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Unique solved — ruanxiaoyu

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

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Filters: none

Count: 1,737

1.

2207A

[1-1](#) · [Tutorial](#)

Quality: 13,689 global accepts · Rating: 800 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings
[ruanxiaoyu's solution](#)

2.

2183A

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

Quality: 23,674 global accepts · Rating: 800 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games
[ruanxiaoyu's solution](#)

3.

2178A

[Yes or Yes](#) · [Tutorial](#)

Quality: 25,741 global accepts · Rating: 800 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings
[ruanxiaoyu's solution](#)

4.

2180B

[Ashmal](#) · [Tutorial](#)

Quality: 24,578 global accepts · Rating: 800 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings
[ruanxiaoyu's solution](#)

5.

2180A

[Carnival Wheel](#) · [Tutorial](#)

Quality: 25,876 global accepts · Rating: 800 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, number theory
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6.

2157A

[Dungeon Equilibrium](#) · [Tutorial](#)

Quality: 16,506 global accepts · Rating: 800 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, sortings
[ruanxiaoyu's solution](#)

7.

2096A

[Wonderful Sticks](#) · [Tutorial](#)

Quality: 20,577 global accepts · Rating: 800 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy
[ruanxiaoyu's solution](#)

8.

2084A

[Max and Mod](#) · [Tutorial](#)

Quality: 17,434 global accepts · Rating: 800 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math
[ruanxiaoyu's solution](#)

9.

2062A

[String](#) · [Tutorial](#)

Quality: 28,281 global accepts · Rating: 800 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, strings
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10.

2061A

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

Quality: 22,354 global accepts · Rating: 800 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math
[ruanxiaoyu's solution](#)

11.

2057A

[MEX Table](#) · [Tutorial](#)

Quality: 27,512 global accepts · Rating: 800 · first AC: 2025-01-04 · last AC: 2025-01-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math
[ruanxiaoyu's solution](#)

12.

2053A

[Tender Carpenter](#) · [Tutorial](#)

Quality: 21,263 global accepts · Rating: 800 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, geometry, greedy, math
[ruanxiaoyu's solution](#)

13.

2048A

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

Quality: 22,853 global accepts · Rating: 800 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, math, number theory
[ruanxiaoyu's solution](#)

14.

2034A

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

Quality: 18,401 global accepts · Rating: 800 · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory
[ruanxiaoyu's solution](#)

15.

2039A

[Shohag Loves Mod](#) · [Tutorial](#)

Quality: 18,125 global accepts · Rating: 800 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, number theory
[ruanxiaoyu's solution](#)

16.

2029A

[Set](#) · [Tutorial](#)

Quality: 14,164 global accepts · Rating: 800 · first AC: 2024-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math
[ruanxiaoyu's solution](#)

17.

2035A

[Sliding](#) · [Tutorial](#)

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[ruanxiaoyu's solution](#)

18.

2002A

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Quality: 21,314 global accepts · Rating: 800 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math
[ruanxiaoyu's solution](#)

19.

1991A

[Maximize the Last Element](#) · [Tutorial](#)

Quality: 24,426 global accepts · Rating: 800 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
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20.

1987A

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21.

1984A

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

Quality: 22,866 global accepts · Rating: 800 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
[ruanxiaoyu's solution](#)

22.

1975A

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

Quality: 20,714 global accepts · Rating: 800 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, sortings
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23.

1942A

[Farmer John's Challenge](#) · [Tutorial](#)

Quality: 18,506 global accepts · Rating: 800 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
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24.

1930A

[Maximise The Score](#) · [Tutorial](#)

Quality: 20,287 global accepts · Rating: 800 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
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25.

1919B

[Plus-Minus Split](#) · [Tutorial](#)

Quality: 31,652 global accepts · Rating: 800 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy
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26.

1919A

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Quality: 36,195 global accepts · Rating: 800 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: games, math
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27.

1916A

[2023](#) · [Tutorial](#)

Quality: 28,313 global accepts · Rating: 800 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math, number theory
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28.

1909A

[Distinct Buttons](#) · [Tutorial](#)

Quality: 18,929 global accepts · Rating: 800 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
[ruanxiaoyu's solution](#)

29.

1896A

[Jagged Swaps](#) · [Tutorial](#)

Quality: 57,384 global accepts · Rating: 800 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: sortings
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30.

1870A

[MEXanized Array](#) · [Tutorial](#)

Quality: 20,232 global accepts · Rating: 800 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[ruanxiaoyu's solution](#)

31.

1866A

[Ambitious Kid](#) · [Tutorial](#)

Quality: 51,375 global accepts · Rating: 800 · first AC: 2023-09-04 · C++20 (GCC 11-64) (first AC) · Tags: math

[ruanxiaoyu's solution](#)

32.

1864A

[Increasing and Decreasing](#) · [Tutorial](#)

Quality: 21,420 global accepts · Rating: 800 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[ruanxiaoyu's solution](#)

33.

1844A

[Subtraction Game](#) · [Tutorial](#)

Quality: 25,960 global accepts · Rating: 800 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games

[ruanxiaoyu's solution](#)

34.

1842A

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

Quality: 20,797 global accepts · Rating: 800 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: games, math

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35.

1837A

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Quality: 54,855 global accepts · Rating: 800 · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

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36.

1810B

[Candies](#) · [Tutorial](#)

Quality: 18,934 global accepts · Rating: 800 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

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37.

1810A

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Quality: 21,912 global accepts · Rating: 800 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

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38.

1804A

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Quality: 18,666 global accepts · Rating: 800 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[ruanxiaoyu's solution](#)

39.

1799A

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Quality: 12,318 global accepts · Rating: 800 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation, math

[ruanxiaoyu's solution](#)

40.

1776A

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Quality: 7,964 global accepts · Rating: 800 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy

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41.

1778A

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Quality: 25,752 global accepts · Rating: 800 · first AC: 2023-02-01 · PyPy 3-64 (first AC) · Tags: greedy, implementation
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42.

1787A

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Quality: 20,385 global accepts · Rating: 800 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
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43.

1782A

[Parallel Projection](#) · [Tutorial](#)

Rating: 800 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, math
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44.

1779A

[Hall of Fame](#) · [Tutorial](#)

Quality: 24,060 global accepts · Rating: 800 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, strings
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45.

1774A

[Add Plus Minus Sign](#) · [Tutorial](#)

Quality: 23,532 global accepts · Rating: 800 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
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46.

1773F

[Football](#) · [Tutorial](#)

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[ruanxiaoyu's solution](#)

47.

1765B

[Broken Keyboard](#) · [Tutorial](#)

Quality: 9,878 global accepts · Rating: 800 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[ruanxiaoyu's solution](#)

48.

1764A

[Doremy's Paint](#) · [Tutorial](#)

Quality: 17,455 global accepts · Rating: 800 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[ruanxiaoyu's solution](#)

49.

1758A

[SSeeeiinnngg DDoouubbllee](#) · [Tutorial](#)

Quality: 27,048 global accepts · Rating: 800 · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings
[ruanxiaoyu's solution](#)

50.

1761A

[Two Permutations](#) · [Tutorial](#)

Quality: 36,636 global accepts · Rating: 800 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms
[ruanxiaoyu's solution](#)

51.

1740B

[Jumbo Extra Cheese 2](#) · [Tutorial](#)

Quality: 14,352 global accepts · Rating: 800 · first AC: 2022-10-29 · C++17 (GCC 9-64) (first AC) · Tags: geometry, greedy, sortings
[ruanxiaoyu's solution](#)

52.

1740A

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Quality: 23,159 global accepts · Rating: 800 · first AC: 2022-10-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, number theory
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53.

1738A

[Glory Addicts](#) · [Tutorial](#)

Quality: 14,193 global accepts · Rating: 800 · first AC: 2022-09-30 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings
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54.

1704A

[Two 0-1 Sequences](#) · [Tutorial](#)

Quality: 16,651 global accepts · Rating: 800 · first AC: 2022-07-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy
[ruanxiaoyu's solution](#)

55.

1684B

[Z mod X = C](#) · [Tutorial](#)

Quality: 21,845 global accepts · Rating: 800 · first AC: 2022-05-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
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56.

1684A

[Digit Minimization](#) · [Tutorial](#)

Quality: 24,937 global accepts · Rating: 800 · first AC: 2022-05-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, math, strings
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57.

1672B

[I love AAAB](#) · [Tutorial](#)

Quality: 16,468 global accepts · Rating: 800 · first AC: 2022-04-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation
[ruanxiaoyu's solution](#)

58.

1672A

[Log Chopping](#) · [Tutorial](#)

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59.

1656A

[Good Pairs](#) · [Tutorial](#)

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60.

1654B

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61.

1654A

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Quality: 19,391 global accepts · Rating: 800 · first AC: 2022-03-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation, sortings
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62.

1615A

[Closing The Gap](#) · [Tutorial](#)

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63.

1586A

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Rating: 800 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory
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64.

1574A

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

Quality: 23,066 global accepts · Rating: 800 · first AC: 2021-09-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms
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65.

1556A

[A Variety of Operations](#) · [Tutorial](#)

Quality: 18,543 global accepts · Rating: 800 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: math
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66.

1552A

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

Quality: 25,341 global accepts · Rating: 800 · first AC: 2021-07-25 · last AC: 2021-07-27 · C++17 (GCC 9-64) (first AC) · Tags: sortings, strings
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67.

1553A

[Digits Sum](#) · [Tutorial](#)

Quality: 34,268 global accepts · Rating: 800 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory
[ruanxiaoyu's solution](#)

68.

