#) · [Tutorial](#)

Quality: 288 global accepts · Rating: 3200 · first AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp

[giuizx's solution](#)**1727.**

553E

[Kyoya and Train](#) · [Tutorial](#)

Quality: 621 global accepts · Rating: 3200 · first AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: dp, fft, graphs, math, probabilities

[giuizx's solution](#)**1728.**

827F

[Dirty Arkady's Kitchen](#) · [Tutorial](#)

Quality: 582 global accepts · Rating: 3200 · first AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, graphs, shortest paths

[giuizx's solution](#)**1729.**

755G

[PolandBall and Many Other Balls](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 3200 · first AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dp, fft, math, number theory

[giuizx's solution](#)**1730.**

750G

[New Year and Binary Tree Paths](#) · [Tutorial](#)

Quality: 525 global accepts · Rating: 3200 · first AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp

[giuizx's solution](#)**1731.**

1393E2

[Twilight and Ancient Scroll \(harder version\)](#) · [Tutorial](#)

Quality: 440 global accepts · Rating: 3200 · first AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: dp, hashing, implementation, string suffix structures, strings, two pointers

[giuizx's solution](#)**1732.**

1034E

[Little C Loves 3 III](#) · [Tutorial](#)

Quality: 750 global accepts · Rating: 3200 · first AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, math

[giuizx's solution](#)**1733.**

1326F2

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

Quality: 679 global accepts · Rating: 3200 · first AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, math

[giuizx's solution](#)

1734.

1861F

[Four Suits](#) · [Tutorial](#)

Quality: 297 global accepts · Rating: 3200 · first AC: 2023-09-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, flows, greedy
[giuizx's solution](#)

1735.

1864H

[Asterism Stream](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 3200 · first AC: 2023-08-27 · last AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, matrices
[giuizx's solution](#)

1736.

1403C

[Chess Rush](#) · [Tutorial](#)

Quality: 75 global accepts · Rating: 3200 · first AC: 2023-06-13 · C++20 (GCC 11-64) (first AC) · Tags: *special, combinatorics, dp, implementation, math
[giuizx's solution](#)

1737.

585F

[Digits of Number Pi](#) · [Tutorial](#)

Quality: 798 global accepts · Rating: 3200 · first AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation, strings
[giuizx's solution](#)

1738.

1819E

[Roads in E City](#) · [Tutorial](#)

Quality: 379 global accepts · Rating: 3200 · first AC: 2023-05-01 · C++20 (GCC 11-64) (first AC) · Tags: interactive, math, probabilities, trees
[giuizx's solution](#)

1739.

1799H

[Tree Cutting](#) · [Tutorial](#)

Quality: 384 global accepts · Rating: 3200 · first AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dp
[giuizx's solution](#)

1740.

1025G

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

Quality: 865 global accepts · Rating: 3200 · first AC: 2023-01-01 · last AC: 2023-01-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[giuizx's solution](#)

1741.

1746E2

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

Quality: 484 global accepts · Rating: 3200 · first AC: 2022-10-16 · C++17 (GCC 9-64) (first AC) · Tags: dp, interactive
[giuizx's solution](#)

1742.

566E

[Restoring Map](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 3200 · first AC: 2022-07-13 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, trees
[giuizx's solution](#)

1743.

1119H

[Triple](#) · [Tutorial](#)

Quality: 797 global accepts · Rating: 3200 · first AC: 2022-05-27 · C++17 (GCC 9-64) (first AC) · Tags: fft, math
[giuizx's solution](#)

1744.

494E

[Sharti](#) · [Tutorial](#)

Quality: 375 global accepts · Rating: 3200 · first AC: 2022-03-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, games

[giuizx's solution](#)

1745.

1598G

[The Sum of Good Numbers](#) · [Tutorial](#)

Quality: 405 global accepts · Rating: 3200 · first AC: 2021-10-12 · last AC: 2021-10-12 · C++17 (GCC 9-64) (first AC) · Tags: hashing, math, string suffix structures, strings

[giuizx's solution](#)

1746.

2178H

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

Quality: 311 global accepts · Rating: 3300 · first AC: 2025-12-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, graphs, number theory, shortest paths

[giuizx's solution](#)

1747.

2178I

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

Quality: 219 global accepts · Rating: 3300 · first AC: 2025-12-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, graphs

[giuizx's solution](#)

1748.

2164G

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

Quality: 203 global accepts · Rating: 3300 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, interactive, trees

[giuizx's solution](#)

1749.

2147I1

[Longest Increasing Path \(Easy Version\)](#) · [Tutorial](#)

Quality: 134 global accepts · Rating: 3300 · first AC: 2025-09-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[giuizx's solution](#)

1750.

2135E1

[Beyond the Palindrome \(Easy Version\)](#) · [Tutorial](#)

Quality: 247 global accepts · Rating: 3300 · first AC: 2025-08-29 · last AC: 2025-08-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[giuizx's solution](#)

1751.

1718F

[Burenka, an Array and Queries](#) · [Tutorial](#)

Quality: 217 global accepts · Rating: 3300 · first AC: 2025-08-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math, number theory

[giuizx's solution](#)

1752.

2122G

[Tree Parking](#) · [Tutorial](#)

Quality: 304 global accepts · Rating: 3300 · first AC: 2025-07-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, fft, math, trees

[giuizx's solution](#)

1753.

1886F

[Diamond Theft](#) · [Tutorial](#)

Quality: 247 global accepts · Rating: 3300 · first AC: 2025-07-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[giuizx's solution](#)

1754.

2023E

[Tree of Life](#) · [Tutorial](#)

Quality: 176 global accepts · Rating: 3300 · first AC: 2025-07-11 · last AC: 2025-07-11 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, trees

[giuizx's solution](#)

1755.

2101F

[Shoo Shatters the Sunshine](#) · [Tutorial](#)

Quality: 155 global accepts · Rating: 3300 · first AC: 2025-05-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, trees

[giuuzx's solution](#)

1756.

1530G

[What a Reversal](#) · [Tutorial](#)

Quality: 184 global accepts · Rating: 3300 · first AC: 2025-04-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[giuuzx's solution](#)

1757.

1054G

[New Road Network](#) · [Tutorial](#)

Quality: 451 global accepts · Rating: 3300 · first AC: 2025-04-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[giuuzx's solution](#)

1758.

2081F

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Quality: 140 global accepts · Rating: 3300 · first AC: 2025-03-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[giuuzx's solution](#)

1759.

2081E

[Quantifier](#) · [Tutorial](#)

Quality: 80 global accepts · Rating: 3300 · first AC: 2025-03-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, implementation

[giuuzx's solution](#)

1760.

1450H2

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Quality: 277 global accepts · Rating: 3300 · first AC: 2025-03-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, implementation, math

[giuuzx's solution](#)

1761.

2077F

[AND x OR](#) · [Tutorial](#)

Quality: 261 global accepts · Rating: 3300 · first AC: 2025-03-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp

[giuuzx's solution](#)

1762.

2073E

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Quality: 77 global accepts · Rating: 3300 · first AC: 2025-03-03 · C++20 (GCC 13-64) (first AC) · Tags: interactive

[giuuzx's solution](#)

1763.

1666B

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Quality: 66 global accepts · Rating: 3300 · first AC: 2025-02-28 · C++20 (GCC 13-64) (first AC) · Tags: —

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1764.

1586H

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Rating: 3300 · first AC: 2025-02-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, sortings, trees

[giuuzx's solution](#)

1765.

1641E

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Quality: 290 global accepts · Rating: 3300 · first AC: 2025-02-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, fft, math

[giuuzx's solution](#)

1766.

2066F

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Quality: 72 global accepts · Rating: 3300 · first AC: 2025-02-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, math
[giuqx's solution](#)

1767.

1466H

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Quality: 489 global accepts · Rating: 3300 · first AC: 2023-09-06 · last AC: 2025-02-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, graphs, greedy, math
[giuqx's solution](#)

1768.

2066E

[Tropical Season](#) · [Tutorial](#)

Quality: 421 global accepts · Rating: 3300 · first AC: 2025-02-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, implementation
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1769.

2057F

[Formation](#) · [Tutorial](#)

Quality: 246 global accepts · Rating: 3300 · first AC: 2025-01-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, sortings, two pointers
[giuqx's solution](#)

1770.

2034H

[Rayan vs. Rayaneh](#) · [Tutorial](#)

Quality: 196 global accepts · Rating: 3300 · first AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, number theory
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1771.

2035G1

[Go Learn! \(Easy Version\)](#) · [Tutorial](#)

Quality: 172 global accepts · Rating: 3300 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: dp, trees
[giuqx's solution](#)

1772.

671E

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Quality: 492 global accepts · Rating: 3300 · first AC: 2024-10-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy
[giuqx's solution](#)

1773.

2018E1

[Complex Segments \(Easy Version\)](#) · [Tutorial](#)

Quality: 239 global accepts · Rating: 3300 · first AC: 2024-09-28 · last AC: 2024-09-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, greedy, math, sortings
[giuqx's solution](#)

1774.

986F

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Quality: 744 global accepts · Rating: 3300 · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: graphs, math, number theory, shortest paths
[giuqx's solution](#)

1775.

1991H

[Prime Split Game](#) · [Tutorial](#)

Quality: 559 global accepts · Rating: 3300 · first AC: 2024-08-09 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, fft, games, math, number theory
[giuqx's solution](#)

1776.

1912C

[Cactus Transformation](#) · [Tutorial](#)

Quality: 70 global accepts · Rating: 3300 · first AC: 2024-06-24 · last AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[giuizx's solution](#)

1777.

618G

[Combining Slimes](#) · [Tutorial](#)

Quality: 272 global accepts · Rating: 3300 · first AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, matrices, probabilities

[giuizx's solution](#)

1778.

855G

[Harry Vs Voldemort](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 3300 · first AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[giuizx's solution](#)

1779.

1984H

[Tower Capturing](#) · [Tutorial](#)

Quality: 210 global accepts · Rating: 3300 · first AC: 2024-06-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, geometry

[giuizx's solution](#)

1780.

700E

[Cool Slogans](#) · [Tutorial](#)

Quality: 1,390 global accepts · Rating: 3300 · first AC: 2024-04-22 · C++20 (GCC 13-64) (first AC) · Tags: string suffix structures, strings

[giuizx's solution](#)

1781.

1943E2

[MEX Game 2 \(Hard Version\)](#) · [Tutorial](#)

Quality: 371 global accepts · Rating: 3300 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, two pointers

[giuizx's solution](#)

1782.

1528F

[AmShZ Farm](#) · [Tutorial](#)

Quality: 342 global accepts · Rating: 3300 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, fft, math

[giuizx's solution](#)

1783.

1930H

[Interactive Mex Tree](#) · [Tutorial](#)

Quality: 365 global accepts · Rating: 3300 · first AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, trees

[giuizx's solution](#)

1784.

1718D

[Permutation for Burenka](#) · [Tutorial](#)

Quality: 418 global accepts · Rating: 3300 · first AC: 2024-01-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graph matchings, greedy, math, trees

[giuizx's solution](#)

1785.

1284G

[Seollal](#) · [Tutorial](#)

Quality: 228 global accepts · Rating: 3300 · first AC: 2023-12-14 · C++20 (GCC 11-64) (first AC) · Tags: graphs

[giuizx's solution](#)

1786.

1517G

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

Quality: 710 global accepts · Rating: 3300 · first AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, flows, graphs
[giuwx's solution](#)

1787.

1416F

[Showing Off](#) · [Tutorial](#)

Quality: 603 global accepts · Rating: 3300 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: flows, graph matchings, greedy, implementation

[giuwx's solution](#)

1788.

1368H1

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

Quality: 456 global accepts · Rating: 3300 · first AC: 2023-12-04 · last AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: dp, flows, greedy

[giuwx's solution](#)

1789.

1427G

[One Billion Shades of Grey](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 3300 · first AC: 2023-11-30 · last AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: flows, graphs

[giuwx's solution](#)

1790.

768G

[The Winds of Winter](#) · [Tutorial](#)

Quality: 405 global accepts · Rating: 3300 · first AC: 2022-12-25 · last AC: 2023-11-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures

[giuwx's solution](#)

1791.

1740H

[MEX Tree Manipulation](#) · [Tutorial](#)

Quality: 316 global accepts · Rating: 3300 · first AC: 2023-11-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees

[giuwx's solution](#)

1792.

1580F

[Problems for Codeforces](#) · [Tutorial](#)

Quality: 149 global accepts · Rating: 3300 · first AC: 2023-11-11 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, fft, math

[giuwx's solution](#)

1793.

1750G

[Doping](#) · [Tutorial](#)

Quality: 352 global accepts · Rating: 3300 · first AC: 2023-11-07 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[giuwx's solution](#)

1794.

865F

[Egg Roulette](#) · [Tutorial](#)

Quality: 81 global accepts · Rating: 3300 · first AC: 2023-11-04 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, divide and conquer, math, meet-in-the-middle

[giuwx's solution](#)

1795.

865E

[Hex Dyslexia](#) · [Tutorial](#)

Quality: 157 global accepts · Rating: 3300 · first AC: 2023-11-03 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, graphs

[giuwx's solution](#)

1796.

1876E

[Ball-Stackable](#) · [Tutorial](#)

Quality: 346 global accepts · Rating: 3300 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dp, trees

[giuwx's solution](#)

1797.

1870G

[MEXanization](#) · [Tutorial](#)

Quality: 394 global accepts · Rating: 3300 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[giuizx's solution](#)

1798.

1495F

[Squares](#) · [Tutorial](#)

Quality: 423 global accepts · Rating: 3300 · first AC: 2023-09-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dp, graphs, trees

[giuizx's solution](#)

1799.

623E

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

Quality: 614 global accepts · Rating: 3300 · first AC: 2023-09-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math

[giuizx's solution](#)

1800.

1804H

[Code Lock](#) · [Tutorial](#)

Quality: 245 global accepts · Rating: 3300 · first AC: 2023-09-05 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp

[giuizx's solution](#)

1801.

1523F

[Favorite Game](#) · [Tutorial](#)

Quality: 483 global accepts · Rating: 3300 · first AC: 2023-09-05 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp

[giuizx's solution](#)

1802.

582D

[Number of Binominal Coefficients](#) · [Tutorial](#)

Quality: 739 global accepts · Rating: 3300 · first AC: 2023-09-05 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory

[giuizx's solution](#)

1803.

713E

[Sonya Partymaker](#) · [Tutorial](#)

Quality: 405 global accepts · Rating: 3300 · first AC: 2023-03-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp

[giuizx's solution](#)

1804.

1500E

[Subset Trick](#) · [Tutorial](#)

Quality: 384 global accepts · Rating: 3300 · first AC: 2023-03-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures

[giuizx's solution](#)

1805.

1534G

[A New Beginning](#) · [Tutorial](#)

Quality: 848 global accepts · Rating: 3300 · first AC: 2023-02-03 · last AC: 2023-02-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, geometry, sortings

[giuizx's solution](#)

1806.

526G

[Spiders Evil Plan](#) · [Tutorial](#)

Quality: 861 global accepts · Rating: 3300 · first AC: 2021-12-04 · last AC: 2023-02-02 · C++17 (GCC 9-64) (first AC) · Tags: greedy, trees

[giuizx's solution](#)

1807.

1787H

[Codeforces Scoreboard](#) · [Tutorial](#)

Quality: 337 global accepts · Rating: 3300 · first AC: 2023-01-31 · last AC: 2023-01-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search,

data structures, dp, geometry

[giuwx's solution](#)

1808.

1753E

[N Machines](#) · [Tutorial](#)

Quality: 423 global accepts · Rating: 3300 · first AC: 2023-01-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy

[giuwx's solution](#)

1809.

1060H

[Sophisticated Device](#) · [Tutorial](#)

Quality: 245 global accepts · Rating: 3300 · first AC: 2023-01-02 · last AC: 2023-01-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[giuwx's solution](#)

1810.

983D

[Arkady and Rectangles](#) · [Tutorial](#)

Quality: 513 global accepts · Rating: 3300 · first AC: 2022-12-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[giuwx's solution](#)

1811.

1408H

[Rainbow Triples](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 3300 · first AC: 2022-10-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, flows, greedy

[giuwx's solution](#)

1812.

1696G

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

Quality: 321 global accepts · Rating: 3300 · first AC: 2022-10-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, geometry, math

[giuwx's solution](#)

1813.

878E

[Numbers on the blackboard](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 3300 · first AC: 2022-09-14 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp

[giuwx's solution](#)

1814.

1556G

[Gates to Another World](#) · [Tutorial](#)

Quality: 446 global accepts · Rating: 3300 · first AC: 2021-08-31 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, dsu, two pointers

[giuwx's solution](#)

1815.

1556H

[DIY Tree](#) · [Tutorial](#)

Quality: 446 global accepts · Rating: 3300 · first AC: 2021-08-31 · last AC: 2021-08-31 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, math, probabilities

[giuwx's solution](#)

1816.

1307F

[Cow and Vacation](#) · [Tutorial](#)

Quality: 675 global accepts · Rating: 3300 · first AC: 2020-11-16 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, trees

[giuwx's solution](#)

1817.

2180H1

[Bug Is Feature \(Unconditional Version\)](#) · [Tutorial](#)

Quality: 120 global accepts · Rating: 3400 · first AC: 2025-12-20 · C++20 (GCC 13-64) (first AC) · Tags: games

[giuwx's solution](#)

1818.

2174D

[Secret Message](#) · [Tutorial](#)

Quality: 292 global accepts · Rating: 3400 · first AC: 2025-12-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, trees

[giuwx's solution](#)

1819.

1548E

[Gregor and the Two Painters](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 3400 · first AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, graphs, greedy, math

[giuwx's solution](#)

1820.

1896H1

[Cyclic Hamming \(Easy Version\)](#) · [Tutorial](#)

Quality: 118 global accepts · Rating: 3400 · first AC: 2025-09-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, divide and conquer, dp, fft, math, number theory

[giuwx's solution](#)

1821.

2127G1

[Inter Active \(Easy Version\)](#) · [Tutorial](#)

Quality: 101 global accepts · Rating: 3400 · first AC: 2025-08-08 · last AC: 2025-08-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, interactive, probabilities

[giuwx's solution](#)

1822.

2122F

[Colorful Polygon](#) · [Tutorial](#)

Quality: 129 global accepts · Rating: 3400 · first AC: 2025-07-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, divide and conquer, geometry

[giuwx's solution](#)

1823.

2124H

[Longest Good Subsequence](#) · [Tutorial](#)

Quality: 188 global accepts · Rating: 3400 · first AC: 2025-07-13 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, trees

[giuwx's solution](#)

1824.

1266H

[Red-Blue Graph](#) · [Tutorial](#)

Quality: 132 global accepts · Rating: 3400 · first AC: 2025-06-22 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, math, matrices, meet-in-the-middle

[giuwx's solution](#)

1825.

1007E

[Mini Metro](#) · [Tutorial](#)

Quality: 248 global accepts · Rating: 3400 · first AC: 2025-05-23 · C++20 (GCC 13-64) (first AC) · Tags: dp

[giuwx's solution](#)

1826.

1601F

[Two Sorts](#) · [Tutorial](#)

Quality: 275 global accepts · Rating: 3400 · first AC: 2025-03-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, math, meet-in-the-middle

[giuwx's solution](#)

1827.

2053G

[Naive String Splits](#) · [Tutorial](#)

Quality: 226 global accepts · Rating: 3400 · first AC: 2024-12-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy,

hashing, math, number theory, strings

[giuix's solution](#)

1828.

1887F

[Minimum Segments](#) · [Tutorial](#)

Quality: 246 global accepts · Rating: 3400 · first AC: 2024-11-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[giuix's solution](#)

1829.

2018E2

[Complex Segments \(Hard Version\)](#) · [Tutorial](#)

Quality: 204 global accepts · Rating: 3400 · first AC: 2024-09-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, greedy, math, sortings

[giuix's solution](#)

1830.

2002G

[Lattice Optimizing](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 3400 · first AC: 2024-08-20 · last AC: 2024-08-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, hashing, meet-in-the-middle

[giuix's solution](#)

1831.

786D

[Rap God](#) · [Tutorial](#)

Quality: 168 global accepts · Rating: 3400 · first AC: 2024-02-14 · last AC: 2024-02-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, hashing, strings, trees

[giuix's solution](#)

1832.

843D

[Dynamic Shortest Path](#) · [Tutorial](#)

Quality: 1,195 global accepts · Rating: 3400 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: graphs, shortest paths

[giuix's solution](#)

1833.

793G

[Oleg and chess](#) · [Tutorial](#)

Quality: 452 global accepts · Rating: 3400 · first AC: 2023-11-28 · last AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, flows, graph matchings

[giuix's solution](#)

1834.

739D

[Recover a functional graph](#) · [Tutorial](#)

Quality: 215 global accepts · Rating: 3400 · first AC: 2023-11-14 · C++20 (GCC 11-64) (first AC) · Tags: graph matchings

[giuix's solution](#)

1835.

1137F

[Matches Are Not a Child's Play](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 3400 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees

[giuix's solution](#)

1836.

1089H

[Harder Satisfiability](#) · [Tutorial](#)

Quality: 127 global accepts · Rating: 3400 · first AC: 2023-10-28 · last AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, dfs and similar, graphs

[giuix's solution](#)

1837.

1844H

[Multiple of Three Cycles](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 3400 · first AC: 2023-07-12 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, dp, dsu,

math

[giuix's solution](#)

1838.

914H

[Ember and Storm's Tree Game](#) · [Tutorial](#)

Quality: 277 global accepts · Rating: 3400 · first AC: 2023-03-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, games, trees

[giuix's solution](#)

1839.

1630F

[Making It Bipartite](#) · [Tutorial](#)

Quality: 919 global accepts · Rating: 3400 · first AC: 2023-01-10 · C++17 (GCC 9-64) (first AC) · Tags: flows, graph matchings, graphs, number theory

[giuix's solution](#)

1840.

1078E

[Negative Time Summation](#) · [Tutorial](#)

Quality: 104 global accepts · Rating: 3400 · first AC: 2023-01-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[giuix's solution](#)

1841.

1770G

[Koxia and Bracket](#) · [Tutorial](#)

Quality: 188 global accepts · Rating: 3400 · first AC: 2022-12-31 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, fft, math

[giuix's solution](#)

1842.

1710D

[Recover the Tree](#) · [Tutorial](#)

Quality: 560 global accepts · Rating: 3400 · first AC: 2022-10-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, trees

[giuix's solution](#)

1843.

1693E

[Outermost Maximums](#) · [Tutorial](#)

Quality: 558 global accepts · Rating: 3400 · first AC: 2022-06-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[giuix's solution](#)

1844.

1491H

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

Quality: 1,211 global accepts · Rating: 3400 · first AC: 2021-11-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees

[giuix's solution](#)

1845.

1039E

[Summer Oenothera Exhibition](#) · [Tutorial](#)

Quality: 319 global accepts · Rating: 3400 · first AC: 2021-07-11 · last AC: 2021-07-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[giuix's solution](#)

1846.

2206A

[Compare Suffixes](#) · [Tutorial](#)

Quality: 84 global accepts · Rating: 3500 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: interactive

[giuix's solution](#)

1847.

2183I2

[Pairs Flipping \(Hard Version\)](#) · [Tutorial](#)

Quality: 69 global accepts · Rating: 3500 · first AC: 2026-01-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[giuix's solution](#)

1848.

2183I1

[Pairs Flipping \(Easy Version\)](#) · [Tutorial](#)

Quality: 82 global accepts · Rating: 3500 · first AC: 2026-01-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[giuix's solution](#)

1849.

2183H

[Minimise Cost](#) · [Tutorial](#)

Quality: 159 global accepts · Rating: 3500 · first AC: 2026-01-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, sortings

[giuix's solution](#)

1850.

1707F

[Bugaboo](#) · [Tutorial](#)

Quality: 174 global accepts · Rating: 3500 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, number theory

[giuix's solution](#)

1851.

1761G

[Centroid Guess](#) · [Tutorial](#)

Quality: 155 global accepts · Rating: 3500 · first AC: 2026-01-02 · last AC: 2026-01-02 · C++20 (GCC 13-64) (first AC) · Tags: interactive, probabilities, trees

[giuix's solution](#)

1852.

1718E

[Impressionism](#) · [Tutorial](#)

Quality: 177 global accepts · Rating: 3500 · first AC: 2026-01-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, implementation, math

[giuix's solution](#)

1853.

2180H2

[Bug Is Feature \(Conditional Version\)](#) · [Tutorial](#)

Quality: 105 global accepts · Rating: 3500 · first AC: 2025-12-20 · C++20 (GCC 13-64) (first AC) · Tags: games

[giuix's solution](#)

1854.

2180G

[Balance](#) · [Tutorial](#)

Quality: 134 global accepts · Rating: 3500 · first AC: 2025-12-19 · last AC: 2025-12-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, implementation, math

[giuix's solution](#)

1855.

2157I

[Hyper Smawk Bros](#) · [Tutorial](#)

Quality: 171 global accepts · Rating: 3500 · first AC: 2025-11-25 · C++20 (GCC 13-64) (first AC) · Tags: dp, games

[giuix's solution](#)

1856.

2165F

[Arctic Acquisition](#) · [Tutorial](#)

Quality: 194 global accepts · Rating: 3500 · first AC: 2025-11-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[giuix's solution](#)

1857.

2161H

[Cycle Sort](#) · [Tutorial](#)

Quality: 63 global accepts · Rating: 3500 · first AC: 2025-11-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[giuix's solution](#)

1858.

2161G

[Bitwise And Equals](#) · [Tutorial](#)

Quality: 91 global accepts · Rating: 3500 · first AC: 2025-10-31 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy

[giuix's solution](#)

1859.

1608G

[Alphabetic Tree](#) · [Tutorial](#)

Quality: 245 global accepts · Rating: 3500 · first AC: 2025-10-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, hashing, string suffix structures, strings, trees

[giuizx's solution](#)

1860.

1637H

[Minimize Inversions Number](#) · [Tutorial](#)

Quality: 572 global accepts · Rating: 3500 · first AC: 2025-10-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math, sortings

[giuizx's solution](#)

1861.

2159F

[Grand Finale: Snakes](#) · [Tutorial](#)

Quality: 134 global accepts · Rating: 3500 · first AC: 2025-10-14 · last AC: 2025-10-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive, ternary search

[giuizx's solution](#)

1862.

2159E

[Super-Short-Polynomial-San](#) · [Tutorial](#)

Quality: 201 global accepts · Rating: 3500 · first AC: 2025-10-14 · C++20 (GCC 13-64) (first AC) · Tags: math, meet-in-the-middle

[giuizx's solution](#)

1863.

1696H

[Maximum Product?](#) · [Tutorial](#)

Quality: 203 global accepts · Rating: 3500 · first AC: 2025-10-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, greedy, implementation, math, two pointers

[giuizx's solution](#)

1864.

1110H

[Modest Substrings](#) · [Tutorial](#)

Quality: 435 global accepts · Rating: 3500 · first AC: 2025-10-05 · C++20 (GCC 13-64) (first AC) · Tags: dp, strings

[giuizx's solution](#)

1865.

2152H2

[Victorious Coloring \(Hard Version\)](#) · [Tutorial](#)

Quality: 199 global accepts · Rating: 3500 · first AC: 2025-10-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, schedules

[giuizx's solution](#)

1866.

1621H

[Trains and Airplanes](#) · [Tutorial](#)

Quality: 199 global accepts · Rating: 3500 · first AC: 2025-10-02 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, shortest paths, trees

[giuizx's solution](#)

1867.

1815F

[OH NO1 \(-2-3-4\)](#) · [Tutorial](#)

Quality: 315 global accepts · Rating: 3500 · first AC: 2025-09-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, math

[giuizx's solution](#)

1868.