1534A

[Colour the Flag](#) · [Tutorial](#)

Quality: 13,175 global accepts · Rating: 800 · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation
[ruanxiaoyu's solution](#)

69.

1538B

[Friends and Candies](#) · [Tutorial](#)

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[ruanxiaoyu's solution](#)

70.

1538A

[Stone Game](#) · [Tutorial](#)

Quality: 40,401 global accepts · Rating: 800 · first AC: 2021-06-10 · Kotlin 1.4 (first AC) · Tags: brute force, dp, greedy
[ruanxiaoyu's solution](#)

71.

1523A

[Game of Life](#) · [Tutorial](#)

Quality: 14,057 global accepts · Rating: 800 · first AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: implementation
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72.

1515A

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Quality: 21,131 global accepts · Rating: 800 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math
[ruanxiaoyu's solution](#)

73.

1517A

[Sum of 2050](#) · [Tutorial](#)

Quality: 26,882 global accepts · Rating: 800 · first AC: 2021-04-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[ruanxiaoyu's solution](#)

74.

1516A

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Quality: 24,656 global accepts · Rating: 800 · first AC: 2021-04-21 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[ruanxiaoyu's solution](#)

75.

1466B

[Last minute enhancements](#) · [Tutorial](#)

Quality: 23,595 global accepts · Rating: 800 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[ruanxiaoyu's solution](#)

76.

1466A

[Bovine Dilemma](#) · [Tutorial](#)

Quality: 23,208 global accepts · Rating: 800 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, math

[ruanxiaoyu's solution](#)

77.

1468E

[Four Segments](#) · [Tutorial](#)

Quality: 9,818 global accepts · Rating: 800 · first AC: 2020-12-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[ruanxiaoyu's solution](#)

78.

1450A

[Avoid Trygub](#) · [Tutorial](#)

Quality: 18,487 global accepts · Rating: 800 · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, sortings

[ruanxiaoyu's solution](#)

79.

1431A

[Selling Hamburgers](#) · [Tutorial](#)

Quality: 2,153 global accepts · Rating: 800 · first AC: 2020-11-12 · Kotlin 1.4 (first AC) · Tags: *special

[ruanxiaoyu's solution](#)

80.

1428A

[Box is Pull](#) · [Tutorial](#)

Quality: 17,006 global accepts · Rating: 800 · first AC: 2020-10-17 · C++17 (GCC 9-64) (first AC) · Tags: math

[ruanxiaoyu's solution](#)

81.

1408A

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Quality: 12,786 global accepts · Rating: 800 · first AC: 2020-09-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

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82.

1392B

[Omkar and Infinity Clock](#) · [Tutorial](#)

Quality: 18,891 global accepts · Rating: 800 · first AC: 2020-08-16 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[ruanxiaoyu's solution](#)

83.

1392A

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

Quality: 21,746 global accepts · Rating: 800 · first AC: 2020-08-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[ruanxiaoyu's solution](#)

84.

1368A

[C+=](#) · [Tutorial](#)

Quality: 46,261 global accepts · Rating: 800 · first AC: 2020-06-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, math

[ruanxiaoyu's solution](#)

85.

1347C

[Sum of Round Numbers](#) · [Tutorial](#)

Rating: 800 · first AC: 2020-05-24 · Kotlin 1.4 (first AC) · Tags: *special, implementation

[ruanxiaoyu's solution](#)

86.

1347A

[A+B \(Trial Problem\)](#) · [Tutorial](#)

Rating: 800 · first AC: 2020-05-24 · Kotlin 1.4 (first AC) · Tags: *special

[ruanxiaoyu's solution](#)

87.

1307A

[Cow and Haybales](#) · [Tutorial](#)

Quality: 15,627 global accepts · Rating: 800 · first AC: 2020-02-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[ruanxiaoyu's solution](#)

88.

1284A

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

Quality: 18,594 global accepts · Rating: 800 · first AC: 2020-01-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

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89.

1270A

[Card Game](#) · [Tutorial](#)

Quality: 17,816 global accepts · Rating: 800 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math

[ruanxiaoyu's solution](#)

90.

1220A

[Cards](#) · [Tutorial](#)

Quality: 32,800 global accepts · Rating: 800 · first AC: 2019-09-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings, strings

[ruanxiaoyu's solution](#)

91.

1207A

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

Quality: 23,388 global accepts · Rating: 800 · first AC: 2019-08-22 · Python 3 (first AC) · Tags: brute force, greedy, implementation, math

[ruanxiaoyu's solution](#)

92.

1148A

[Another One Bites The Dust](#) · [Tutorial](#)

Quality: 15,547 global accepts · Rating: 800 · first AC: 2019-06-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy

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93.

1167A

[Telephone Number](#) · [Tutorial](#)

Quality: 20,276 global accepts · Rating: 800 · first AC: 2019-05-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, strings

[ruanxiaoyu's solution](#)

94.

1114A

[Got Any Grapes?](#) · [Tutorial](#)

Quality: 19,755 global accepts · Rating: 800 · first AC: 2019-02-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[ruanxiaoyu's solution](#)

95.

1106A

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

Quality: 12,864 global accepts · Rating: 800 · first AC: 2019-01-31 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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96.

1091A

[New Year and the Christmas Ornament](#) · [Tutorial](#)

Quality: 18,565 global accepts · Rating: 800 · first AC: 2018-12-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math
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97.

1043A

[Elections](#) · [Tutorial](#)

Quality: 11,280 global accepts · Rating: 800 · first AC: 2018-10-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
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98.

1054A

[Elevator or Stairs?](#) · [Tutorial](#)

Quality: 9,591 global accepts · Rating: 800 · first AC: 2018-10-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation
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99.

1028A

[Find Square](#) · [Tutorial](#)

Quality: 11,522 global accepts · Rating: 800 · first AC: 2018-08-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[ruanxiaoyu's solution](#)

100.

1017A

[The Rank](#) · [Tutorial](#)

Quality: 21,586 global accepts · Rating: 800 · first AC: 2018-08-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[ruanxiaoyu's solution](#)

101.

1013A

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

Quality: 11,708 global accepts · Rating: 800 · first AC: 2018-07-30 · C++14 (GCC 6-32) (first AC) · Tags: math
[ruanxiaoyu's solution](#)

102.

1009A

[Game Shopping](#) · [Tutorial](#)

Quality: 12,311 global accepts · Rating: 800 · first AC: 2018-07-14 · GNU C++11 (first AC) · Tags: implementation
[ruanxiaoyu's solution](#)

103.

1003A

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

Quality: 29,983 global accepts · Rating: 800 · first AC: 2018-07-03 · GNU C++11 (first AC) · Tags: implementation
[ruanxiaoyu's solution](#)

104.

984A

[Game](#) · [Tutorial](#)

Quality: 20,744 global accepts · Rating: 800 · first AC: 2018-05-15 · C++17 (GCC 7-32) (first AC) · Tags: sortings
[ruanxiaoyu's solution](#)

105.

977A

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

Quality: 217,530 global accepts · Rating: 800 · first AC: 2018-05-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[ruanxiaoyu's solution](#)

106.

965A

[Paper Airplanes](#) · [Tutorial](#)

Quality: 10,356 global accepts · Rating: 800 · first AC: 2018-04-25 · C++14 (GCC 6-32) (first AC) · Tags: math

[ruanxiaoyu's solution](#)

107.

964A

[Splits](#) · [Tutorial](#)

Quality: 10,310 global accepts · Rating: 800 · first AC: 2018-04-17 · C++14 (GCC 6-32) (first AC) · Tags: math

[ruanxiaoyu's solution](#)

108.

959A

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

Quality: 55,675 global accepts · Rating: 800 · first AC: 2018-04-03 · C++14 (GCC 6-32) (first AC) · Tags: games, math

[ruanxiaoyu's solution](#)

109.

952A

[Quirky Quantifiers](#) · [Tutorial](#)

Quality: 11,976 global accepts · Rating: 800 · first AC: 2018-04-01 · C++14 (GCC 6-32) (first AC) · Tags: *special, math

[ruanxiaoyu's solution](#)

110.

954A

[Diagonal Walking](#) · [Tutorial](#)

Quality: 11,047 global accepts · Rating: 800 · first AC: 2018-03-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[ruanxiaoyu's solution](#)

111.

931A

[Friends Meeting](#) · [Tutorial](#)

Quality: 13,089 global accepts · Rating: 800 · first AC: 2018-03-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, math

[ruanxiaoyu's solution](#)

112.

946A

[Partition](#) · [Tutorial](#)

Quality: 18,160 global accepts · Rating: 800 · first AC: 2018-03-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[ruanxiaoyu's solution](#)

113.

919A

[Supermarket](#) · [Tutorial](#)

Quality: 16,957 global accepts · Rating: 800 · first AC: 2018-01-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[ruanxiaoyu's solution](#)

114.

918A

[Eleven](#) · [Tutorial](#)

Quality: 18,243 global accepts · Rating: 800 · first AC: 2018-01-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[ruanxiaoyu's solution](#)

115.

2178B

[Impost or Sus](#) · [Tutorial](#)

Quality: 21,589 global accepts · Rating: 900 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation, strings

[ruanxiaoyu's solution](#)

116.

2157B

[Expansion Plan 2](#) · [Tutorial](#)

Quality: 12,894 global accepts · Rating: 900 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[ruanxiaoyu's solution](#)

117.

2062B

[Clockwork](#) · [Tutorial](#)

Quality: 23,753 global accepts · Rating: 900 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math
[ruanxiaoyu's solution](#)

118.

2048B

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

Quality: 20,651 global accepts · Rating: 900 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[ruanxiaoyu's solution](#)

119.