1889F

[Doremy's Average Tree](#) · [Tutorial](#)

Quality: 155 global accepts · Rating: 3500 · first AC: 2025-09-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, trees

[giuizx's solution](#)

1869.

1916G

[Optimizations From Chelsu](#) · [Tutorial](#)

Quality: 235 global accepts · Rating: 3500 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, dp, number theory, trees

[giuix's solution](#)

1870.

1919G

[Tree LGM](#) · [Tutorial](#)

Quality: 209 global accepts · Rating: 3500 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, divide and conquer, games, trees

[giuix's solution](#)

1871.

1896H2

[Cyclic Hamming \(Hard Version\)](#) · [Tutorial](#)

Quality: 142 global accepts · Rating: 3500 · first AC: 2025-09-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, fft, math, number theory

[giuix's solution](#)

1872.

1863H

[Goldberg Machine 3](#) · [Tutorial](#)

Quality: 112 global accepts · Rating: 3500 · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, trees

[giuix's solution](#)

1873.

1508F

[Optimal Encoding](#) · [Tutorial](#)

Quality: 151 global accepts · Rating: 3500 · first AC: 2025-09-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures

[giuix's solution](#)

1874.

1503F

[Balance the Cards](#) · [Tutorial](#)

Quality: 226 global accepts · Rating: 3500 · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, geometry, graphs, implementation

[giuix's solution](#)

1875.

1446E

[Long Recovery](#) · [Tutorial](#)

Quality: 122 global accepts · Rating: 3500 · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar

[giuix's solution](#)

1876.

1889E

[Doremy's Swapping Trees](#) · [Tutorial](#)

Quality: 175 global accepts · Rating: 3500 · first AC: 2025-09-14 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, trees

[giuix's solution](#)

1877.

1491I

[Ruler Of The Zoo](#) · [Tutorial](#)

Quality: 108 global accepts · Rating: 3500 · first AC: 2025-09-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures

[giuix's solution](#)

1878.

1864I

[Future Dominators](#) · [Tutorial](#)

Quality: 107 global accepts · Rating: 3500 · first AC: 2025-09-11 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy

[giuix's solution](#)

1879.

2138F

[Ode to the Bridge Builder](#) · [Tutorial](#)

Quality: 82 global accepts · Rating: 3500 · first AC: 2025-09-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry
[giuwx's solution](#)

1880.

1876G

[Clubstep](#) · [Tutorial](#)

Quality: 278 global accepts · Rating: 3500 · first AC: 2025-09-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, trees

[giuwx's solution](#)

1881.

1876F

[Indefinite Clownfish](#) · [Tutorial](#)

Quality: 185 global accepts · Rating: 3500 · first AC: 2025-09-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, graphs

[giuwx's solution](#)

1882.

2135F

[To the Infinity](#) · [Tutorial](#)

Quality: 246 global accepts · Rating: 3500 · first AC: 2025-08-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, hashing, math, trees

[giuwx's solution](#)

1883.

2135E2

[Beyond the Palindrome \(Hard Version\)](#) · [Tutorial](#)

Quality: 166 global accepts · Rating: 3500 · first AC: 2025-08-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory

[giuwx's solution](#)

1884.

1975I

[Mind Bloom](#) · [Tutorial](#)

Quality: 175 global accepts · Rating: 3500 · first AC: 2025-08-20 · C++20 (GCC 13-64) (first AC) · Tags: dp

[giuwx's solution](#)

1885.

1924F

[Anti-Proxy Attendance](#) · [Tutorial](#)

Quality: 226 global accepts · Rating: 3500 · first AC: 2025-08-18 · last AC: 2025-08-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, interactive, ternary search

[giuwx's solution](#)

1886.

1534H

[Lost Nodes](#) · [Tutorial](#)

Quality: 255 global accepts · Rating: 3500 · first AC: 2025-08-14 · last AC: 2025-08-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, graphs, interactive, sortings, trees

[giuwx's solution](#)

1887.

2127G2

[Inter Active \(Hard Version\)](#) · [Tutorial](#)

Quality: 107 global accepts · Rating: 3500 · first AC: 2025-08-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, graphs, implementation, interactive, math, probabilities

[giuwx's solution](#)

1888.

2129F2

[Top-K Tracker \(Hard Version\)](#) · [Tutorial](#)

Quality: 97 global accepts · Rating: 3500 · first AC: 2025-08-01 · last AC: 2025-08-01 · C++20 (GCC 13-64) (first AC) · Tags: interactive

[giuwx's solution](#)

1889.

2129F1

[Top-K Tracker \(Easy Version\)](#) · [Tutorial](#)

Quality: 134 global accepts · Rating: 3500 · first AC: 2025-08-01 · last AC: 2025-08-01 · C++20 (GCC 13-64) (first AC) · Tags: interactive

[giuwx's solution](#)

1890.

2124I

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

Quality: 203 global accepts · Rating: 3500 · first AC: 2025-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, trees
[giuqx's solution](#)

1891.

1305G

[Kuroni and Antihype](#) · [Tutorial](#)

Quality: 1,383 global accepts · Rating: 3500 · first AC: 2025-06-23 · last AC: 2025-06-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, dsu, graphs
[giuqx's solution](#)

1892.

2115F1

[Gellyfish and Lycoris Radiata \(Easy Version\)](#) · [Tutorial](#)

Quality: 119 global accepts · Rating: 3500 · first AC: 2025-06-06 · last AC: 2025-06-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures
[giuqx's solution](#)

1893.

2115F2

[Gellyfish and Lycoris Radiata \(Hard Version\)](#) · [Tutorial](#)

Quality: 109 global accepts · Rating: 3500 · first AC: 2025-06-06 · last AC: 2025-06-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures
[giuqx's solution](#)

1894.

2115E

[Gellyfish and Mayflower](#) · [Tutorial](#)

Quality: 236 global accepts · Rating: 3500 · first AC: 2025-06-02 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs
[giuqx's solution](#)

1895.

1687E

[Become Big For Me](#) · [Tutorial](#)

Quality: 310 global accepts · Rating: 3500 · first AC: 2025-05-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math, number theory
[giuqx's solution](#)

1896.

2097F

[Lost Luggage](#) · [Tutorial](#)

Quality: 185 global accepts · Rating: 3500 · first AC: 2025-04-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, flows
[giuqx's solution](#)

1897.

1685E

[The Ultimate LIS Problem](#) · [Tutorial](#)

Quality: 196 global accepts · Rating: 3500 · first AC: 2025-04-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy
[giuqx's solution](#)

1898.

2084H

[Turtle and Nedium 2](#) · [Tutorial](#)

Quality: 112 global accepts · Rating: 3500 · first AC: 2025-04-07 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy
[giuqx's solution](#)

1899.

2084G2

[Wish Upon a Satellite \(Hard Version\)](#) · [Tutorial](#)

Quality: 108 global accepts · Rating: 3500 · first AC: 2025-04-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp
[giuqx's solution](#)

1900.

1229F

[Mateusz and Escape Room](#) · [Tutorial](#)

Rating: 3500 · first AC: 2025-04-03 · C++20 (GCC 13-64) (first AC) · Tags: dp

[giuwx's solution](#)

1901.

1874F

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

Quality: 443 global accepts · Rating: 3500 · first AC: 2023-10-03 · last AC: 2025-04-03 · C++20 (GCC 11-64) (first AC) · Tags: dp

[giuwx's solution](#)

1902.

2061I

[Kevin and Nivek](#) · [Tutorial](#)

Quality: 122 global accepts · Rating: 3500 · first AC: 2025-02-07 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, dp

[giuwx's solution](#)

1903.

2061H2

[Kevin and Stones \(Hard Version\)](#) · [Tutorial](#)

Quality: 63 global accepts · Rating: 3500 · first AC: 2025-02-07 · C++20 (GCC 13-64) (first AC) · Tags: flows, graphs

[giuwx's solution](#)

1904.

2061H1

[Kevin and Stones \(Easy Version\)](#) · [Tutorial](#)

Quality: 103 global accepts · Rating: 3500 · first AC: 2025-02-06 · C++20 (GCC 13-64) (first AC) · Tags: flows, graph matchings, graphs

[giuwx's solution](#)

1905.

2062H

[Galaxy Generator](#) · [Tutorial](#)

Quality: 174 global accepts · Rating: 3500 · first AC: 2025-01-31 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp

[giuwx's solution](#)

1906.

2061F2

[Kevin and Binary String \(Hard Version\)](#) · [Tutorial](#)

Quality: 149 global accepts · Rating: 3500 · first AC: 2025-01-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[giuwx's solution](#)

1907.

2057H

[Coffee Break](#) · [Tutorial](#)

Quality: 185 global accepts · Rating: 3500 · first AC: 2025-01-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math

[giuwx's solution](#)

1908.

2034G1

[Simurgh's Watch \(Easy Version\)](#) · [Tutorial](#)

Quality: 77 global accepts · Rating: 3500 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[giuwx's solution](#)

1909.

2039H1

[Cool Swap Walk \(Easy Version\)](#) · [Tutorial](#)

Quality: 102 global accepts · Rating: 3500 · first AC: 2024-11-24 · last AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, sortings

[giuwx's solution](#)

1910.

2035G2

[Go Learn! \(Hard Version\)](#) · [Tutorial](#)

Quality: 111 global accepts · Rating: 3500 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, dp

[giuwx's solution](#)

1911.

1616G

[Just Add an Edge](#) · [Tutorial](#)

Quality: 425 global accepts · Rating: 3500 · first AC: 2024-09-08 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs
[giuwx's solution](#)

1912.

2006F

[Dora's Paint](#) · [Tutorial](#)

Quality: 165 global accepts · Rating: 3500 · first AC: 2024-08-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, graphs, implementation
[giuwx's solution](#)

1913.

1991I

[Grid Game](#) · [Tutorial](#)

Quality: 171 global accepts · Rating: 3500 · first AC: 2024-08-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, graph matchings, greedy, interactive
[giuwx's solution](#)

1914.

1053E

[Euler tour](#) · [Tutorial](#)

Quality: 239 global accepts · Rating: 3500 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, trees
[giuwx's solution](#)

1915.

1987H

[Fumo Temple](#) · [Tutorial](#)

Quality: 140 global accepts · Rating: 3500 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: interactive
[giuwx's solution](#)

1916.

1987G2

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

Quality: 246 global accepts · Rating: 3500 · first AC: 2024-07-02 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, dp, trees
[giuwx's solution](#)

1917.

1852F

[Panda Meetups](#) · [Tutorial](#)

Quality: 147 global accepts · Rating: 3500 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, flows
[giuwx's solution](#)

1918.

1817F

[Entangled Substrings](#) · [Tutorial](#)

Quality: 330 global accepts · Rating: 3500 · first AC: 2024-05-09 · C++20 (GCC 13-64) (first AC) · Tags: string suffix structures, strings
[giuwx's solution](#)

1919.

1394E

[Boboniu and Banknote Collection](#) · [Tutorial](#)

Quality: 164 global accepts · Rating: 3500 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: strings
[giuwx's solution](#)

1920.

1648F

[Two Avenues](#) · [Tutorial](#)

Quality: 186 global accepts · Rating: 3500 · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, graphs
[giuwx's solution](#)

1921.

1942H

[Farmer John's Favorite Intern](#) · [Tutorial](#)

Quality: 207 global accepts · Rating: 3500 · first AC: 2024-04-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, flows, trees
[giuwx's solution](#)

1922.

1874G

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

Quality: 146 global accepts · Rating: 3500 · first AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: dp

[giuix's solution](#)

1923.

1687F

[Koishi's Unconscious Permutation](#) · [Tutorial](#)

Quality: 109 global accepts · Rating: 3500 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: fft, math

[giuix's solution](#)

1924.

1086F

[Forest Fires](#) · [Tutorial](#)

Quality: 316 global accepts · Rating: 3500 · first AC: 2023-11-07 · last AC: 2024-02-15 · C++17 (GCC 9-64) (first AC) · Tags: math

[giuix's solution](#)

1925.

1368H2

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

Quality: 281 global accepts · Rating: 3500 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[giuix's solution](#)

1926.

1835F

[Good Graph](#) · [Tutorial](#)

Quality: 232 global accepts · Rating: 3500 · first AC: 2023-11-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, graph matchings, graphs, implementation

[giuix's solution](#)

1927.

1158F

[Density of subarrays](#) · [Tutorial](#)

Quality: 504 global accepts · Rating: 3500 · first AC: 2023-11-12 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[giuix's solution](#)

1928.

1292F

[Nora's Toy Boxes](#) · [Tutorial](#)

Quality: 370 global accepts · Rating: 3500 · first AC: 2023-10-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp

[giuix's solution](#)

1929.

1458F

[Range Diameter Sum](#) · [Tutorial](#)

Quality: 441 global accepts · Rating: 3500 · first AC: 2023-09-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees

[giuix's solution](#)

1930.

1804G

[Flow Control](#) · [Tutorial](#)

Quality: 237 global accepts · Rating: 3500 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, implementation

[giuix's solution](#)

1931.

1824E

[LuoTianyi and Cartridge](#) · [Tutorial](#)

Quality: 188 global accepts · Rating: 3500 · first AC: 2023-07-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees

[giuix's solution](#)

1932.

1098F

[AbÖgVæ7F0a](#) · [Tutorial](#)

Quality: 277 global accepts · Rating: 3500 · first AC: 2023-06-30 · C++20 (GCC 11-64) (first AC) · Tags: string suffix structures, strings

[giuix's solution](#)

1933.

1835E

[Old Mobile](#) · [Tutorial](#)

Quality: 274 global accepts · Rating: 3500 · first AC: 2023-06-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, probabilities

[giuix's solution](#)**1934.**

1830E

[Bully Sort](#) · [Tutorial](#)

Quality: 324 global accepts · Rating: 3500 · first AC: 2023-05-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math

[giuix's solution](#)**1935.**

1707E

[Replace](#) · [Tutorial](#)

Quality: 936 global accepts · Rating: 3500 · first AC: 2022-10-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures

[giuix's solution](#)**1936.**

1523H

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

Quality: 445 global accepts · Rating: 3500 · first AC: 2022-08-12 · last AC: 2022-08-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[giuix's solution](#)**1937.**

1178H

[Stock Exchange](#) · [Tutorial](#)

Quality: 298 global accepts · Rating: 3500 · first AC: 2022-08-05 · last AC: 2022-08-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, flows, graphs

[giuix's solution](#)**1938.**

1450G

[Communism](#) · [Tutorial](#)

Quality: 349 global accepts · Rating: 3500 · first AC: 2021-12-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, trees

[giuix's solution](#)**1939.**

1290F

[Making Shapes](#) · [Tutorial](#)

Quality: 591 global accepts · Rating: 3500 · first AC: 2021-09-12 · C++14 (GCC 6-32) (first AC) · Tags: dp

[giuix's solution](#)**1940.**

100496A

[Avangard Latin Squares](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[giuix's solution](#)**1941.**

100496H

[House of Representatives](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[giuix's solution](#)**1942.**

100496D

[Data Mining](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[giuix's solution](#)**1943.**

100496C

[Commuter Trains](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[giuix's solution](#)

1944.

100517C

[Comb Avoiding Trees](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-07 · C++20 (GCC 13-64) (first AC) · Tags: —
[giuizx's solution](#)

1945.

100517E

[Exam Scoring](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-06 · C++20 (GCC 13-64) (first AC) · Tags: —
[giuizx's solution](#)

1946.

100517A

[Automatic Fare System](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-05 · C++20 (GCC 13-64) (first AC) · Tags: —
[giuizx's solution](#)

1947.

100492J

[Jumbo World](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-04 · C++20 (GCC 13-64) (first AC) · Tags: —
[giuizx's solution](#)

1948.

104566A

[Live Love](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-03 · C++20 (GCC 13-64) (first AC) · Tags: —
[giuizx's solution](#)

1949.

104566C

[Halting Problem](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-02 · C++20 (GCC 13-64) (first AC) · Tags: —
[giuizx's solution](#)

1950.

104566I

[Kuririn MIRACLE](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-01 · C++20 (GCC 13-64) (first AC) · Tags: —
[giuizx's solution](#)

1951.

104566D

[Pixel Art](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-31 · C++20 (GCC 13-64) (first AC) · Tags: —
[giuizx's solution](#)

1952.

104566B

[Red Black Tree](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-30 · C++20 (GCC 13-64) (first AC) · Tags: —
[giuizx's solution](#)

1953.

104869B

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

Rating: — · first AC: 2026-01-29 · C++20 (GCC 13-64) (first AC) · Tags: —
[giuizx's solution](#)

1954.

104869C

[Swiss Stage](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-28 · C++20 (GCC 13-64) (first AC) · Tags: —
[giuizx's solution](#)

1955.

104869E

[Sheep Eat Wolves](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-27 · C++20 (GCC 13-64) (first AC) · Tags: —
[giuqx's solution](#)

1956.

104869D

[Dark LaTeX vs. Light LaTeX](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-26 · C++20 (GCC 13-64) (first AC) · Tags: —
[giuqx's solution](#)

1957.

104869H

[Line Graph Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-25 · C++20 (GCC 13-64) (first AC) · Tags: —
[giuqx's solution](#)

1958.

100216A

[Generalized Assignment](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-24 · C++20 (GCC 13-64) (first AC) · Tags: —
[giuqx's solution](#)

1959.

100216B

[Bandits](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-23 · C++20 (GCC 13-64) (first AC) · Tags: —
[giuqx's solution](#)

1960.

100216C

[Matrix Game](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-22 · C++20 (GCC 13-64) (first AC) · Tags: —
[giuqx's solution](#)

1961.

100216E

[Shortest Path](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-21 · C++20 (GCC 13-64) (first AC) · Tags: —
[giuqx's solution](#)

1962.

104114F

[Fortune over Sportsmanship](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-20 · C++20 (GCC 13-64) (first AC) · Tags: —
[giuqx's solution](#)

1963.

106296C

[Glitch](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-19 · C++20 (GCC 13-64) (first AC) · Tags: —
[giuqx's solution](#)

1964.

106296L

[Robots](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: —
[giuqx's solution](#)

1965.

106296E

[XOR Again?](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-16 · C++20 (GCC 13-64) (first AC) · Tags: —
[giuqx's solution](#)

1966.

106296G

[Amoeba Tree](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-15 · C++20 (GCC 13-64) (first AC) · Tags: —
[giuizx's solution](#)

1967.

106296B

[Word Generator](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-14 · C++20 (GCC 13-64) (first AC) · Tags: —
[giuizx's solution](#)

1968.

106296A

[Magician](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-13 · C++20 (GCC 13-64) (first AC) · Tags: —
[giuizx's solution](#)

1969.

101630I

[Interactive Sort](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-12 · C++20 (GCC 13-64) (first AC) · Tags: —
[giuizx's solution](#)

1970.

101630L

[Laminar Family](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-09 · C++20 (GCC 13-64) (first AC) · Tags: —
[giuizx's solution](#)

1971.

101630K

[Knapsack Cryptosystem](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-06 · C++20 (GCC 13-64) (first AC) · Tags: —
[giuizx's solution](#)

1972.

101630J

[Journey from Petersburg to Moscow](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-05 · C++20 (GCC 13-64) (first AC) · Tags: —
[giuizx's solution](#)

1973.

101630F

[The Final Level](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-04 · C++20 (GCC 13-64) (first AC) · Tags: —
[giuizx's solution](#)

1974.

106249E

[Busy Beaver's Water Network](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-01 · C++20 (GCC 13-64) (first AC) · Tags: —
[giuizx's solution](#)

1975.

106249D

[Ditto Piano](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-31 · C++20 (GCC 13-64) (first AC) · Tags: —
[giuizx's solution](#)

1976.

106249C

[Quantum Beaver](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-30 · C++20 (GCC 13-64) (first AC) · Tags: —
[giuizx's solution](#)

1977.

106249B

[Snakey Beavers](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: —
[qiuzx's solution](#)

1978.

106249A

[MIT and TIM](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: —
[qiuzx's solution](#)

1979.

106250C

[Busy Beaver's Faulty Machine](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-26 · C++20 (GCC 13-64) (first AC) · Tags: —
[qiuzx's solution](#)

1980.

106250B

[Avoid Copyright Infringement](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-25 · C++20 (GCC 13-64) (first AC) · Tags: —
[qiuzx's solution](#)

1981.

106250A

[67](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-24 · C++20 (GCC 13-64) (first AC) · Tags: —
[qiuzx's solution](#)

1982.

106252L

[Leo](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-23 · C++20 (GCC 13-64) (first AC) · Tags: —
[qiuzx's solution](#)

1983.

106252H

[Cute Young Diagram Counting](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-22 · C++20 (GCC 13-64) (first AC) · Tags: —
[qiuzx's solution](#)

1984.

106252E

[Play It by Ear](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-21 · C++20 (GCC 13-64) (first AC) · Tags: —
[qiuzx's solution](#)

1985.

102436E

[Stamp](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-18 · C++20 (GCC 13-64) (first AC) · Tags: —
[qiuzx's solution](#)

1986.

106252D

[LED Display Renovation](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-17 · C++20 (GCC 13-64) (first AC) · Tags: —
[qiuzx's solution](#)

1987.

106252C

[Buggy Painting Software II](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-16 · C++20 (GCC 13-64) (first AC) · Tags: —
[qiuzx's solution](#)

1988.

106252B

[Buggy Painting Software I](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-15 · C++20 (GCC 13-64) (first AC) · Tags: —
[giuwx's solution](#)

1989.

104114L

[Level Up](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-14 · C++20 (GCC 13-64) (first AC) · Tags: —
[giuwx's solution](#)

1990.

104114D

[Divisible by 4 Spanning Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-13 · C++20 (GCC 13-64) (first AC) · Tags: —
[giuwx's solution](#)

1991.

100165B

[A5D18C](#)

Rating: — · first AC: 2025-12-11 · C++20 (GCC 13-64) (first AC) · Tags: —
[giuwx's solution](#)

1992.

106252A

[Square Kingdom](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-09 · C++20 (GCC 13-64) (first AC) · Tags: —
[giuwx's solution](#)

1993.

106225K

[Keygen 3](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-08 · C++20 (GCC 13-64) (first AC) · Tags: —
[giuwx's solution](#)

1994.

106225I

[Isaac's Queries](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-07 · C++20 (GCC 13-64) (first AC) · Tags: —
[giuwx's solution](#)

1995.

106225G

[Git Gud](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-06 · C++20 (GCC 13-64) (first AC) · Tags: —
[giuwx's solution](#)

1996.

106225B

[Billion Players Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-05 · C++20 (GCC 13-64) (first AC) · Tags: —
[giuwx's solution](#)

1997.

106225A

[Adjusting Drones](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-03 · C++20 (GCC 13-64) (first AC) · Tags: —
[giuwx's solution](#)

1998.

106225E

[Expansion Plan 2](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-02 · C++20 (GCC 13-64) (first AC) · Tags: —
[giuwx's solution](#)

1999.

106225D

[Dungeon Equilibrium](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-01 · C++20 (GCC 13-64) (first AC) · Tags: —
[giuwx's solution](#)

2000.

104334G

[LaLa and Divination Magic](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-30 · C++20 (GCC 13-64) (first AC) · Tags: —
[giuwx's solution](#)

2001.

104334E

[LaLa and Monster Hunting \(Part 1\)](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-29 · C++20 (GCC 13-64) (first AC) · Tags: —
[giuwx's solution](#)

2002.

104172G

[Paddle Star](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-28 · C++20 (GCC 13-64) (first AC) · Tags: —
[giuwx's solution](#)

2003.

104172E

[Goose, Goose, DUCK?](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-27 · C++20 (GCC 13-64) (first AC) · Tags: —
[giuwx's solution](#)

2004.

104172C

[Painting Grid](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-26 · C++20 (GCC 13-64) (first AC) · Tags: —
[giuwx's solution](#)

2005.

104172A

[TreeScript](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-24 · C++20 (GCC 13-64) (first AC) · Tags: —
[giuwx's solution](#)

2006.

106182B

[Balatro](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-22 · C++20 (GCC 13-64) (first AC) · Tags: —
[giuwx's solution](#)

2007.

106182A

[Apple Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-21 · C++20 (GCC 13-64) (first AC) · Tags: —
[giuwx's solution](#)

2008.

106182E

[Euclid in Manhattan](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-19 · C++20 (GCC 13-64) (first AC) · Tags: —
[giuwx's solution](#)

2009.

106182C

[Classement Nationale](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-17 · C++20 (GCC 13-64) (first AC) · Tags: —
[giuwx's solution](#)

2010.

106182D

[Digit Division](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: —
[qiuzx's solution](#)

2011.

106161A

[A Lot of Paintings](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-15 · C++20 (GCC 13-64) (first AC) · Tags: —
[qiuzx's solution](#)

2012.

106161B

[Blood Memories](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-14 · C++20 (GCC 13-64) (first AC) · Tags: —
[qiuzx's solution](#)

2013.

106161C

[Crossing River](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-13 · C++20 (GCC 13-64) (first AC) · Tags: —
[qiuzx's solution](#)

2014.

106161D

[Deductive Snooker Scoring](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-12 · C++20 (GCC 13-64) (first AC) · Tags: —
[qiuzx's solution](#)

2015.

106161E

[Escaping from Trap](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-11 · C++20 (GCC 13-64) (first AC) · Tags: —
[qiuzx's solution](#)

2016.

106161G

[GCD of Subsets](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-10 · C++20 (GCC 13-64) (first AC) · Tags: —
[qiuzx's solution](#)

2017.

106161H

[Heuristic Knapsack](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-09 · C++20 (GCC 13-64) (first AC) · Tags: —
[qiuzx's solution](#)

2018.

106161K

[K-Coverage](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-08 · C++20 (GCC 13-64) (first AC) · Tags: —
[qiuzx's solution](#)

2019.

104345D

[Building Bombing](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-05 · C++20 (GCC 13-64) (first AC) · Tags: —
[qiuzx's solution](#)

2020.

104345M

[Window Arrangement](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-04 · C++20 (GCC 13-64) (first AC) · Tags: —
[qiuzx's solution](#)

2021.

103260J

[Increasing or Decreasing](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-01 · C++20 (GCC 13-64) (first AC) · Tags: —
[giuwx's solution](#)

2022.

103260H

[Excluded Min](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-30 · C++20 (GCC 13-64) (first AC) · Tags: —
[giuwx's solution](#)

2023.

100210A

[Crazy Bishops](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-29 · C++20 (GCC 13-64) (first AC) · Tags: —
[giuwx's solution](#)

2024.

100210I

[Secret Lab](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-28 · C++20 (GCC 13-64) (first AC) · Tags: —
[giuwx's solution](#)

2025.

105385B

[Triangle](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-25 · C++20 (GCC 13-64) (first AC) · Tags: —
[giuwx's solution](#)

2026.

104076J

[Skills](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-24 · C++20 (GCC 13-64) (first AC) · Tags: —
[giuwx's solution](#)

2027.

104076I

[Shortest Path](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-23 · C++20 (GCC 13-64) (first AC) · Tags: —
[giuwx's solution](#)

2028.

105386C

[Stop the Castle 2](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-22 · C++20 (GCC 13-64) (first AC) · Tags: —
[giuwx's solution](#)

2029.

105386J

[The Quest for El Dorado](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-21 · C++20 (GCC 13-64) (first AC) · Tags: —
[giuwx's solution](#)

2030.

105386K

[Permutation](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-20 · C++20 (GCC 13-64) (first AC) · Tags: —
[giuwx's solution](#)

2031.

105386F

[Collect the Coins](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: —
[giuwx's solution](#)

2032.

105386M

[Italian Cuisine](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-18 · C++20 (GCC 13-64) (first AC) · Tags: —
[giuizx's solution](#)

2033.

100512H

[Hats and Wizards](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-17 · C++20 (GCC 13-64) (first AC) · Tags: —
[giuizx's solution](#)

2034.