2035B

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

Quality: 20,572 global accepts · Rating: 900 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[ruanxiaoyu's solution](#)

120.

1951A

[Dual Trigger](#) · [Tutorial](#)

Quality: 22,574 global accepts · Rating: 900 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[ruanxiaoyu's solution](#)

121.

1896B

[AB Flipping](#) · [Tutorial](#)

Quality: 18,424 global accepts · Rating: 900 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings, two pointers

[ruanxiaoyu's solution](#)

122.

1848A

[Vika and Her Friends](#) · [Tutorial](#)

Quality: 18,405 global accepts · Rating: 900 · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: games, math

[ruanxiaoyu's solution](#)

123.

1837B

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

Quality: 50,117 global accepts · Rating: 900 · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[ruanxiaoyu's solution](#)

124.

1779B

[MKnez's ConstructiveForces Task](#) · [Tutorial](#)

Quality: 25,066 global accepts · Rating: 900 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[ruanxiaoyu's solution](#)

125.

1764B

[Doremy's Perfect Math Class](#) · [Tutorial](#)

Quality: 17,932 global accepts · Rating: 900 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[ruanxiaoyu's solution](#)

126.

1758B

[XOR = Average](#) · [Tutorial](#)

Quality: 23,893 global accepts · Rating: 900 · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[ruanxiaoyu's solution](#)

127.

1737A

[Ela Sorting Books](#) · [Tutorial](#)

Quality: 10,851 global accepts · Rating: 900 · first AC: 2022-10-07 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, strings

[ruanxiaoyu's solution](#)

128.

1726A

[Mainak and Array](#) · Tutorial

Quality: 36,564 global accepts · Rating: 900 · first AC: 2022-09-06 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
[ruanxiaoyu's solution](#)

129.

1666D

[Deletive Editing](#) · Tutorial

Quality: 20,116 global accepts · Rating: 900 · first AC: 2022-04-13 · C++17 (GCC 9-64) (first AC) · Tags: greedy
[ruanxiaoyu's solution](#)

130.

1488A

[From Zero To Y](#) · Tutorial

Quality: 1,791 global accepts · Rating: 900 · first AC: 2021-03-09 · Kotlin 1.4 (first AC) · Tags: *special, math
[ruanxiaoyu's solution](#)

131.

1468N

[Waste Sorting](#) · Tutorial

Quality: 9,119 global accepts · Rating: 900 · first AC: 2020-12-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation
[ruanxiaoyu's solution](#)

132.

1427A

[Avoiding Zero](#) · Tutorial

Quality: 18,033 global accepts · Rating: 900 · first AC: 2020-10-10 · last AC: 2020-10-11 · C++17 (GCC 9-64) (first AC) · Tags: math, sortings
[ruanxiaoyu's solution](#)

133.

1347B

[Square?](#) · Tutorial

Rating: 900 · first AC: 2020-05-24 · Kotlin 1.4 (first AC) · Tags: *special, implementation, math
[ruanxiaoyu's solution](#)

134.

1326B

[Maximums](#) · Tutorial

Quality: 25,274 global accepts · Rating: 900 · first AC: 2020-03-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[ruanxiaoyu's solution](#)

135.

1208A

[XORinacci](#) · Tutorial

Quality: 18,021 global accepts · Rating: 900 · first AC: 2019-08-25 · C++14 (GCC 6-32) (first AC) · Tags: math
[ruanxiaoyu's solution](#)

136.

1110A

[Parity](#) · Tutorial

Quality: 16,028 global accepts · Rating: 900 · first AC: 2019-02-07 · C++14 (GCC 6-32) (first AC) · Tags: math
[ruanxiaoyu's solution](#)

137.

1106C

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

Quality: 15,913 global accepts · Rating: 900 · first AC: 2019-01-31 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math, sortings
[ruanxiaoyu's solution](#)

138.

1089L

[Lazyland](#) · Tutorial

Quality: 4,717 global accepts · Rating: 900 · first AC: 2018-12-02 · C++14 (GCC 6-32) (first AC) · Tags: —
[ruanxiaoyu's solution](#)

139.

1055A

[Metro](#) · [Tutorial](#)

Quality: 13,448 global accepts · Rating: 900 · first AC: 2018-11-10 · C++14 (GCC 6-32) (first AC) · Tags: graphs

[ruanxiaoyu's solution](#)

140.

1025A

[Doggo Recoloring](#) · [Tutorial](#)

Quality: 16,527 global accepts · Rating: 900 · first AC: 2018-08-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[ruanxiaoyu's solution](#)

141.

1011A

[Stages](#) · [Tutorial](#)

Quality: 13,265 global accepts · Rating: 900 · first AC: 2018-07-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[ruanxiaoyu's solution](#)

142.

1004A

[Sonya and Hotels](#) · [Tutorial](#)

Quality: 11,858 global accepts · Rating: 900 · first AC: 2018-07-05 · GNU C++11 (first AC) · Tags: implementation

[ruanxiaoyu's solution](#)

143.

977B

[Two-gram](#) · [Tutorial](#)

Quality: 49,794 global accepts · Rating: 900 · first AC: 2018-05-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[ruanxiaoyu's solution](#)

144.

975A

[Aramic script](#) · [Tutorial](#)

Quality: 10,277 global accepts · Rating: 900 · first AC: 2018-05-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[ruanxiaoyu's solution](#)

145.

961A

[Tetris](#) · [Tutorial](#)

Quality: 10,854 global accepts · Rating: 900 · first AC: 2018-04-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[ruanxiaoyu's solution](#)

146.

948A

[Protect Sheep](#) · [Tutorial](#)

Quality: 15,320 global accepts · Rating: 900 · first AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[ruanxiaoyu's solution](#)

147.

918B

[Radio Station](#) · [Tutorial](#)

Quality: 19,881 global accepts · Rating: 900 · first AC: 2018-01-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[ruanxiaoyu's solution](#)

148.

914A

[Perfect Squares](#) · [Tutorial](#)

Quality: 15,724 global accepts · Rating: 900 · first AC: 2018-01-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[ruanxiaoyu's solution](#)

149.

916A

[Jamie and Alarm Snooze](#) · [Tutorial](#)

Quality: 9,556 global accepts · Rating: 900 · first AC: 2018-01-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[ruanxiaoyu's solution](#)

150.

2057B

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

Quality: 23,279 global accepts · Rating: 1000 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings
[ruanxiaoyu's solution](#)

151.

2034B

[Rakhsh's Revival](#) · [Tutorial](#)

Quality: 15,764 global accepts · Rating: 1000 · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation, two pointers
[ruanxiaoyu's solution](#)

152.

2039B

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

Quality: 17,298 global accepts · Rating: 1000 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, strings
[ruanxiaoyu's solution](#)

153.

2002B

[Removals Game](#) · [Tutorial](#)

Quality: 22,992 global accepts · Rating: 1000 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games
[ruanxiaoyu's solution](#)

154.

1987B

[K-Sort](#) · [Tutorial](#)

Quality: 23,914 global accepts · Rating: 1000 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy
[ruanxiaoyu's solution](#)

155.

1975B

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

Quality: 21,074 global accepts · Rating: 1000 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, sortings
[ruanxiaoyu's solution](#)

156.

1930B

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

Quality: 17,661 global accepts · Rating: 1000 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math
[ruanxiaoyu's solution](#)

157.

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,914 global accepts · Rating: 1000 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory
[ruanxiaoyu's solution](#)

158.

1906A

[Easy As ABC](#) · [Tutorial](#)

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

159.

1844B

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

Quality: 20,248 global accepts · Rating: 1000 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[ruanxiaoyu's solution](#)

160.

1837C

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

Quality: 24,578 global accepts · Rating: 1000 · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[ruanxiaoyu's solution](#)

161.

1804B

[Vaccination](#) · [Tutorial](#)

Quality: 15,624 global accepts · Rating: 1000 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[ruanxiaoyu's solution](#)

162.

1785A

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

Rating: 1000 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
[ruanxiaoyu's solution](#)

163.

1782B

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

Rating: 1000 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings
[ruanxiaoyu's solution](#)

164.

1770B

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

Quality: 20,851 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
[ruanxiaoyu's solution](#)

165.

1770A

[Koxia and Whiteboards](#) · [Tutorial](#)

Quality: 25,246 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy
[ruanxiaoyu's solution](#)

166.

1765M

[Minimum LCM](#) · [Tutorial](#)

Quality: 31,895 global accepts · Rating: 1000 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
[ruanxiaoyu's solution](#)

167.

1765E

[Exchange](#) · [Tutorial](#)

Quality: 11,821 global accepts · Rating: 1000 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math
[ruanxiaoyu's solution](#)

168.

1761B

[Elimination of a Ring](#) · [Tutorial](#)

Quality: 14,715 global accepts · Rating: 1000 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation
[ruanxiaoyu's solution](#)

169.

1704B

[Luke is a Foodie](#) · [Tutorial](#)

Quality: 29,928 global accepts · Rating: 1000 · first AC: 2022-07-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation
[ruanxiaoyu's solution](#)

170.

1515B

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

Quality: 27,069 global accepts · Rating: 1000 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, math, number theory

[ruanxiaoyu's solution](#)

171.

1450B

[Balls of Steel](#) · [Tutorial](#)

Quality: 16,040 global accepts · Rating: 1000 · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, greedy

[ruanxiaoyu's solution](#)

172.

1346A

[Color Revolution](#) · [Tutorial](#)

Quality: 2,204 global accepts · Rating: 1000 · first AC: 2020-05-29 · Kotlin 1.4 (first AC) · Tags: *special, math

[ruanxiaoyu's solution](#)

173.