100520J

[Japanese Origami](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-15 · C++20 (GCC 13-64) (first AC) · Tags: —
[giuizx's solution](#)

2035.

100512E

[Equal Hash Codes](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-12 · C++20 (GCC 13-64) (first AC) · Tags: —
[giuizx's solution](#)

2036.

100518J

[Judges Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-11 · C++20 (GCC 13-64) (first AC) · Tags: —
[giuizx's solution](#)

2037.

104022C

[Lucky Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-09 · C++20 (GCC 13-64) (first AC) · Tags: —
[giuizx's solution](#)

2038.

103828I

[Bombing buildings](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-07 · C++20 (GCC 13-64) (first AC) · Tags: —
[giuizx's solution](#)

2039.

103652A

[Erase Nodes](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: —
[giuizx's solution](#)

2040.

100520I

[Informatics Final Project](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-10 · C++20 (GCC 13-64) (first AC) · Tags: —
[giuizx's solution](#)

2041.

100520H

[Hide-and-Seek](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-06 · C++20 (GCC 13-64) (first AC) · Tags: —
[giuizx's solution](#)

2042.

100341D

[Block Edit Distance](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-05 · C++20 (GCC 13-64) (first AC) · Tags: —
[giuizx's solution](#)

2043.

100341A

[Agrarian Reform](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-04 · C++20 (GCC 13-64) (first AC) · Tags: —
[giuqx's solution](#)

2044.

106056I

[Digit Mode](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-03 · C++20 (GCC 13-64) (first AC) · Tags: —
[giuqx's solution](#)

2045.

106056D

[Computational Geometry](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-02 · C++20 (GCC 13-64) (first AC) · Tags: —
[giuqx's solution](#)

2046.

106056C

[New but Nostalgic Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-01 · C++20 (GCC 13-64) (first AC) · Tags: —
[giuqx's solution](#)

2047.

106056B

[Path Planning](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-31 · C++20 (GCC 13-64) (first AC) · Tags: —
[giuqx's solution](#)

2048.

100345D

[Currency Exchange](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-30 · C++20 (GCC 13-64) (first AC) · Tags: —
[giuqx's solution](#)

2049.

100345B

[Signed Derangements](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-27 · C++20 (GCC 13-64) (first AC) · Tags: —
[giuqx's solution](#)

2050.

106047E

[Computational Geometry](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-26 · C++20 (GCC 13-64) (first AC) · Tags: —
[giuqx's solution](#)

2051.

106047C

[Connected Intervals](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-25 · C++20 (GCC 13-64) (first AC) · Tags: —
[giuqx's solution](#)

2052.

106047F

[Puzzle: Sashigane](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-23 · C++20 (GCC 13-64) (first AC) · Tags: —
[giuqx's solution](#)

2053.

106047G

[Gem Island 2](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-22 · C++20 (GCC 13-64) (first AC) · Tags: —
[giuqx's solution](#)

2054.

100431C

[Blind Flibs](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[qiuzx's solution](#)

2055.

100431E

[Word Cover](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[qiuzx's solution](#)

2056.

100430B

[Divisible Substrings](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[qiuzx's solution](#)

2057.

1193B

[Magic Tree](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: — · first AC: 2025-08-16 · C++20 (GCC 13-64) (first AC) · Tags: *special, data structures, dp, trees

[qiuzx's solution](#)

2058.

1193C

[Scissors and Tape](#) · [Tutorial](#)

Quality: 48 global accepts · Rating: — · first AC: 2025-08-15 · C++20 (GCC 13-64) (first AC) · Tags: *special, constructive algorithms, geometry

[qiuzx's solution](#)

2059.

1193A

[Amusement Park](#) · [Tutorial](#)

Quality: 465 global accepts · Rating: — · first AC: 2025-08-13 · C++20 (GCC 13-64) (first AC) · Tags: *special, dp, math

[qiuzx's solution](#)

2060.

100430C

[Preparing Documents](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[qiuzx's solution](#)

2061.

100430D

[GridBagLayout](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[qiuzx's solution](#)

2062.

100430I

[Roads](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[qiuzx's solution](#)

2063.

100512C

[Comparator Networks](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[qiuzx's solution](#)

2064.

100343B

[Financial Software](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[qiuzx's solution](#)

2065.

100343G

[Transportation Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-05 · C++20 (GCC 13-64) (first AC) · Tags: —
[giuwx's solution](#)

2066.

105869C

[Diamonds and the Genie](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-04 · C++20 (GCC 13-64) (first AC) · Tags: —
[giuwx's solution](#)

2067.

105869E

[Gambling](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-03 · C++20 (GCC 13-64) (first AC) · Tags: —
[giuwx's solution](#)

2068.

100417B

[Blackjack](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-02 · C++20 (GCC 13-64) (first AC) · Tags: —
[giuwx's solution](#)

2069.

100417A

[12:30PM](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-30 · C++20 (GCC 13-64) (first AC) · Tags: —
[giuwx's solution](#)

2070.

100417E

[Strange Digits](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-29 · C++20 (GCC 13-64) (first AC) · Tags: —
[giuwx's solution](#)

2071.

105901E

[Colorful Graph](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-27 · C++20 (GCC 13-64) (first AC) · Tags: —
[giuwx's solution](#)

2072.

105901C

[One Must Imagine Sisyphus Happy](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-26 · C++20 (GCC 13-64) (first AC) · Tags: —
[giuwx's solution](#)

2073.

105869K

[Bitter](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-25 · C++20 (GCC 13-64) (first AC) · Tags: —
[giuwx's solution](#)

2074.

105869A

[Suspicious Submissions](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-24 · C++20 (GCC 13-64) (first AC) · Tags: —
[giuwx's solution](#)

2075.

104891K

[Understand](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-22 · C++20 (GCC 13-64) (first AC) · Tags: —
[giuwx's solution](#)

2076.

104891F

[Land Trade](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-20 · C++20 (GCC 13-64) (first AC) · Tags: —
[giuqx's solution](#)

2077.

104891B

[Basic Equation Solving](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: —
[giuqx's solution](#)

2078.

104891A

[\(-1,1\)-Sumplete](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-18 · C++20 (GCC 13-64) (first AC) · Tags: —
[giuqx's solution](#)

2079.

105388G

[Touching Grass](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-17 · C++20 (GCC 13-64) (first AC) · Tags: —
[giuqx's solution](#)

2080.

105388L

[All-You-Can-Eat](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-16 · C++20 (GCC 13-64) (first AC) · Tags: —
[giuqx's solution](#)

2081.

105388K

[String and Nails](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-14 · C++20 (GCC 13-64) (first AC) · Tags: —
[giuqx's solution](#)

2082.

105388J

[Non-Interactive Nim](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-10 · C++20 (GCC 13-64) (first AC) · Tags: —
[giuqx's solution](#)

2083.

105388I

[Geometry Hacking](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-09 · C++20 (GCC 13-64) (first AC) · Tags: —
[giuqx's solution](#)

2084.

105388H

[Game Design](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-08 · C++20 (GCC 13-64) (first AC) · Tags: —
[giuqx's solution](#)

2085.

105388D

[Cycle Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-07 · C++20 (GCC 13-64) (first AC) · Tags: —
[giuqx's solution](#)

2086.

105388B

[Square Locator](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: —
[giuqx's solution](#)

2087.

105388C

[-is-this-bitset-](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-05 · C++20 (GCC 13-64) (first AC) · Tags: —
[qiuzx's solution](#)

2088.

105388A

[Coprime Array](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-04 · C++20 (GCC 13-64) (first AC) · Tags: —
[qiuzx's solution](#)

2089.

105471F

[An Easy Counting Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-03 · C++20 (GCC 13-64) (first AC) · Tags: —
[qiuzx's solution](#)

2090.

105471G

[An Easy Math Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-01 · C++20 (GCC 13-64) (first AC) · Tags: —
[qiuzx's solution](#)

2091.

105471H

[Elimination Series Once More](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-30 · C++20 (GCC 13-64) (first AC) · Tags: —
[qiuzx's solution](#)

2092.

105471E

[Dominating Point](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-29 · C++20 (GCC 13-64) (first AC) · Tags: —
[qiuzx's solution](#)

2093.

105471I

[Max GCD](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-27 · C++20 (GCC 13-64) (first AC) · Tags: —
[qiuzx's solution](#)

2094.

105471J

[Graph Changing](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-26 · C++20 (GCC 13-64) (first AC) · Tags: —
[qiuzx's solution](#)

2095.

105471A

[An Easy Geometry Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-25 · C++20 (GCC 13-64) (first AC) · Tags: —
[qiuzx's solution](#)

2096.

105471L

[Prism Palace](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-24 · C++20 (GCC 13-64) (first AC) · Tags: —
[qiuzx's solution](#)

2097.

105471D

[Bracket Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-21 · C++20 (GCC 13-64) (first AC) · Tags: —
[qiuzx's solution](#)

2098.

105471K

[Penguins in Refrigerator](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-19 · C++20 (GCC 13-64) (first AC) · Tags: —
[giuqx's solution](#)

2099.

105471B

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

Rating: — · first AC: 2025-06-18 · C++20 (GCC 13-64) (first AC) · Tags: —
[giuqx's solution](#)

2100.

105471N

[Python Program](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-17 · C++20 (GCC 13-64) (first AC) · Tags: —
[giuqx's solution](#)

2101.

103118G

[Grade Point Average](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-16 · C++20 (GCC 13-64) (first AC) · Tags: —
[giuqx's solution](#)

2102.

103118E

[Evaluate Expression](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-14 · C++20 (GCC 13-64) (first AC) · Tags: —
[giuqx's solution](#)

2103.

103118J

[Tuition Agent](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-13 · C++20 (GCC 13-64) (first AC) · Tags: —
[giuqx's solution](#)

2104.

105471M

[Random Variables](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-12 · C++20 (GCC 13-64) (first AC) · Tags: —
[giuqx's solution](#)

2105.

105945L

[Route Selection](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-11 · C++20 (GCC 13-64) (first AC) · Tags: —
[giuqx's solution](#)

2106.

105945C

[Cutting Cards](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-10 · C++20 (GCC 13-64) (first AC) · Tags: —
[giuqx's solution](#)

2107.

105945B

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

Rating: — · first AC: 2025-06-09 · C++20 (GCC 13-64) (first AC) · Tags: —
[giuqx's solution](#)

2108.

105901D

[Odd and Even](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-08 · C++20 (GCC 13-64) (first AC) · Tags: —
[giuqx's solution](#)

2109.

105901K

[Las Vegas](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-07 · C++20 (GCC 13-64) (first AC) · Tags: —
[qiuzx's solution](#)

2110.

105901B

[Black Red Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-05 · C++20 (GCC 13-64) (first AC) · Tags: —
[qiuzx's solution](#)

2111.

103415B

[Sweeping Robots](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-04 · C++20 (GCC 13-64) (first AC) · Tags: —
[qiuzx's solution](#)

2112.

103415K

[Magus Night](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-03 · C++20 (GCC 13-64) (first AC) · Tags: —
[qiuzx's solution](#)

2113.

105540L

[The Tower](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-01 · C++20 (GCC 13-64) (first AC) · Tags: —
[qiuzx's solution](#)

2114.

105869F

[Red-Blue MST](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-31 · C++20 (GCC 13-64) (first AC) · Tags: —
[qiuzx's solution](#)

2115.

105869B

[ICFC World Finals](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-30 · C++20 (GCC 13-64) (first AC) · Tags: —
[qiuzx's solution](#)

2116.

102012I

[Rikka with Sorting Networks](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-29 · C++20 (GCC 13-64) (first AC) · Tags: —
[qiuzx's solution](#)

2117.

102012D

[Rikka with Subsequences](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-28 · C++20 (GCC 13-64) (first AC) · Tags: —
[qiuzx's solution](#)

2118.

103409C

[AC Automaton](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-27 · C++20 (GCC 13-64) (first AC) · Tags: —
[qiuzx's solution](#)

2119.

102012E

[Rikka with Data Structures](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-25 · C++20 (GCC 13-64) (first AC) · Tags: —
[qiuzx's solution](#)

2120.

102268G

[Graph Counting](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-24 · C++20 (GCC 13-64) (first AC) · Tags: —
[giuqx's solution](#)

2121.

103860D

[Tree Partition](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-22 · C++20 (GCC 13-64) (first AC) · Tags: —
[giuqx's solution](#)

2122.

102268D

[Dates](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-21 · C++20 (GCC 13-64) (first AC) · Tags: —
[giuqx's solution](#)

2123.

102341I

[Infernape](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-20 · C++20 (GCC 13-64) (first AC) · Tags: —
[giuqx's solution](#)

2124.

100956I

[Set Intersection](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-19 · C++20 (GCC 13-64) (first AC) · Tags: —
[giuqx's solution](#)

2125.

101175E

[Coffee Central](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-18 · C++20 (GCC 13-64) (first AC) · Tags: —
[giuqx's solution](#)

2126.

102012L

[Rikka with Grid Graphs](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-17 · C++20 (GCC 13-64) (first AC) · Tags: —
[giuqx's solution](#)

2127.

103860A

[Mash](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-16 · C++20 (GCC 13-64) (first AC) · Tags: —
[giuqx's solution](#)

2128.

103860F

[Modulo](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-15 · C++20 (GCC 13-64) (first AC) · Tags: —
[giuqx's solution](#)

2129.

103860C

[Selection Sort Count](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-14 · C++20 (GCC 13-64) (first AC) · Tags: —
[giuqx's solution](#)

2130.

102341E

[Eevee](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: —
[giuqx's solution](#)

2131.

102268H

[Hall's Theorem](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-09 · C++20 (GCC 13-64) (first AC) · Tags: —
[qiuzx's solution](#)

2132.

102503P

[Night Gown](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-08 · C++20 (GCC 13-64) (first AC) · Tags: —
[qiuzx's solution](#)

2133.

102503H

[A Sheety Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-06 · C++20 (GCC 13-64) (first AC) · Tags: —
[qiuzx's solution](#)

2134.