1326A

[Bad Ugly Numbers](#) · [Tutorial](#)

Quality: 32,682 global accepts · Rating: 1000 · first AC: 2020-03-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, number theory

[ruanxiaoyu's solution](#)

174.

1266B

[Dice Tower](#) · [Tutorial](#)

Quality: 16,583 global accepts · Rating: 1000 · first AC: 2019-12-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[ruanxiaoyu's solution](#)

175.

1266A

[Competitive Programmer](#) · [Tutorial](#)

Quality: 17,515 global accepts · Rating: 1000 · first AC: 2019-12-17 · C++14 (GCC 6-32) (first AC) · Tags: chinese remainder theorem, math

[ruanxiaoyu's solution](#)

176.

1252A

[Copying Homework](#) · [Tutorial](#)

Quality: 5,997 global accepts · Rating: 1000 · first AC: 2019-10-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[ruanxiaoyu's solution](#)

177.

1237A

[Balanced Rating Changes](#) · [Tutorial](#)

Quality: 22,121 global accepts · Rating: 1000 · first AC: 2019-10-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[ruanxiaoyu's solution](#)

178.

1174A

[Ehab Fails to Be Thanos](#) · [Tutorial](#)

Quality: 19,212 global accepts · Rating: 1000 · first AC: 2019-06-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[ruanxiaoyu's solution](#)

179.

1177A

[Digits Sequence \(Easy Edition\)](#) · [Tutorial](#)

Quality: 6,772 global accepts · Rating: 1000 · first AC: 2019-06-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[ruanxiaoyu's solution](#)

180.

1155A

[Reverse a Substring](#) · [Tutorial](#)

Quality: 25,982 global accepts · Rating: 1000 · first AC: 2019-04-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings, strings

[ruanxiaoyu's solution](#)

181.

1090M

[The Pleasant Walk](#) · [Tutorial](#)

Quality: 7,170 global accepts · Rating: 1000 · first AC: 2018-12-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[ruanxiaoyu's solution](#)

182.

1054B

[Appending Mex](#) · [Tutorial](#)

Quality: 7,070 global accepts · Rating: 1000 · first AC: 2018-10-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[ruanxiaoyu's solution](#)

183.

1027A

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

Quality: 18,809 global accepts · Rating: 1000 · first AC: 2018-08-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[ruanxiaoyu's solution](#)

184.

1023B

[Pair of Toys](#) · [Tutorial](#)

Quality: 11,664 global accepts · Rating: 1000 · first AC: 2018-08-17 · C++14 (GCC 6-32) (first AC) · Tags: math
[ruanxiaoyu's solution](#)

185.

998A

[Balloons](#) · [Tutorial](#)

Quality: 10,110 global accepts · Rating: 1000 · first AC: 2018-07-01 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation
[ruanxiaoyu's solution](#)

186.

920A

[Water The Garden](#) · [Tutorial](#)

Quality: 8,196 global accepts · Rating: 1000 · first AC: 2018-02-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[ruanxiaoyu's solution](#)

187.

2183B

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

Quality: 16,180 global accepts · Rating: 1100 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy
[ruanxiaoyu's solution](#)

188.

2096B

[Wonderful Gloves](#) · [Tutorial](#)

Quality: 16,574 global accepts · Rating: 1100 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, sortings
[ruanxiaoyu's solution](#)

189.

2084B

[MIN = GCD](#) · [Tutorial](#)

Quality: 16,618 global accepts · Rating: 1100 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory
[ruanxiaoyu's solution](#)

190.

2061B

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

Quality: 14,692 global accepts · Rating: 1100 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, geometry
[ruanxiaoyu's solution](#)

191.

2029B

[Replacement](#) · [Tutorial](#)

Quality: 11,742 global accepts · Rating: 1100 · first AC: 2024-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games, strings
[ruanxiaoyu's solution](#)

192.

1991B

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

Quality: 18,904 global accepts · Rating: 1100 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[ruanxiaoyu's solution](#)

193.

1984B

[Large Addition](#) · [Tutorial](#)

Quality: 20,955 global accepts · Rating: 1100 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[ruanxiaoyu's solution](#)

194.

1958A

[1-3-5](#) · [Tutorial](#)

Quality: 2,570 global accepts · Rating: 1100 · first AC: 2024-05-13 · Kotlin 1.9 (first AC) · Tags: *special, dp

[ruanxiaoyu's solution](#)

195.

1942B

[Bessie and MEX](#) · [Tutorial](#)

Quality: 15,500 global accepts · Rating: 1100 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[ruanxiaoyu's solution](#)

196.

1910A

[Username](#) · [Tutorial](#)

Quality: 1,987 global accepts · Rating: 1100 · first AC: 2023-12-11 · Kotlin 1.9 (first AC) · Tags: *special, implementation

[ruanxiaoyu's solution](#)

197.

1864B

[Swap and Reverse](#) · [Tutorial](#)

Quality: 16,616 global accepts · Rating: 1100 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[ruanxiaoyu's solution](#)

198.

1842B

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

Quality: 25,548 global accepts · Rating: 1100 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math

[ruanxiaoyu's solution](#)

199.

1787B

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

Quality: 14,892 global accepts · Rating: 1100 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[ruanxiaoyu's solution](#)

200.

1726B

[Mainak and Interesting Sequence](#) · [Tutorial](#)

Quality: 16,854 global accepts · Rating: 1100 · first AC: 2022-09-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[ruanxiaoyu's solution](#)

201.

1685A

[Circular Local MiniMax](#) · [Tutorial](#)

Quality: 18,594 global accepts · Rating: 1100 · first AC: 2022-05-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[ruanxiaoyu's solution](#)

202.

1672C

[Unequal Array](#) · [Tutorial](#)

Quality: 14,035 global accepts · Rating: 1100 · first AC: 2022-04-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[ruanxiaoyu's solution](#)

203.

1656B

[Subtract Operation](#) · [Tutorial](#)

Quality: 26,811 global accepts · Rating: 1100 · first AC: 2022-03-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, math, two pointers

[ruanxiaoyu's solution](#)

204.

1574B

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

Quality: 18,222 global accepts · Rating: 1100 · first AC: 2021-09-21 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, greedy, math

[ruanxiaoyu's solution](#)

205.

1534B

[Histogram Ugliness](#) · [Tutorial](#)

Quality: 12,873 global accepts · Rating: 1100 · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math

[ruanxiaoyu's solution](#)

206.

1523B

[Lord of the Values](#) · [Tutorial](#)

Quality: 12,509 global accepts · Rating: 1100 · first AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[ruanxiaoyu's solution](#)

207.

1428C

[ABBB](#) · [Tutorial](#)

Quality: 22,644 global accepts · Rating: 1100 · first AC: 2020-10-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, strings

[ruanxiaoyu's solution](#)

208.

1070K

[Video Posts](#) · [Tutorial](#)

Quality: 5,378 global accepts · Rating: 1100 · first AC: 2018-10-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[ruanxiaoyu's solution](#)

209.

1042A

[Benches](#) · [Tutorial](#)

Quality: 14,080 global accepts · Rating: 1100 · first AC: 2018-09-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation

[ruanxiaoyu's solution](#)

210.

984B

[Minesweeper](#) · [Tutorial](#)

Quality: 7,981 global accepts · Rating: 1100 · first AC: 2018-05-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[ruanxiaoyu's solution](#)

211.

975B

[Mancala](#) · [Tutorial](#)

Quality: 7,110 global accepts · Rating: 1100 · first AC: 2018-05-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[ruanxiaoyu's solution](#)

212.

946B

[Weird Subtraction Process](#) · [Tutorial](#)

Quality: 11,474 global accepts · Rating: 1100 · first AC: 2018-03-06 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[ruanxiaoyu's solution](#)

213.

919B

[Perfect Number](#) · [Tutorial](#)

Quality: 31,610 global accepts · Rating: 1100 · first AC: 2018-01-31 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp, implementation, number theory
[ruanxiaoyu's solution](#)

214.

2196A

[Game with a Fraction](#) · [Tutorial](#)

Quality: 15,837 global accepts · Rating: 1200 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, math
[ruanxiaoyu's solution](#)

215.

2190A

[Sorting Game](#) · [Tutorial](#)

Quality: 17,140 global accepts · Rating: 1200 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games, greedy
[ruanxiaoyu's solution](#)

216.

2178C

[First or Second](#) · [Tutorial](#)

Quality: 15,704 global accepts · Rating: 1200 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation
[ruanxiaoyu's solution](#)

217.

2062C

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

Quality: 18,392 global accepts · Rating: 1200 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math
[ruanxiaoyu's solution](#)

218.

2053B

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

Quality: 16,981 global accepts · Rating: 1200 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy
[ruanxiaoyu's solution](#)

219.

2048C

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

Quality: 15,146 global accepts · Rating: 1200 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, greedy, implementation, strings
[ruanxiaoyu's solution](#)

220.

2046A

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

Quality: 16,814 global accepts · Rating: 1200 · first AC: 2024-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings
[ruanxiaoyu's solution](#)

221.

2039C1

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

Quality: 13,520 global accepts · Rating: 1200 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, math, number theory
[ruanxiaoyu's solution](#)

222.

2002C

[Black Circles](#) · [Tutorial](#)

Quality: 17,706 global accepts · Rating: 1200 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, greedy, math

[ruanxiaoyu's solution](#)

223.

1987C

[Basil's Garden](#) · [Tutorial](#)

Quality: 20,766 global accepts · Rating: 1200 · first AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[ruanxiaoyu's solution](#)

224.

1975C

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

Quality: 17,166 global accepts · Rating: 1200 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy

[ruanxiaoyu's solution](#)

225.