102055H

[Game on the Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-04 · C++20 (GCC 13-64) (first AC) · Tags: —
[qiuzx's solution](#)

2135.

103957H

[Open Face Chinese Poker](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-03 · C++20 (GCC 13-64) (first AC) · Tags: —
[qiuzx's solution](#)

2136.

103957I

[Champions League](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-02 · C++20 (GCC 13-64) (first AC) · Tags: —
[qiuzx's solution](#)

2137.

104819F

[Four K3](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-30 · C++20 (GCC 13-64) (first AC) · Tags: —
[qiuzx's solution](#)

2138.

100956G

[Pencil of Wishing](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-29 · C++20 (GCC 13-64) (first AC) · Tags: —
[qiuzx's solution](#)

2139.

103446F

[Kaiji!](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: —
[qiuzx's solution](#)

2140.

103652K

[Sticks](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-25 · C++20 (GCC 13-64) (first AC) · Tags: —
[qiuzx's solution](#)

2141.

103495F

[Jumping Monkey II](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-24 · C++20 (GCC 13-64) (first AC) · Tags: —
[qiuzx's solution](#)

2142.

102759C

[Economic One-way Roads](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-23 · C++20 (GCC 13-64) (first AC) · Tags: —
[qiuzx's solution](#)

2143.

103495B

[Among Us](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-17 · C++20 (GCC 13-64) (first AC) · Tags: —
[qiuzx's solution](#)

2144.

102431G

[Game on the Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-13 · C++20 (GCC 13-64) (first AC) · Tags: —
[qiuzx's solution](#)

2145.

102114F

[Fireflies](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-09 · C++20 (GCC 13-64) (first AC) · Tags: —
[qiuzx's solution](#)

2146.

104030K

[Keyboard Queries](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-08 · C++20 (GCC 13-64) (first AC) · Tags: —
[qiuzx's solution](#)

2147.

100204D

[Hexagon and Rhombic Dominoes](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-06 · C++20 (GCC 13-64) (first AC) · Tags: —
[qiuzx's solution](#)

2148.

103119E

[Mountain](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: —
[qiuzx's solution](#)

2149.

2095C

[Would It Be Unrated?](#) · [Tutorial](#)

Quality: 3,745 global accepts · Rating: — · first AC: 2025-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, binary search, brute force
[qiuzx's solution](#)

2150.

2095E

[Pair Count](#) · [Tutorial](#)

Quality: 786 global accepts · Rating: — · first AC: 2025-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, number theory
[qiuzx's solution](#)

2151.

2095I

[Mysterious Script](#) · [Tutorial](#)

Quality: 640 global accepts · Rating: — · first AC: 2025-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, expression parsing, number theory
[qiuzx's solution](#)

2152.

2095G

[Definitely a Geometry Problem](#) · [Tutorial](#)

Quality: 960 global accepts · Rating: — · first AC: 2025-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, geometry
[qiuzx's solution](#)

2153.

2095B

[Plinko](#) · [Tutorial](#)

Quality: 5,995 global accepts · Rating: — · first AC: 2025-04-01 · PyPy 3-64 (first AC) · Tags: *special, games, interactive

[giuizx's solution](#)

2154.

2095D

[Where Am I?](#) · [Tutorial](#)

Quality: 5,302 global accepts · Rating: — · first AC: 2025-04-01 · PyPy 3-64 (first AC) · Tags: *special, geometry

[giuizx's solution](#)

2155.

2095A

[Piecing It Together](#) · [Tutorial](#)

Quality: 13,817 global accepts · Rating: — · first AC: 2025-04-01 · PyPy 3-64 (first AC) · Tags: *special, string suffix structures

[giuizx's solution](#)

2156.

102012C

[Rikka with Consistency](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-31 · C++20 (GCC 13-64) (first AC) · Tags: —

[giuizx's solution](#)

2157.

102155J

[Stairways](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[giuizx's solution](#)

2158.

102268J

[Jealous Split](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[giuizx's solution](#)

2159.

104345L

[Village Planning](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[giuizx's solution](#)

2160.

103119F

[Fixing Networks](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[giuizx's solution](#)

2161.

104064B

[Boredom Buster](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[giuizx's solution](#)

2162.

102904B

[Dispatch Money](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[giuizx's solution](#)

2163.

102769B

[Bounding Wall](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[giuizx's solution](#)

2164.

102769D

[Defend City](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-21 · C++20 (GCC 13-64) (first AC) · Tags: —
[giuwx's solution](#)

2165.

103119J

[Jewel Grab](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-20 · C++20 (GCC 13-64) (first AC) · Tags: —
[giuwx's solution](#)

2166.

104053F

[Equations](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-19 · C++20 (GCC 13-64) (first AC) · Tags: —
[giuwx's solution](#)

2167.

102412B

[Alexey the Sage of The Six Paths](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-15 · C++20 (GCC 13-64) (first AC) · Tags: —
[giuwx's solution](#)

2168.

105578M

[Obliviate, Then Reincarnate](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-14 · C++20 (GCC 13-64) (first AC) · Tags: —
[giuwx's solution](#)

2169.

104461M

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

Rating: — · first AC: 2025-03-13 · C++20 (GCC 13-64) (first AC) · Tags: —
[giuwx's solution](#)

2170.

105578L

[The Grand Contest](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-12 · C++20 (GCC 13-64) (first AC) · Tags: —
[giuwx's solution](#)

2171.

105578J

[Make Them Believe](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-09 · C++20 (GCC 13-64) (first AC) · Tags: —
[giuwx's solution](#)

2172.

105578I

[Growing Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-08 · C++20 (GCC 13-64) (first AC) · Tags: —
[giuwx's solution](#)

2173.

105578H

[Guide Map](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-07 · C++20 (GCC 13-64) (first AC) · Tags: —
[giuwx's solution](#)

2174.

105578G

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

Rating: — · first AC: 2025-03-06 · C++20 (GCC 13-64) (first AC) · Tags: —
[giuwx's solution](#)

2175.

105578F

[Light Up the Hypercube](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-05 · C++20 (GCC 13-64) (first AC) · Tags: —
[qiuzx's solution](#)

2176.

105578E

[Light Up the Grid](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-04 · C++20 (GCC 13-64) (first AC) · Tags: —
[qiuzx's solution](#)

2177.

105578D

[Dot Product Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-02 · C++20 (GCC 13-64) (first AC) · Tags: —
[qiuzx's solution](#)

2178.

105578B

[Magical Palette](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-26 · C++20 (GCC 13-64) (first AC) · Tags: —
[qiuzx's solution](#)

2179.

105578A

[Safety First](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: —
[qiuzx's solution](#)

2180.

102412J

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

Rating: — · first AC: 2025-02-24 · C++20 (GCC 13-64) (first AC) · Tags: —
[qiuzx's solution](#)

2181.

102331F

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

Rating: — · first AC: 2025-02-23 · C++20 (GCC 13-64) (first AC) · Tags: —
[qiuzx's solution](#)

2182.

105699B

[The Best Wife](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-21 · C++20 (GCC 13-64) (first AC) · Tags: —
[qiuzx's solution](#)

2183.

105699C

[Cardinality](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-20 · C++20 (GCC 13-64) (first AC) · Tags: —
[qiuzx's solution](#)

2184.

102331J

[Jiry Matchings](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-19 · C++20 (GCC 13-64) (first AC) · Tags: —
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2185.

105699D

[3D](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: —
[qiuzx's solution](#)

2186.

105699E

[Equal Strings](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-17 · C++20 (GCC 13-64) (first AC) · Tags: —
[giuwx's solution](#)

2187.

105699F

[Fast Tree Queries](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-16 · C++20 (GCC 13-64) (first AC) · Tags: —
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2188.

105699G

[Geo Sharding](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-15 · C++20 (GCC 13-64) (first AC) · Tags: —
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2189.

105699H

[Have You Seen This Subarray?](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-14 · C++20 (GCC 13-64) (first AC) · Tags: —
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2190.

105699I

[Interactive Casino](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-13 · C++20 (GCC 13-64) (first AC) · Tags: —
[giuwx's solution](#)

2191.

105699K

[Knapsack](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: —
[giuwx's solution](#)

2192.

105699M

[Meta](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-10 · C++20 (GCC 13-64) (first AC) · Tags: —
[giuwx's solution](#)

2193.

105646M

[Balance of Permutation](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: —
[giuwx's solution](#)

2194.

105646G

[Puzzle II](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-08 · C++20 (GCC 13-64) (first AC) · Tags: —
[giuwx's solution](#)

2195.

105646F

[Waterfall Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-06 · C++20 (GCC 13-64) (first AC) · Tags: —
[giuwx's solution](#)

2196.

105646C

[Radars](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-05 · C++20 (GCC 13-64) (first AC) · Tags: —
[giuwx's solution](#)

2197.

102978E

[Edge Subsets](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-04 · C++20 (GCC 13-64) (first AC) · Tags: —
[qiuzx's solution](#)

2198.

102978F

[Find the LCA](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-03 · C++20 (GCC 13-64) (first AC) · Tags: —
[qiuzx's solution](#)

2199.

105657M

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

Rating: — · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: —
[qiuzx's solution](#)

2200.

102978A

[Ascending Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-30 · C++20 (GCC 13-64) (first AC) · Tags: —
[qiuzx's solution](#)

2201.

105657L

[Let's Go! New Adventure](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-29 · C++20 (GCC 13-64) (first AC) · Tags: —
[qiuzx's solution](#)

2202.

105657K

[Kind of Bingo](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-28 · C++20 (GCC 13-64) (first AC) · Tags: —
[qiuzx's solution](#)

2203.

105657J

[Japanese Bands](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-25 · C++20 (GCC 13-64) (first AC) · Tags: —
[qiuzx's solution](#)

2204.

105657I

[Identify Chord](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-23 · C++20 (GCC 13-64) (first AC) · Tags: —
[qiuzx's solution](#)

2205.

105657H

[Heavy-light Decomposition](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: —
[qiuzx's solution](#)

2206.

105657G

[Gathering Mushrooms](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: —
[qiuzx's solution](#)

2207.

105657F

[Fuzzy Ranking](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-18 · C++20 (GCC 13-64) (first AC) · Tags: —
[qiuzx's solution](#)

2208.

105657E

[Elevator II](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-17 · C++20 (GCC 13-64) (first AC) · Tags: —
[qiuzx's solution](#)

2209.

105657D

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

Rating: — · first AC: 2025-01-16 · C++20 (GCC 13-64) (first AC) · Tags: —
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2210.

105657B

[Barkley III](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-15 · C++20 (GCC 13-64) (first AC) · Tags: —
[qiuzx's solution](#)

2211.

105657A

[AUS](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-14 · C++20 (GCC 13-64) (first AC) · Tags: —
[qiuzx's solution](#)

2212.

105644F

[Five Letter Warning](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-13 · C++20 (GCC 13-64) (first AC) · Tags: —
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2213.

105644A

[And Xor Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-12 · C++20 (GCC 13-64) (first AC) · Tags: —
[qiuzx's solution](#)

2214.

105632M

[Rejection Sampling](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-11 · C++20 (GCC 13-64) (first AC) · Tags: —
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2215.

105632L

[Z-order Curve](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-10 · C++20 (GCC 13-64) (first AC) · Tags: —
[qiuzx's solution](#)

2216.

105632K

[Brotato](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-09 · C++20 (GCC 13-64) (first AC) · Tags: —
[qiuzx's solution](#)

2217.

105632G

[Same Sum](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-08 · C++20 (GCC 13-64) (first AC) · Tags: —
[qiuzx's solution](#)

2218.

105632F

[Infinite Loop](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-07 · C++20 (GCC 13-64) (first AC) · Tags: —
[qiuzx's solution](#)

2219.

105632D

[Guessing Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-06 · C++20 (GCC 13-64) (first AC) · Tags: —
[qiuzx's solution](#)

2220.

105632C

[Middle Point](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: —
[qiuzx's solution](#)

2221.

105632B

[Rolling Stones](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-03 · C++20 (GCC 13-64) (first AC) · Tags: —
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2222.

105632A

[A + B = C Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-02 · C++20 (GCC 13-64) (first AC) · Tags: —
[qiuzx's solution](#)

2223.

105588B

[Brackets](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-01 · C++20 (GCC 13-64) (first AC) · Tags: —
[qiuzx's solution](#)

2224.

105588C

[Coin](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-31 · C++20 (GCC 13-64) (first AC) · Tags: —
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2225.

105588E

[Extracting Weights](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-30 · C++20 (GCC 13-64) (first AC) · Tags: —
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2226.

105588F

[Flowers](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: —
[qiuzx's solution](#)

2227.

105588G

[GCD](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-27 · C++20 (GCC 13-64) (first AC) · Tags: —
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2228.

105588I

[Items](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-26 · C++20 (GCC 13-64) (first AC) · Tags: —
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2229.

105588D

[Dolls](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-25 · C++20 (GCC 13-64) (first AC) · Tags: —
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2230.

105588H

[Horizon Scanning](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: —
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2231.

105588J

[Just another Sorting Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-23 · C++20 (GCC 13-64) (first AC) · Tags: —
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2232.

105588L

[Last Chance: Threads of Despair](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: —
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2233.

105588M

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

Rating: — · first AC: 2024-12-21 · C++20 (GCC 13-64) (first AC) · Tags: —
[giuwx's solution](#)

2234.

105484M

[Ordainer of Inexorable Judgment](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: —
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2235.

105484K

[Strips](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: —
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2236.

105484J

[Social Media](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: —
[giuwx's solution](#)

2237.

105484I

[Bingo](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: —
[giuwx's solution](#)

2238.

105484G

[Binary Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: —
[giuwx's solution](#)

2239.

105484F

[Subway](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: —
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2240.

105484E

[Left Shifting 3](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: —
[giuwx's solution](#)

2241.

105484C

[Topology](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: —
[giuqx's solution](#)

2242.

105484B

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Rating: — · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: —
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2243.

105484A

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Rating: — · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: —
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2244.

105486A

[Arrow a Row](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-18 · C++20 (GCC 13-64) (first AC) · Tags: —
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2245.