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

[ruanxiaoyu's solution](#)

226.

1916C

[Training Before the Olympiad](#) · [Tutorial](#)

Quality: 19,883 global accepts · Rating: 1200 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[ruanxiaoyu's solution](#)

227.

1909B

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

Quality: 30,972 global accepts · Rating: 1200 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[ruanxiaoyu's solution](#)

228.

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

[ruanxiaoyu's solution](#)

229.

1848B

[Vika and the Bridge](#) · [Tutorial](#)

Quality: 24,414 global accepts · Rating: 1200 · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

[ruanxiaoyu's solution](#)

230.

1799B

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

Quality: 12,742 global accepts · Rating: 1200 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[ruanxiaoyu's solution](#)

231.

1738B

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

Quality: 18,795 global accepts · Rating: 1200 · first AC: 2022-09-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[ruanxiaoyu's solution](#)

232.

1704C

[Virus](#) · [Tutorial](#)

Quality: 24,801 global accepts · Rating: 1200 · first AC: 2022-07-31 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings

[ruanxiaoyu's solution](#)

233.

1656C

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

Quality: 21,006 global accepts · Rating: 1200 · first AC: 2022-03-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory, sortings

[ruanxiaoyu's solution](#)

234.

1641A

[Great Sequence](#) · [Tutorial](#)

Quality: 18,984 global accepts · Rating: 1200 · first AC: 2022-03-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, sortings

[ruanxiaoyu's solution](#)

235.

1586B

[Omkar and Heavenly Tree](#) · [Tutorial](#)

Rating: 1200 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, trees

[ruanxiaoyu's solution](#)

236.

1578E

[Easy Scheduling](#) · [Tutorial](#)

Quality: 4,134 global accepts · Rating: 1200 · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[ruanxiaoyu's solution](#)

237.

1553C

[Penalty](#) · [Tutorial](#)

Quality: 19,806 global accepts · Rating: 1200 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, greedy

[ruanxiaoyu's solution](#)

238.

1517B

[Morning Jogging](#) · [Tutorial](#)

Quality: 13,834 global accepts · Rating: 1200 · first AC: 2021-04-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[ruanxiaoyu's solution](#)

239.

1428B

[Belted Rooms](#) · [Tutorial](#)

Quality: 15,184 global accepts · Rating: 1200 · first AC: 2020-10-17 · C++17 (GCC 9-64) (first AC) · Tags: graphs, implementation

[ruanxiaoyu's solution](#)

240.

1392C

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

Quality: 19,595 global accepts · Rating: 1200 · first AC: 2020-08-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[ruanxiaoyu's solution](#)

241.

1270B

[Interesting Subarray](#) · [Tutorial](#)

Quality: 17,376 global accepts · Rating: 1200 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[ruanxiaoyu's solution](#)

242.

1207B

[Square Filling](#) · [Tutorial](#)

Quality: 13,759 global accepts · Rating: 1200 · first AC: 2019-08-22 · last AC: 2019-08-22 · Python 3 (first AC) · Tags: constructive algorithms, greedy, implementation

[ruanxiaoyu's solution](#)

243.

1205A

[Almost Equal](#) · [Tutorial](#)

Quality: 14,708 global accepts · Rating: 1200 · first AC: 2019-08-18 · last AC: 2019-08-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[ruanxiaoyu's solution](#)

244.

1174B

[Ehab Is an Odd Person](#) · [Tutorial](#)

Quality: 16,856 global accepts · Rating: 1200 · first AC: 2019-06-03 · C++14 (GCC 6-32) (first AC) · Tags: sortings

[ruanxiaoyu's solution](#)

245.

1155B

[Game with Telephone Numbers](#) · [Tutorial](#)

Quality: 12,523 global accepts · Rating: 1200 · first AC: 2019-04-22 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, implementation

[ruanxiaoyu's solution](#)

246.

1091B

[New Year and the Treasure Geolocation](#) · [Tutorial](#)

Quality: 11,012 global accepts · Rating: 1200 · first AC: 2018-12-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[ruanxiaoyu's solution](#)

247.

1043B

[Lost Array](#) · [Tutorial](#)

Quality: 6,551 global accepts · Rating: 1200 · first AC: 2018-10-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[ruanxiaoyu's solution](#)

248.

1042B

[Vitamins](#) · [Tutorial](#)

Quality: 19,152 global accepts · Rating: 1200 · first AC: 2018-09-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, implementation

[ruanxiaoyu's solution](#)

249.

1028B

[Unnatural Conditions](#) · [Tutorial](#)

Quality: 10,242 global accepts · Rating: 1200 · first AC: 2018-08-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[ruanxiaoyu's solution](#)

250.

1027B

[Numbers on the Chessboard](#) · [Tutorial](#)

Quality: 8,744 global accepts · Rating: 1200 · first AC: 2018-08-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[ruanxiaoyu's solution](#)

251.

1023C

[Bracket Subsequence](#) · [Tutorial](#)

Quality: 10,753 global accepts · Rating: 1200 · first AC: 2018-08-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[ruanxiaoyu's solution](#)

252.

1023A

[Single Wildcard Pattern Matching](#) · [Tutorial](#)

Quality: 9,264 global accepts · Rating: 1200 · first AC: 2018-08-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[ruanxiaoyu's solution](#)

253.

1017B

[The Bits](#) · [Tutorial](#)

Quality: 9,623 global accepts · Rating: 1200 · first AC: 2018-08-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[ruanxiaoyu's solution](#)

254.

1013B

[And](#) · [Tutorial](#)

Quality: 8,300 global accepts · Rating: 1200 · first AC: 2018-07-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[ruanxiaoyu's solution](#)

255.

1011B

[Planning The Expedition](#) · [Tutorial](#)

Quality: 11,031 global accepts · Rating: 1200 · first AC: 2018-07-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation
[ruanxiaoyu's solution](#)

256.

998B

[Cutting](#) · [Tutorial](#)

Quality: 14,413 global accepts · Rating: 1200 · first AC: 2018-07-01 · GNU C++11 (first AC) · Tags: dp, greedy, sortings
[ruanxiaoyu's solution](#)

257.

982A

[Row](#) · [Tutorial](#)

Quality: 9,711 global accepts · Rating: 1200 · first AC: 2018-05-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms
[ruanxiaoyu's solution](#)

258.

977C

[Less or Equal](#) · [Tutorial](#)

Quality: 43,337 global accepts · Rating: 1200 · first AC: 2018-05-06 · C++14 (GCC 6-32) (first AC) · Tags: sortings
[ruanxiaoyu's solution](#)

259.

960A

[Check the string](#) · [Tutorial](#)

Quality: 8,787 global accepts · Rating: 1200 · first AC: 2018-04-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[ruanxiaoyu's solution](#)

260.

961B

[Lecture Sleep](#) · [Tutorial](#)

Quality: 26,348 global accepts · Rating: 1200 · first AC: 2018-04-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation, two pointers
[ruanxiaoyu's solution](#)

261.

959B

[Mahmoud and Ehab and the message](#) · [Tutorial](#)

Quality: 10,556 global accepts · Rating: 1200 · first AC: 2018-04-03 · C++14 (GCC 6-32) (first AC) · Tags: dsu, greedy, implementation
[ruanxiaoyu's solution](#)

262.

931B

[World Cup](#) · [Tutorial](#)

Quality: 7,457 global accepts · Rating: 1200 · first AC: 2018-03-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation
[ruanxiaoyu's solution](#)

263.

920B

[Tea Queue](#) · [Tutorial](#)

Quality: 8,116 global accepts · Rating: 1200 · first AC: 2018-02-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[ruanxiaoyu's solution](#)

264.

914B

[Conan and Agasa play a Card Game](#) · [Tutorial](#)

Quality: 9,065 global accepts · Rating: 1200 · first AC: 2018-01-20 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, implementation
[ruanxiaoyu's solution](#)

265.

2201A1

[Lost Civilization \(Easy Version\)](#) · [Tutorial](#)

Quality: 11,061 global accepts · Rating: 1300 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures
[ruanxiaoyu's solution](#)

266.

2187A

[Restricted Sorting](#) · [Tutorial](#)

Quality: 15,875 global accepts · Rating: 1300 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings
[ruanxiaoyu's solution](#)

267.

1991C

[Absolute Zero](#) · [Tutorial](#)

Quality: 17,707 global accepts · Rating: 1300 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
[ruanxiaoyu's solution](#)

268.

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
[ruanxiaoyu's solution](#)

269.

1942C1

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

Quality: 12,423 global accepts · Rating: 1300 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, math
[ruanxiaoyu's solution](#)

270.

1943A

[MEX Game 1](#) · [Tutorial](#)

Quality: 21,482 global accepts · Rating: 1300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy
[ruanxiaoyu's solution](#)

271.

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
[ruanxiaoyu's solution](#)

272.

1870C

[Colorful Table](#) · [Tutorial](#)

Quality: 13,114 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
[ruanxiaoyu's solution](#)

273.

1868A

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

Quality: 13,614 global accepts · Rating: 1300 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation
[ruanxiaoyu's solution](#)

274.

1864C

[Divisor Chain](#) · [Tutorial](#)

Quality: 15,283 global accepts · Rating: 1300 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[ruanxiaoyu's solution](#)

275.

1844C

[Particles](#) · [Tutorial](#)

Quality: 17,862 global accepts · Rating: 1300 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation, math

[ruanxiaoyu's solution](#)

276.

1819A

[Constructive Problem](#) · [Tutorial](#)

Quality: 14,594 global accepts · Rating: 1300 · first AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[ruanxiaoyu's solution](#)

277.

1815A

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

Quality: 15,975 global accepts · Rating: 1300 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[ruanxiaoyu's solution](#)

278.