105486B

[Athlete Welcome Ceremony](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-17 · C++20 (GCC 13-64) (first AC) · Tags: —
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2246.

105486C

[Chinese Chess](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-16 · C++20 (GCC 13-64) (first AC) · Tags: —
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2247.

103202M

[United in Stormwind](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: —
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105486D

[Closest Derangement](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-14 · C++20 (GCC 13-64) (first AC) · Tags: —
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2249.

105486E

[Disrupting Communications](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-13 · C++20 (GCC 13-64) (first AC) · Tags: —
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2250.

100962F

[Frank Sinatra](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-11 · C++20 (GCC 13-64) (first AC) · Tags: —
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2251.

105486F

[Double 11](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-10 · C++20 (GCC 13-64) (first AC) · Tags: —
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2252.

102331C

[Counting Cactus](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-09 · C++20 (GCC 13-64) (first AC) · Tags: —
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2253.

105486G

[Expanding Array](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: —
[qiuzx's solution](#)

2254.

103627A

[Points](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-07 · C++20 (GCC 13-64) (first AC) · Tags: —
[qiuzx's solution](#)

2255.

103329I

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Rating: — · first AC: 2024-12-06 · C++20 (GCC 13-64) (first AC) · Tags: —
[qiuzx's solution](#)

2256.

105486I

[Good Partitions](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: —
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2257.

105486J

[Grand Prix of Ballance](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: —
[qiuzx's solution](#)

2258.

100248E

[The Picnic](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-28 · C++20 (GCC 13-64) (first AC) · Tags: —
[qiuzx's solution](#)

2259.

105562G

[Glued Grid](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-27 · C++20 (GCC 13-64) (first AC) · Tags: —
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2260.

102759I

[Query On A Tree 17](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-26 · C++20 (GCC 13-64) (first AC) · Tags: —
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2261.

102412C

[Steel Ball Run](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-25 · C++20 (GCC 13-64) (first AC) · Tags: —
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2262.

105486L

[Recover Statistics](#) · [Tutorial](#)

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2263.

105459A

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2264.

105459C

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2265.

105459D

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Rating: — · first AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: —
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2266.

105459E

[Marble Race](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: —
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2267.

105459G

[Welcome to Join the Online Meeting!](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-16 · C++20 (GCC 13-64) (first AC) · Tags: —
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2268.

105459J

[New Energy Vehicle](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: —
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2269.

105459K

[Farm Management](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: —
[giuqx's solution](#)

2270.

103483B

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

Rating: — · first AC: 2024-11-13 · C++20 (GCC 13-64) (first AC) · Tags: —
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2271.

105459L

[A Game On Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-12 · C++20 (GCC 13-64) (first AC) · Tags: —
[giuqx's solution](#)

2272.

105459M

[Weird Ceiling](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-11 · C++20 (GCC 13-64) (first AC) · Tags: —
[giuqx's solution](#)

2273.

105459B

[Concave Hull](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: —
[giuqx's solution](#)

2274.

105465A

[AND-OR closure](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-08 · C++20 (GCC 13-64) (first AC) · Tags: —
[qiuzx's solution](#)

2275.

105465B

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

Rating: — · first AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: —
[qiuzx's solution](#)

2276.

105465J

[Jackpot](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: —
[qiuzx's solution](#)

2277.

102586B

[Evacuation](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-04 · C++20 (GCC 13-64) (first AC) · Tags: —
[qiuzx's solution](#)

2278.

105465H

[High Towers](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-03 · C++20 (GCC 13-64) (first AC) · Tags: —
[qiuzx's solution](#)

2279.

105465K

[\\$K\\$ Subsequences](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: —
[qiuzx's solution](#)

2280.

105465L

[LIS on Grid](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-31 · C++20 (GCC 13-64) (first AC) · Tags: —
[qiuzx's solution](#)

2281.

102576C

[Bookface](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-30 · C++20 (GCC 13-64) (first AC) · Tags: —
[qiuzx's solution](#)

2282.

103185I

[Impenetrable Wall](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-29 · C++20 (GCC 13-64) (first AC) · Tags: —
[qiuzx's solution](#)

2283.

104008K

[Barrel Theory](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: —
[qiuzx's solution](#)

2284.

104053D

[Digits](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: —
[qiuzx's solution](#)

2285.

103447L

[Karshilov's Matching Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: —
[qiuzx's solution](#)

2286.

103446C

[Strange Matrices](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-23 · C++20 (GCC 13-64) (first AC) · Tags: —
[qiuzx's solution](#)

2287.

104114J

[Joyful Death](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: —
[qiuzx's solution](#)

2288.

104901F

[Say Hello to the Future](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: —
[qiuzx's solution](#)

2289.

102511K

[Traffic Blights](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: —
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2290.

102511J

[Miniature Golf](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: —
[qiuzx's solution](#)

2291.

102511G

[First of Her Name](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-17 · C++20 (GCC 13-64) (first AC) · Tags: —
[qiuzx's solution](#)

2292.

102511F

[Directing Rainfall](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: —
[qiuzx's solution](#)

2293.

102511B

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

Rating: — · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: —
[qiuzx's solution](#)

2294.

102511I

[Karel the Robot](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: —
[qiuzx's solution](#)

2295.

105385G

[Cosmic Travel](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: —
[qiuzx's solution](#)

2296.

104128E

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Rating: — · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: —
[giuwx's solution](#)

2297.

104128C

[Fabulous Fungus Frenzy](#) · [Tutorial](#)

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2298.

103202A

[The Grand Tournament](#) · [Tutorial](#)

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[giuwx's solution](#)

2299.

105385M

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105385L

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100339C

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100963D

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105254S

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100365D

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104012I

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2406.

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104337E

[Inverse Counting Path](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[giuwx's solution](#)

2418.

100363H

[Expected Number of Points](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[giuwx's solution](#)

2419.

1952F

[Grid](#) · [Tutorial](#)

Quality: 1,954 global accepts · Rating: — · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, brute force

[giuwx's solution](#)

2420.

1952D

[Are You a Procrastinator?](#) · [Tutorial](#)

Quality: 5,359 global accepts · Rating: — · first AC: 2024-04-01 · PyPy 3-64 (first AC) · Tags: *special, implementation

[giuwx's solution](#)

2421.

1952C

[They Have Fooled](#) · [Tutorial](#)

Quality: 3,263 global accepts · Rating: — · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, brute force, schedules

[giuwx's solution](#)

2422.

1952J

[Help, what does it mean to be "Based"](#) · [Tutorial](#)

Quality: 903 global accepts · Rating: — · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, brute force, constructive algorithms, expression parsing, implementation, sortings

[giuwx's solution](#)

2423.

1952G

[Mathematician Takeover](#) · [Tutorial](#)

Quality: 1,224 global accepts · Rating: — · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, binary search, dfs and similar, math

[giuwx's solution](#)

2424.

1952B

[Is it stated?](#) · [Tutorial](#)

Quality: 12,333 global accepts · Rating: — · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, strings

[giuwx's solution](#)

2425.

1952A

[Are You a Robot, Again?](#) · [Tutorial](#)

Quality: 14,101 global accepts · Rating: — · first AC: 2024-04-01 · PyPy 3-64 (first AC) · Tags: *special, strings

[giuwx's solution](#)

2426.

1812J

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

Quality: 6,290 global accepts · Rating: — · first AC: 2024-04-01 · Mysterious Language (first AC) · Tags: *special, constructive algorithms, strings

[giuwx's solution](#)

2427.

103091G

[Digging for Gold](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-29 · C++20 (GCC 13-64) (first AC) · Tags: —
[giuwx's solution](#)

2428.

105053I

[Insects, Mathematics, Accuracy, and Efficiency](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-26 · C++20 (GCC 13-64) (first AC) · Tags: —
[giuwx's solution](#)

2429.

104976D

[Operator Precedence](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-23 · C++20 (GCC 13-64) (first AC) · Tags: —
[giuwx's solution](#)

2430.

101806T

[Touch The Sky](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-22 · C++20 (GCC 13-64) (first AC) · Tags: —
[giuwx's solution](#)

2431.

102219E

[Optimal Slots](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-21 · C++20 (GCC 13-64) (first AC) · Tags: —
[giuwx's solution](#)

2432.

104976A

[Submissions](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[giuwx's solution](#)

2433.

101620D

[Donut Drone](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[giuwx's solution](#)

2434.

101205F

[Keys](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-11 · C++20 (GCC 11-64) (first AC) · Tags: —
[giuwx's solution](#)

2435.

102396K

[Preparing Tests](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[giuwx's solution](#)

2436.

102129J

[The Zong of the Zee](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-08 · C++20 (GCC 11-64) (first AC) · Tags: —
[giuwx's solution](#)

2437.

104901C

[Turn on the Light 2](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-07 · C++20 (GCC 11-64) (first AC) · Tags: —
[giuwx's solution](#)

2438.

103577G

[Matematical Transformation](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[qiuzx's solution](#)

2439.

102136A

[One-time passwords](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[qiuzx's solution](#)

2440.

103577I

[Impossible problems](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[qiuzx's solution](#)

2441.

101964G

[Matrix Queries](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[qiuzx's solution](#)

2442.

101806R

[Recipe](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[qiuzx's solution](#)

2443.

102586I

[Amidakuji](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[qiuzx's solution](#)

2444.

102900J

[Octasection](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[qiuzx's solution](#)

2445.

101156A

[Area](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[qiuzx's solution](#)

2446.

102331D

[Determinant](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[qiuzx's solution](#)

2447.

102222L

[Continuous Intervals](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[qiuzx's solution](#)

2448.

102586C

[Sum Modulo](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[qiuzx's solution](#)

2449.

100543G

[Virus synthesis](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[giuizx's solution](#)

2450.

102586E

[Count Modulo 2](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[giuizx's solution](#)

2451.

103860H

[Harie Programming Contest](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[giuizx's solution](#)

2452.

104160K

[Security at Museums](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[giuizx's solution](#)

2453.

104160J

[Referee Without Red](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[giuizx's solution](#)

2454.

103202B

[Whispers of the Old Gods](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[giuizx's solution](#)

2455.

102471K

[All Pair Maximum Flow](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[giuizx's solution](#)

2456.

1662J

[Training Camp](#) · [Tutorial](#)

Quality: 298 global accepts · Rating: — · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: flows, graphs

[giuizx's solution](#)

2457.

102822F

[Fracture Ray](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[giuizx's solution](#)

2458.

102759J

[Remote Control](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[giuizx's solution](#)

2459.

102460M

[DivModulo](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[giuizx's solution](#)

2460.

102443E

[Hide-and-Seek for Robots](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[giuizx's solution](#)

2461.

104023H

[Party Animals](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[giuizx's solution](#)

2462.

104023M

[String Master](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[giuizx's solution](#)

2463.

104022B

[The Great Wall](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[giuizx's solution](#)

2464.

103439D

[LIS Counting](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[giuizx's solution](#)

2465.

103371F

[Hedgehog Graph](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[giuizx's solution](#)

2466.

103260F

[Thanks to MikeMirzayanov](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[giuizx's solution](#)

2467.

104020G

[Grinding Gravel](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[giuizx's solution](#)

2468.

101620I

[Intrinsic Interval](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[giuizx's solution](#)

2469.

104337A

[Prime Magic](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[giuizx's solution](#)

2470.

104128A

[Stop, Yesterday Please No More](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[giuizx's solution](#)

2471.

103469K

[K-onstruction](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[qiuzx's solution](#)

2472.

101161A

[WSI Extreme](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[qiuzx's solution](#)

2473.

102361E

[Escape](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[qiuzx's solution](#)

2474.

102471B

[Black and White](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[qiuzx's solution](#)

2475.

102759B

[Cactus Competition](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[qiuzx's solution](#)

2476.

104633N

[What's Our Vector, Victor?](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[qiuzx's solution](#)

2477.

102482C

[Conquer the World](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[qiuzx's solution](#)

2478.

101242B

[Branch Assignment](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[qiuzx's solution](#)

2479.

102962E

[Rooted MST](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[qiuzx's solution](#)

2480.

102979D

[Designing a PCB](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[qiuzx's solution](#)

2481.

103148C

[Twin Cookies](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[qiuzx's solution](#)

2482.

101239L

[Weather Report](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[qiuzx's solution](#)

2483.

101365H

[Circular Railway](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[qiuzx's solution](#)

2484.

103372H

[Periodic Ruler](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[qiuzx's solution](#)

2485.

103371A

[Automatic Sprayer 2](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[qiuzx's solution](#)

2486.

100959G

[Paint](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[qiuzx's solution](#)

2487.

undefined529

[It's Time to Repair the Roads](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-05 · C++20 (GCC 11-64) (first AC) · Tags: *special

[qiuzx's solution](#)

2488.

undefined355

[Numbers Painting](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-05 · C++20 (GCC 11-64) (first AC) · Tags: *special

[qiuzx's solution](#)

2489.

103957E

[Colorful Floor](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[qiuzx's solution](#)

2490.

100269H

[Heavy Chain Clusterization](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[qiuzx's solution](#)

2491.

102900F

[Fountains](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[qiuzx's solution](#)

2492.

103535H

[Smzzl with Greedy Snake](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[qiuzx's solution](#)

2493.

102896J

[Jumping Cat](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[qiuzx's solution](#)

2494.

100085F

[Flights](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[qiuzx's solution](#)

2495.

101334E

[Exploring Pyramids](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[qiuzx's solution](#)

2496.

101471B

[Get a Clue!](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[qiuzx's solution](#)

2497.

102055D

[Cube](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[qiuzx's solution](#)

2498.

101649B

[Bee Garden](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[qiuzx's solution](#)

2499.

103688B

[Lovely Fish](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[qiuzx's solution](#)

2500.

103091M

[Plants](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[qiuzx's solution](#)

2501.

101471D

[Money for Nothing](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[qiuzx's solution](#)

2502.

103388J

[Just Bootfall](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[qiuzx's solution](#)

2503.

101651G

[Greatest Common Increasing Subsequence](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[qiuzx's solution](#)

2504.