1810C

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

Quality: 16,551 global accepts · Rating: 1300 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[ruanxiaoyu's solution](#)

279.

1776H

[Beppa and SwerChat](#) · [Tutorial](#)

Quality: 7,546 global accepts · Rating: 1300 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: two pointers

[ruanxiaoyu's solution](#)

280.

1774C

[Ice and Fire](#) · [Tutorial](#)

Quality: 13,276 global accepts · Rating: 1300 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[ruanxiaoyu's solution](#)

281.

1737B

[Ela's Fitness and the Luxury Number](#) · [Tutorial](#)

Quality: 10,185 global accepts · Rating: 1300 · first AC: 2022-10-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, math

[ruanxiaoyu's solution](#)

282.

1726C

[Jatayu's Balanced Bracket Sequence](#) · [Tutorial](#)

Quality: 13,399 global accepts · Rating: 1300 · first AC: 2022-09-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, graphs, greedy

[ruanxiaoyu's solution](#)

283.

1693A

[Directional Increase](#) · [Tutorial](#)

Quality: 17,440 global accepts · Rating: 1300 · first AC: 2022-06-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[ruanxiaoyu's solution](#)

284.

1667A

[Make it Increasing](#) · [Tutorial](#)

Quality: 15,684 global accepts · Rating: 1300 · first AC: 2022-04-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math

[ruanxiaoyu's solution](#)

285.

1615B

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

Quality: 17,917 global accepts · Rating: 1300 · first AC: 2021-12-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math
[ruanxiaoyu's solution](#)

286.

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
[ruanxiaoyu's solution](#)

287.

1556B

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

Quality: 13,276 global accepts · Rating: 1300 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[ruanxiaoyu's solution](#)

288.

1558A

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

Quality: 11,495 global accepts · Rating: 1300 · first AC: 2021-08-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math
[ruanxiaoyu's solution](#)

289.

1553B

[Reverse String](#) · [Tutorial](#)

Quality: 15,482 global accepts · Rating: 1300 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, hashing, implementation, strings
[ruanxiaoyu's solution](#)

290.

1534C

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

Quality: 13,820 global accepts · Rating: 1300 · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, dsu, graphs, math
[ruanxiaoyu's solution](#)

291.

1538C

[Number of Pairs](#) · [Tutorial](#)

Quality: 34,403 global accepts · Rating: 1300 · first AC: 2021-06-11 · Kotlin 1.4 (first AC) · Tags: binary search, data structures, math, two pointers
[ruanxiaoyu's solution](#)

292.

1470A

[Strange Birthday Party](#) · [Tutorial](#)

Quality: 29,395 global accepts · Rating: 1300 · first AC: 2021-01-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers
[ruanxiaoyu's solution](#)

293.

1466C

[Canine poetry](#) · [Tutorial](#)

Quality: 18,728 global accepts · Rating: 1300 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, strings
[ruanxiaoyu's solution](#)

294.

1381A1

[Prefix Flip \(Easy Version\)](#) · [Tutorial](#)

Quality: 21,725 global accepts · Rating: 1300 · first AC: 2020-07-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, strings
[ruanxiaoyu's solution](#)

295.

1347D

[Alice, Bob and Candies](#) · [Tutorial](#)

Rating: 1300 · first AC: 2020-05-24 · Kotlin 1.4 (first AC) · Tags: *special, implementation

[ruanxiaoyu's solution](#)

296.

1326C

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

Quality: 16,402 global accepts · Rating: 1300 · first AC: 2020-03-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, math

[ruanxiaoyu's solution](#)

297.

1307B

[Cow and Friend](#) · [Tutorial](#)

Quality: 13,856 global accepts · Rating: 1300 · first AC: 2020-02-17 · C++14 (GCC 6-32) (first AC) · Tags: geometry, greedy, math

[ruanxiaoyu's solution](#)

298.

1237B

[Balanced Tunnel](#) · [Tutorial](#)

Quality: 22,783 global accepts · Rating: 1300 · first AC: 2019-10-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings, two pointers

[ruanxiaoyu's solution](#)

299.

1220C

[Substring Game in the Lesson](#) · [Tutorial](#)

Quality: 10,815 global accepts · Rating: 1300 · first AC: 2019-09-18 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, strings

[ruanxiaoyu's solution](#)

300.

1220B

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

Quality: 12,136 global accepts · Rating: 1300 · first AC: 2019-09-18 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[ruanxiaoyu's solution](#)

301.

1178C

[Tiles](#) · [Tutorial](#)

Quality: 13,229 global accepts · Rating: 1300 · first AC: 2019-07-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, math

[ruanxiaoyu's solution](#)

302.

1178B

[WOW Factor](#) · [Tutorial](#)

Quality: 21,685 global accepts · Rating: 1300 · first AC: 2019-07-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[ruanxiaoyu's solution](#)

303.

1174C

[Ehab and a Special Coloring Problem](#) · [Tutorial](#)

Quality: 12,786 global accepts · Rating: 1300 · first AC: 2019-06-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, number theory

[ruanxiaoyu's solution](#)

304.

1155C

[Alarm Clocks Everywhere](#) · [Tutorial](#)

Quality: 9,771 global accepts · Rating: 1300 · first AC: 2019-04-22 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[ruanxiaoyu's solution](#)

305.

1090A

[Company Merging](#) · [Tutorial](#)

Quality: 4,938 global accepts · Rating: 1300 · first AC: 2018-12-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[ruanxiaoyu's solution](#)

306.

1055B

[Alice and Hairdresser](#) · [Tutorial](#)

Quality: 5,542 global accepts · Rating: 1300 · first AC: 2018-11-10 · C++14 (GCC 6-32) (first AC) · Tags: dsu, implementation
[ruanxiaoyu's solution](#)

307.

1070D

[Garbage Disposal](#) · [Tutorial](#)

Quality: 5,235 global accepts · Rating: 1300 · first AC: 2018-10-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[ruanxiaoyu's solution](#)

308.

1004B

[Sonya and Exhibition](#) · [Tutorial](#)

Quality: 9,935 global accepts · Rating: 1300 · first AC: 2018-07-05 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math
[ruanxiaoyu's solution](#)

309.

1003C

[Intense Heat](#) · [Tutorial](#)

Quality: 11,529 global accepts · Rating: 1300 · first AC: 2018-07-03 · GNU C++11 (first AC) · Tags: brute force, implementation, math
[ruanxiaoyu's solution](#)

310.

982B

[Bus of Characters](#) · [Tutorial](#)

Quality: 8,949 global accepts · Rating: 1300 · first AC: 2018-05-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation
[ruanxiaoyu's solution](#)

311.

965B

[Battleship](#) · [Tutorial](#)

Quality: 4,767 global accepts · Rating: 1300 · first AC: 2018-04-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[ruanxiaoyu's solution](#)

312.

964B

[Messages](#) · [Tutorial](#)

Quality: 4,584 global accepts · Rating: 1300 · first AC: 2018-04-17 · C++14 (GCC 6-32) (first AC) · Tags: math
[ruanxiaoyu's solution](#)

313.

962A

[Equator](#) · [Tutorial](#)

Quality: 13,432 global accepts · Rating: 1300 · first AC: 2018-04-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[ruanxiaoyu's solution](#)

314.

962B

[Students in Railway Carriage](#) · [Tutorial](#)

Quality: 8,033 global accepts · Rating: 1300 · first AC: 2018-04-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation
[ruanxiaoyu's solution](#)

315.

957A

[Tritonic Iridescence](#) · [Tutorial](#)

Quality: 5,998 global accepts · Rating: 1300 · first AC: 2018-03-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[ruanxiaoyu's solution](#)

316.

957B

[Mystical Mosaic](#) · [Tutorial](#)

Rating: 1300 · first AC: 2018-03-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[ruanxiaoyu's solution](#)

317.

953A

[2-3-numbers](#) · [Tutorial](#)

Quality: 1300 · first AC: 2018-03-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[ruanxiaoyu's solution](#)

318.

946C

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

Quality: 9,380 global accepts · Rating: 1300 · first AC: 2018-03-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[ruanxiaoyu's solution](#)

319.

922A

[Cloning Toys](#) · [Tutorial](#)

Quality: 12,603 global accepts · Rating: 1300 · first AC: 2018-02-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[ruanxiaoyu's solution](#)

320.

922B

[Magic Forest](#) · [Tutorial](#)

Quality: 9,449 global accepts · Rating: 1300 · first AC: 2018-02-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[ruanxiaoyu's solution](#)

321.

919C

[Seat Arrangements](#) · [Tutorial](#)

Quality: 9,430 global accepts · Rating: 1300 · first AC: 2018-01-31 · last AC: 2018-02-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[ruanxiaoyu's solution](#)

322.

2190B1

[Sub-RBS \(Easy Version\)](#) · [Tutorial](#)

Quality: 10,683 global accepts · Rating: 1400 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, strings, two pointers

[ruanxiaoyu's solution](#)

323.

2157C

[Meximum Array 2](#) · [Tutorial](#)

Quality: 9,263 global accepts · Rating: 1400 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[ruanxiaoyu's solution](#)

324.

2084C

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

Quality: 11,712 global accepts · Rating: 1400 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[ruanxiaoyu's solution](#)

325.

2045C

[Saraga](#) · [Tutorial](#)

Quality: 7,219 global accepts · Rating: 1400 · first AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

[ruanxiaoyu's solution](#)

326.

2034C

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

Quality: 9,141 global accepts · Rating: 1400 · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation

[ruanxiaoyu's solution](#)

327.

2035C

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

Quality: 11,532 global accepts · Rating: 1400 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[ruanxiaoyu's solution](#)

328.