104813B

[Memory](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[qiuzx's solution](#)

2505.

104813G

[The Only Way to the Destination](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[qiuzx's solution](#)

2506.

104813J

[Game on a Forest](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[qiuzx's solution](#)

2507.

104813L

[Palm Island](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[qiuzx's solution](#)

2508.

104813M

[Painter](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[qiuzx's solution](#)

2509.

101572H

[Hubtown](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[qiuzx's solution](#)

2510.

101221B

[Buffed Buffet](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[qiuzx's solution](#)

2511.

101190D

[Delight for a Cat](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[qiuzx's solution](#)

2512.

102058F

[Game on Plane](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[qiuzx's solution](#)

2513.

103652L

[Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[qiuzx's solution](#)

2514.

102155K

[Hiding a Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[qiuzx's solution](#)

2515.

103261E

[Binary Search Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[qiuzx's solution](#)

2516.

101504K

[Terrorists in Berland](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[qiuzx's solution](#)

2517.

103439C

[Counting Phenomenal Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[qiuzx's solution](#)

2518.

100307H

[Hack Protection](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[qiuzx's solution](#)

2519.

101095B

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

Rating: — · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[qiuzx's solution](#)

2520.

101334G

[Guards](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[qiuzx's solution](#)

2521.

103202J

[Descent of Dragons](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[qiuzx's solution](#)

2522.

102341B

[Bulbasaur](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[qiuzx's solution](#)

2523.

101385H

[Simplicity is the Ultimate Sophistication](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[qiuzx's solution](#)

2524.

102511A

[Azulejos](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[qiuzx's solution](#)

2525.

104118B

[Better than Bitcoin](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[qiuzx's solution](#)

2526.

101221G

[Metal Processing Plant](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[qiuzx's solution](#)

2527.

103855I

[Marbles](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[qiuzx's solution](#)

2528.

101745E

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

Rating: — · first AC: 2023-10-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[qiuzx's solution](#)

2529.

102059B

[Dev, Please Add This!](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[qiuzx's solution](#)

2530.

100851K

[King's Inspection](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[qiuzx's solution](#)

2531.

100714C

[Contest](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[qiuzx's solution](#)

2532.

102482E

[Getting a Jump on Crime](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[qiuzx's solution](#)

2533.

101409I

["Injurious" Triples](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[qiuzx's solution](#)

2534.

102155A

[Ability Draft](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[qiuzx's solution](#)

2535.

104012K

[K-Shaped Figures](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[qiuzx's solution](#)

2536.

undefined513

[Maximal Clique](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[qiuzx's solution](#)

2537.

101505D

[Rotating Display](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[qiuzx's solution](#)

2538.

103439N

[Max Pair Matching](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[qiuzx's solution](#)

2539.

102979L

[Lights On The Road](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[qiuzx's solution](#)

2540.

101173J

[Jazz Journey](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[qiuzx's solution](#)

2541.

undefined426

[Double Cyclic](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[qiuzx's solution](#)

2542.

102979A

[Another Tree Queries Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[qiuzx's solution](#)

2543.

100221H

[TEX Assistant](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[qiuzx's solution](#)

2544.

100801K

[Kingdom Trip](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[qiuzx's solution](#)

2545.

100702D

[Log Set](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[qiuzx's solution](#)

2546.

100202I

[Stable Sets](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[qiuzx's solution](#)

2547.

101741J

[Subsequence Sum Queries](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[qiuzx's solution](#)

2548.

100286F

[Fibonacci System](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[qiuzx's solution](#)

2549.

103652F

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

Rating: — · first AC: 2023-09-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[qiuzx's solution](#)

2550.

102511E

[Dead-End Detector](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[qiuzx's solution](#)

2551.

100210J

[Snooker](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[qiuzx's solution](#)

2552.

100210C

[Martians' DNA Analysis](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[qiuzx's solution](#)

2553.

100210F

[Parallel Processes](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[qiuzx's solution](#)

2554.

100210B

[Divide and Conquer](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[qiuzx's solution](#)

2555.

100210E

[Fibonacci Period](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[qiuzx's solution](#)

2556.

100210H

[Build More Roads!](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[qiuzx's solution](#)

2557.

100210G

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

Rating: — · first AC: 2023-05-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[qiuzx's solution](#)

2558.

undefined278

[Fuel](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[qiuzx's solution](#)

2559.

104160H

[P-P-Palindrome](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[giuizx's solution](#)

2560.

104160A

[Absolute Difference](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[giuizx's solution](#)

2561.

104160C

[Clamped Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[giuizx's solution](#)

2562.

104160F

[Half Mixed](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[giuizx's solution](#)

2563.

104160G

[Meet in the Middle](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[giuizx's solution](#)

2564.

undefined438

[The Glorious Karlutka River \$\Rightarrow\$](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-10 · C++17 (GCC 9-64) (first AC) · Tags: *special

[giuizx's solution](#)

2565.

100357J

[Trading Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[giuizx's solution](#)

2566.

100357C

[Convex Hull](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[giuizx's solution](#)

2567.

100357D

[Discussions](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-03 · PyPy 2 (first AC) · Tags: —

[giuizx's solution](#)

2568.

100357I

[No Term Repetition Exactly One Satisfiability](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[giuizx's solution](#)

2569.

100357E

[Yet Another Game with Words](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[giuizx's solution](#)

2570.

100357G

[The Most Relevant Pattern](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[qiuzx's solution](#)

2571.

100357F

[Merge](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[qiuzx's solution](#)

2572.

100357B

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

Rating: — · first AC: 2022-12-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[qiuzx's solution](#)

2573.

100357K

[Parse Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[qiuzx's solution](#)

2574.

100357H

[Straight or Flush](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[qiuzx's solution](#)

2575.

100357A

[Casino](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[qiuzx's solution](#)

2576.

undefined113

[Nearly prime numbers](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-06 · C++17 (GCC 9-64) (first AC) · Tags: *special

[qiuzx's solution](#)

2577.

100524C

[Catalan Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[qiuzx's solution](#)

2578.

100524D

[Dichromatic Trees](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[qiuzx's solution](#)

2579.

100524I

[Interactive Memory Management](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[qiuzx's solution](#)

2580.

100524E

[Ebola Virus](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[qiuzx's solution](#)

2581.

100524H

[Heavy-Light Decomposition](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[giuizx's solution](#)

2582.

100524B

[Bipartite Bicolored Graphs](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[giuizx's solution](#)

2583.

100524F

[Figure Skating](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[giuizx's solution](#)

2584.

100524G

[Game of Col on Bamboo Forests](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[giuizx's solution](#)

2585.

100524J

[Jingles of a String](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[giuizx's solution](#)

2586.

100524A

[Astronomy Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[giuizx's solution](#)

2587.

100608C

[Catalan Combinatorial Objects](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[giuizx's solution](#)

2588.

100608I

[Isomorphism](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[giuizx's solution](#)

2589.

100608D

[Decomposable Single Word Languages](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[giuizx's solution](#)

2590.

100608J

[Jinxiety of a Polyomino](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[giuizx's solution](#)

2591.

100608B

[Borderless Words](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[giuizx's solution](#)

2592.

100608A

[Ambitious Plan](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[giuizx's solution](#)

2593.

100608F

[Four Colors](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[giuizx's solution](#)

2594.

100608G

[Greater Number Wins](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[giuizx's solution](#)

2595.

100608E

[Elegant Square](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[giuizx's solution](#)

2596.

101190G

[Game on Graph](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[giuizx's solution](#)

2597.

101190A

[Abbreviation](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[giuizx's solution](#)

2598.

101190M

[Mole Tunnels](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[giuizx's solution](#)

2599.

101190B

[Binary Code](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[giuizx's solution](#)

2600.

103119B

[Boring Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[giuizx's solution](#)

2601.

102202I

[Dijkstra Is Playing At My House](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[giuizx's solution](#)

2602.

102201D

[Dijkstra Is Playing At My House](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[giuizx's solution](#)

2603.

1662C

[European Trip](#) · [Tutorial](#)

Quality: 383 global accepts · Rating: — · first AC: 2022-04-26 · last AC: 2022-04-26 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, math, matrices

[qiuzx's solution](#)

2604.

100338G

[Fun with Squares](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[qiuzx's solution](#)

2605.

100198A

[Areas](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[qiuzx's solution](#)

2606.

1663H

[Cross-Language Program](#) · [Tutorial](#)

Quality: 1,353 global accepts · Rating: — · first AC: 2022-04-01 · Text (first AC) · Tags: *special, constructive algorithms

[qiuzx's solution](#)

2607.

1663D

[Is it rated - 3](#) · [Tutorial](#)

Quality: 1,484 global accepts · Rating: — · first AC: 2022-04-01 · C++17 (GCC 9-64) (first AC) · Tags: *special, combinatorics, dp, math

[qiuzx's solution](#)

2608.

1663E

[Are You Safe?](#) · [Tutorial](#)

Quality: 587 global accepts · Rating: — · first AC: 2022-04-01 · C++17 (GCC 9-64) (first AC) · Tags: *special, implementation

[qiuzx's solution](#)

2609.

1663B

[Mike's Sequence](#) · [Tutorial](#)

Quality: 3,570 global accepts · Rating: — · first AC: 2022-04-01 · C++17 (GCC 9-64) (first AC) · Tags: *special, divide and conquer, implementation, math

[qiuzx's solution](#)

2610.

1663C

[P Ö! Verdon](#) [Tutorial](#)

Quality: 5,876 global accepts · Rating: — · first AC: 2022-04-01 · C++17 (GCC 9-64) (first AC) · Tags: *special, implementation, math

[qiuzx's solution](#)

2611.

1663A

[Who Tested?](#) · [Tutorial](#)

Quality: 10,892 global accepts · Rating: — · first AC: 2022-04-01 · C++17 (GCC 9-64) (first AC) · Tags: *special, expression parsing, trees

[qiuzx's solution](#)

2612.

100197F

[Roads](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[qiuzx's solution](#)

2613.

100197H

[Tickets](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[qiuzx's solution](#)

2614.

undefined208

[Torat Tickets](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[giuwx's solution](#)

2615.

undefined216

[Royal Federation](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[giuwx's solution](#)

2616.

100198H

[Royal Federation](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[giuwx's solution](#)

2617.

undefined128

[Snake](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[giuwx's solution](#)

2618.

102538C

[Cells Blocking](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[giuwx's solution](#)

2619.

101415H

[Bug Hunt](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[giuwx's solution](#)

2620.

103447A

[So Many Lucky Strings](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[giuwx's solution](#)

2621.

103427D

[Cross the Maze](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[giuwx's solution](#)

2622.

undefined313

[Circular Railway](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-24 · C++17 (GCC 9-64) (first AC) · Tags: *special

[giuwx's solution](#)

2623.

undefined307

[Cipher](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[giuwx's solution](#)

2624.

undefined222

[Little Rooks](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-02 · C++17 (GCC 9-64) (first AC) · Tags: *special

[giuwx's solution](#)

2625.

undefined135

[Drawing Lines](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-02 · C++17 (GCC 9-64) (first AC) · Tags: *special

[giuizx's solution](#)

2626.

undefined115

[Calendar](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-01 · C++17 (GCC 9-64) (first AC) · Tags: *special

[giuizx's solution](#)

2627.

undefined551

[Preparing Problem](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-01 · C++17 (GCC 9-64) (first AC) · Tags: *special

[giuizx's solution](#)

2628.

undefined276

[Andrew's Troubles](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[giuizx's solution](#)

2629.

undefined499

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

Rating: — · first AC: 2021-11-30 · C++17 (GCC 9-64) (first AC) · Tags: *special

[giuizx's solution](#)

2630.

undefined180

[Inversions](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-30 · C++17 (GCC 9-64) (first AC) · Tags: *special

[giuizx's solution](#)

2631.

undefined154

[Factorial](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-29 · C++17 (GCC 9-64) (first AC) · Tags: *special

[giuizx's solution](#)

2632.

undefined112

[a^b - b^a](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-29 · PyPy 3-64 (first AC) · Tags: *special

[giuizx's solution](#)

2633.

undefined231

[Prime Sum](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[giuizx's solution](#)

2634.

undefined184

[Patties](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-28 · C++17 (GCC 9-64) (first AC) · Tags: *special

[giuizx's solution](#)

2635.

undefined358

[Median of Medians](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-28 · C++17 (GCC 9-64) (first AC) · Tags: *special

[giuizx's solution](#)

2636.

undefined404

[Fotrune-telling with camomile](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[giuizx's solution](#)

2637.

undefined486

[Bulls and Cows](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-27 · C++17 (GCC 9-64) (first AC) · Tags: *special

[giuizx's solution](#)

2638.

undefined460

[Plural Form of Nouns](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-27 · C++17 (GCC 9-64) (first AC) · Tags: *special

[giuizx's solution](#)

2639.

undefined102

[Coprimes](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-27 · C++17 (GCC 9-64) (first AC) · Tags: *special

[giuizx's solution](#)

2640.

undefined403

[Scientific Problem](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-27 · C++17 (GCC 9-64) (first AC) · Tags: *special

[giuizx's solution](#)

2641.

undefined123

[The sum](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-27 · C++17 (GCC 9-64) (first AC) · Tags: *special

[giuizx's solution](#)

2642.

undefined105

[Div 3](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-27 · C++17 (GCC 9-64) (first AC) · Tags: *special

[giuizx's solution](#)

2643.

undefined275

[To xor or not to xor](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-16 · last AC: 2021-10-22 · GNU C++11 (first AC) · Tags: *special

[giuizx's solution](#)

2644.

undefined100

[A+B](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-22 · PyPy 3 (first AC) · Tags: *special

[giuizx's solution](#)

2645.

undefined509

[Chameleons All Around](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-22 · C++17 (GCC 9-64) (first AC) · Tags: *special

[giuizx's solution](#)

2646.

100484C

[Expression](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[giuizx's solution](#)

2647.

102001K

[Boomerangs](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[qiuzx's solution](#)

2648.

102001D

[Icy Land](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[qiuzx's solution](#)

2649.

102001L

[Binary String](#) · [Tutorial](#)

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