1958B

[Clock in the Pool](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 1400 · first AC: 2024-05-13 · Kotlin 1.9 (first AC) · Tags: *special, math

[ruanxiaoyu's solution](#)

329.

1967B1

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

Quality: 16,059 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[ruanxiaoyu's solution](#)

330.

1967A

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

Quality: 14,940 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, math, sortings

[ruanxiaoyu's solution](#)

331.

1965A

[Everything Nim](#) · [Tutorial](#)

Quality: 16,708 global accepts · Rating: 1400 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math, sortings

[ruanxiaoyu's solution](#)

332.

1951C

[Ticket Hoarding](#) · [Tutorial](#)

Quality: 13,773 global accepts · Rating: 1400 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[ruanxiaoyu's solution](#)

333.

1919C

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

Quality: 28,590 global accepts · Rating: 1400 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[ruanxiaoyu's solution](#)

334.

1909C

[Heavy Intervals](#) · [Tutorial](#)

Quality: 13,165 global accepts · Rating: 1400 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, math, sortings

[ruanxiaoyu's solution](#)

335.

1896C

[Matching Arrays](#) · [Tutorial](#)

Quality: 11,601 global accepts · Rating: 1400 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[ruanxiaoyu's solution](#)

336.

1887A1

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

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

[ruanxiaoyu's solution](#)

337.

1866B

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

Quality: 9,181 global accepts · Rating: 1400 · first AC: 2023-09-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory
[ruanxiaoyu's solution](#)

338.

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
[ruanxiaoyu's solution](#)

339.

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
[ruanxiaoyu's solution](#)

340.

1830A

[Copil Copac Draws Trees](#) · [Tutorial](#)

Quality: 20,327 global accepts · Rating: 1400 · first AC: 2023-05-28 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees
[ruanxiaoyu's solution](#)

341.

1837D

[Bracket Coloring](#) · [Tutorial](#)

Quality: 21,979 global accepts · Rating: 1400 · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[ruanxiaoyu's solution](#)

342.

1773E

[Easy Assembly](#) · [Tutorial](#)

Quality: 6,093 global accepts · Rating: 1400 · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
[ruanxiaoyu's solution](#)

343.

1764C

[Doremy's City Construction](#) · [Tutorial](#)

Quality: 10,447 global accepts · Rating: 1400 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy
[ruanxiaoyu's solution](#)

344.

1758C

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

Quality: 15,261 global accepts · Rating: 1400 · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, number theory
[ruanxiaoyu's solution](#)

345.

1761C

[Set Construction](#) · [Tutorial](#)

Quality: 10,731 global accepts · Rating: 1400 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy
[ruanxiaoyu's solution](#)

346.

1740C

[Bricks and Bags](#) · [Tutorial](#)

Quality: 12,336 global accepts · Rating: 1400 · first AC: 2022-10-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, greedy, sortings
[ruanxiaoyu's solution](#)

347.

1654C

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

Quality: 14,527 global accepts · Rating: 1400 · first AC: 2022-03-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation, sortings
[ruanxiaoyu's solution](#)

348.

1648A

[Weird Sum](#) · [Tutorial](#)

Quality: 18,776 global accepts · Rating: 1400 · first AC: 2022-03-07 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, geometry, math, matrices, sortings
[ruanxiaoyu's solution](#)

349.

1548A

[Web of Lies](#) · [Tutorial](#)

Quality: 17,732 global accepts · Rating: 1400 · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, greedy
[ruanxiaoyu's solution](#)

350.

1515C

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

Quality: 18,751 global accepts · Rating: 1400 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy
[ruanxiaoyu's solution](#)

351.

1517C

[Fillomino 2](#) · [Tutorial](#)

Quality: 14,170 global accepts · Rating: 1400 · first AC: 2021-04-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation
[ruanxiaoyu's solution](#)

352.

1468C

[Berpizza](#) · [Tutorial](#)

Quality: 10,508 global accepts · Rating: 1400 · first AC: 2020-12-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation
[ruanxiaoyu's solution](#)

353.

1431B

[Polycarp and the Language of Gods](#) · [Tutorial](#)

Quality: 1,054 global accepts · Rating: 1400 · first AC: 2020-11-12 · Kotlin 1.4 (first AC) · Tags: *special, implementation, two pointers
[ruanxiaoyu's solution](#)

354.

1427B

[Chess Cheater](#) · [Tutorial](#)

Quality: 11,459 global accepts · Rating: 1400 · first AC: 2020-10-10 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings
[ruanxiaoyu's solution](#)

355.

1408B

[Arrays Sum](#) · [Tutorial](#)

Quality: 10,455 global accepts · Rating: 1400 · first AC: 2020-09-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math
[ruanxiaoyu's solution](#)

356.

1346B

[Boot Camp](#) · [Tutorial](#)

Quality: 1,252 global accepts · Rating: 1400 · first AC: 2020-05-29 · Kotlin 1.4 (first AC) · Tags: *special, greedy
[ruanxiaoyu's solution](#)

357.

1320A

[Journey Planning](#) · [Tutorial](#)

Quality: 21,662 global accepts · Rating: 1400 · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math, sortings

[ruanxiaoyu's solution](#)

358.

1292A

[NEKO's Maze Game](#) · [Tutorial](#)

Quality: 13,871 global accepts · Rating: 1400 · first AC: 2020-01-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, implementation

[ruanxiaoyu's solution](#)

359.

1284B

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

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2020-01-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, data structures, dp, implementation, sortings

[ruanxiaoyu's solution](#)

360.

1270C

[Make Good](#) · [Tutorial](#)

Quality: 15,040 global accepts · Rating: 1400 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[ruanxiaoyu's solution](#)

361.

1266C

[Diverse Matrix](#) · [Tutorial](#)

Quality: 10,068 global accepts · Rating: 1400 · first AC: 2019-12-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[ruanxiaoyu's solution](#)

362.

1251B

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

Quality: 11,619 global accepts · Rating: 1400 · first AC: 2019-10-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[ruanxiaoyu's solution](#)

363.

1190A

[Tokitsukaze and Discard Items](#) · [Tutorial](#)

Quality: 9,807 global accepts · Rating: 1400 · first AC: 2019-07-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation, two pointers

[ruanxiaoyu's solution](#)

364.

1167B

[Lost Numbers](#) · [Tutorial](#)

Quality: 16,469 global accepts · Rating: 1400 · first AC: 2019-05-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, divide and conquer, interactive, math

[ruanxiaoyu's solution](#)

365.

1156A

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

Quality: 8,709 global accepts · Rating: 1400 · first AC: 2019-05-01 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[ruanxiaoyu's solution](#)

366.

1110B

[Tape](#) · [Tutorial](#)

Quality: 16,600 global accepts · Rating: 1400 · first AC: 2019-02-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[ruanxiaoyu's solution](#)

367.

1091C

[New Year and the Sphere Transmission](#) · [Tutorial](#)

Quality: 10,558 global accepts · Rating: 1400 · first AC: 2018-12-30 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[ruanxiaoyu's solution](#)

368.

1009B

[Minimum Ternary String](#) · [Tutorial](#)

Quality: 10,721 global accepts · Rating: 1400 · first AC: 2018-07-14 · GNU C++11 (first AC) · Tags: greedy, implementation
[ruanxiaoyu's solution](#)

369.

1004C

[Sonya and Robots](#) · [Tutorial](#)

Quality: 7,881 global accepts · Rating: 1400 · first AC: 2018-07-05 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation
[ruanxiaoyu's solution](#)

370.

995B

[Suit and Tie](#) · [Tutorial](#)

Quality: 7,446 global accepts · Rating: 1400 · first AC: 2018-06-24 · GNU C++11 (first AC) · Tags: greedy, implementation, math
[ruanxiaoyu's solution](#)

371.

977D

[Divide by three, multiply by two](#) · [Tutorial](#)

Quality: 20,529 global accepts · Rating: 1400 · first AC: 2018-05-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, math, sortings
[ruanxiaoyu's solution](#)

372.

975C

[Valhalla Siege](#) · [Tutorial](#)

Quality: 11,052 global accepts · Rating: 1400 · first AC: 2018-05-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search
[ruanxiaoyu's solution](#)

373.

962C

[Make a Square](#) · [Tutorial](#)

Quality: 8,357 global accepts · Rating: 1400 · first AC: 2018-04-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math
[ruanxiaoyu's solution](#)

374.

961C

[Chessboard](#) · [Tutorial](#)

Quality: 5,638 global accepts · Rating: 1400 · first AC: 2018-04-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, implementation
[ruanxiaoyu's solution](#)

375.

954B

[String Typing](#) · [Tutorial](#)

Quality: 7,791 global accepts · Rating: 1400 · first AC: 2018-03-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[ruanxiaoyu's solution](#)

376.

920C

[Swap Adjacent Elements](#) · [Tutorial](#)

Quality: 9,974 global accepts · Rating: 1400 · first AC: 2018-02-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, greedy, math, sortings, two pointers
[ruanxiaoyu's solution](#)

377.

898C

[Phone Numbers](#) · [Tutorial](#)

Quality: 5,793 global accepts · Rating: 1400 · first AC: 2018-01-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[ruanxiaoyu's solution](#)

378.

2183D1

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

Quality: 8,857 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[ruanxiaoyu's solution](#)

379.

2183C

[War Strategy](#) · [Tutorial](#)

Quality: 10,673 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, two pointers

[ruanxiaoyu's solution](#)

380.

2077A

[Breach of Faith](#) · [Tutorial](#)

Quality: 14,583 global accepts · Rating: 1500 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[ruanxiaoyu's solution](#)

381.

2057C

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

Quality: 13,801 global accepts · Rating: 1500 · first AC: 2025-01-04 · last AC: 2025-01-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[ruanxiaoyu's solution](#)

382.

2053C

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

Quality: 12,336 global accepts · Rating: 1500 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[ruanxiaoyu's solution](#)

383.

1958C

[Firewood](#) · [Tutorial](#)

Quality: 992 global accepts · Rating: 1500 · first AC: 2024-05-13 · Kotlin 1.9 (first AC) · Tags: *special

[ruanxiaoyu's solution](#)

384.

1949B

[Charming Meals](#) · [Tutorial](#)

Quality: 4,900 global accepts · Rating: 1500 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, sortings

[ruanxiaoyu's solution](#)

385.

1924A

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

Quality: 16,754 global accepts · Rating: 1500 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, shortest paths, strings

[ruanxiaoyu's solution](#)

386.

1842C

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

Quality: 16,497 global accepts · Rating: 1500 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: dp

[ruanxiaoyu's solution](#)

387.

1804C

[Pull Your Luck](#) · [Tutorial](#)

Quality: 13,837 global accepts · Rating: 1500 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory

[ruanxiaoyu's solution](#)

388.

1776L

[Controllers](#) · [Tutorial](#)

Quality: 11,557 global accepts · Rating: 1500 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math
[ruanxiaoyu's solution](#)

389.

1774B

[Coloring](#) · [Tutorial](#)

Quality: 13,992 global accepts · Rating: 1500 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math
[ruanxiaoyu's solution](#)

390.

1765K

[Torus Path](#) · [Tutorial](#)

Quality: 6,762 global accepts · Rating: 1500 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[ruanxiaoyu's solution](#)

391.

1765N

[Number Reduction](#) · [Tutorial](#)

Quality: 5,980 global accepts · Rating: 1500 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[ruanxiaoyu's solution](#)

392.

1740D

[Knowledge Cards](#) · [Tutorial](#)

Quality: 9,057 global accepts · Rating: 1500 · first AC: 2022-10-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures
[ruanxiaoyu's solution](#)

393.

1737C

[Ela and Crickets](#) · [Tutorial](#)

Quality: 6,414 global accepts · Rating: 1500 · first AC: 2022-10-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, implementation, math
[ruanxiaoyu's solution](#)

394.

1738C

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

Quality: 12,779 global accepts · Rating: 1500 · first AC: 2022-09-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, games, greedy, math
[ruanxiaoyu's solution](#)

395.

1552B

[Running for Gold](#) · [Tutorial](#)

Quality: 16,931 global accepts · Rating: 1500 · first AC: 2021-07-25 · last AC: 2021-07-27 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, graphs, greedy, sortings
[ruanxiaoyu's solution](#)

396.

1553D

[Backspace](#) · [Tutorial](#)

Quality: 15,086 global accepts · Rating: 1500 · first AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, strings, two pointers
[ruanxiaoyu's solution](#)

397.

1545A

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

Quality: 14,886 global accepts · Rating: 1500 · first AC: 2021-07-11 · C++17 (GCC 9-64) (first AC) · Tags: sortings
[ruanxiaoyu's solution](#)

398.

1538F

[Interesting Function](#) · [Tutorial](#)

Quality: 22,217 global accepts · Rating: 1500 · first AC: 2021-06-10 · Kotlin 1.4 (first AC) · Tags: binary search, dp, math, number theory
[ruanxiaoyu's solution](#)

399.

1515D

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

Quality: 12,822 global accepts · Rating: 1500 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings, two pointers
[ruanxiaoyu's solution](#)

400.

1516B

[AGAGA XOOORRR](#) · [Tutorial](#)

Quality: 25,538 global accepts · Rating: 1500 · first AC: 2021-04-21 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, greedy
[ruanxiaoyu's solution](#)

401.

1466D

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

Quality: 14,632 global accepts · Rating: 1500 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings, trees
[ruanxiaoyu's solution](#)

402.

1408C

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

Quality: 9,274 global accepts · Rating: 1500 · first AC: 2020-09-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, implementation, math, two pointers
[ruanxiaoyu's solution](#)

403.

1416A

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

Quality: 16,724 global accepts · Rating: 1500 · first AC: 2020-09-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation, two pointers
[ruanxiaoyu's solution](#)

404.

1368C

[Even Picture](#) · [Tutorial](#)

Quality: 14,032 global accepts · Rating: 1500 · first AC: 2020-06-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[ruanxiaoyu's solution](#)

405.

1368B

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

Quality: 21,442 global accepts · Rating: 1500 · first AC: 2020-06-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings
[ruanxiaoyu's solution](#)

406.

1340A

[Nastya and Strange Generator](#) · [Tutorial](#)

Quality: 13,691 global accepts · Rating: 1500 · first AC: 2020-04-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation
[ruanxiaoyu's solution](#)

407.

1338A

[Powered Addition](#) · [Tutorial](#)

Quality: 30,348 global accepts · Rating: 1500 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[ruanxiaoyu's solution](#)

408.

1326D1

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

Quality: 13,296 global accepts · Rating: 1500 · first AC: 2020-03-19 · C++14 (GCC 6-32) (first AC) · Tags: hashing, string suffix structures, strings
[ruanxiaoyu's solution](#)

409.

1307C

[Cow and Message](#) · [Tutorial](#)

Quality: 12,592 global accepts · Rating: 1500 · first AC: 2020-02-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math, strings
[ruanxiaoyu's solution](#)

410.

1299A

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

Quality: 12,551 global accepts · Rating: 1500 · first AC: 2020-02-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math
[ruanxiaoyu's solution](#)

411.

1264A

[Beautiful Regional Contest](#) · [Tutorial](#)

Quality: 10,440 global accepts · Rating: 1500 · first AC: 2019-12-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[ruanxiaoyu's solution](#)

412.

1242A

[Tile Painting](#) · [Tutorial](#)

Quality: 13,267 global accepts · Rating: 1500 · first AC: 2019-11-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory
[ruanxiaoyu's solution](#)

413.

1208B

[Uniqueness](#) · [Tutorial](#)

Quality: 11,665 global accepts · Rating: 1500 · first AC: 2019-08-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation, two pointers
[ruanxiaoyu's solution](#)

414.

1207C

[Gas Pipeline](#) · [Tutorial](#)

Quality: 10,445 global accepts · Rating: 1500 · first AC: 2019-08-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy
[ruanxiaoyu's solution](#)

415.

1178D

[Prime Graph](#) · [Tutorial](#)

Quality: 7,925 global accepts · Rating: 1500 · first AC: 2019-07-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory
[ruanxiaoyu's solution](#)

416.

1179A

[Valeriy and Deque](#) · [Tutorial](#)

Quality: 11,801 global accepts · Rating: 1500 · first AC: 2019-06-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation
[ruanxiaoyu's solution](#)

417.

1158A

[The Party and Sweets](#) · [Tutorial](#)

Quality: 8,339 global accepts · Rating: 1500 · first AC: 2019-05-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, sortings, two pointers
[ruanxiaoyu's solution](#)

418.

1161A

[Hide and Seek](#) · [Tutorial](#)

Rating: 1500 · first AC: 2019-05-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, graphs
[ruanxiaoyu's solution](#)

419.

1114B

[Yet Another Array Partitioning Task](#) · [Tutorial](#)

Quality: 9,392 global accepts · Rating: 1500 · first AC: 2019-02-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[ruanxiaoyu's solution](#)

420.

1110C

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

Quality: 10,014 global accepts · Rating: 1500 · first AC: 2019-02-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[ruanxiaoyu's solution](#)

421.

1106B

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

Quality: 6,997 global accepts · Rating: 1500 · first AC: 2019-01-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[ruanxiaoyu's solution](#)

422.

1106D

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

Quality: 19,661 global accepts · Rating: 1500 · first AC: 2019-01-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, shortest paths

[ruanxiaoyu's solution](#)

423.

1089G

[Guest Student](#) · [Tutorial](#)

Quality: 3,228 global accepts · Rating: 1500 · first AC: 2018-12-02 · C++14 (GCC 6-32) (first AC) · Tags: math

[ruanxiaoyu's solution](#)

424.

1043C

[Smallest Word](#) · [Tutorial](#)

Quality: 7,224 global accepts · Rating: 1500 · first AC: 2018-10-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[ruanxiaoyu's solution](#)

425.

1070F

[Debate](#) · [Tutorial](#)

Quality: 3,851 global accepts · Rating: 1500 · first AC: 2018-10-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[ruanxiaoyu's solution](#)

426.

1070H

[BerOS File Suggestion](#) · [Tutorial](#)

Quality: 3,854 global accepts · Rating: 1500 · first AC: 2018-10-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[ruanxiaoyu's solution](#)

427.

1054C

[Candies Distribution](#) · [Tutorial](#)

Quality: 4,489 global accepts · Rating: 1500 · first AC: 2018-10-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[ruanxiaoyu's solution](#)

428.

1013C

[Photo of The Sky](#) · [Tutorial](#)

Rating: 1500 · first AC: 2018-07-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[ruanxiaoyu's solution](#)

429.

1011C

[Fly](#) · [Tutorial](#)

Rating: 1500 · first AC: 2018-07-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math

[ruanxiaoyu's solution](#)

430.

998C

[Convert to Ones](#) · [Tutorial](#)

Rating: 1500 · first AC: 2018-07-01 · GNU C++11 (first AC) · Tags: math

[ruanxiaoyu's solution](#)

431.

982C

[Cut 'em all!](#) · [Tutorial](#)

Quality: 15,862 global accepts · Rating: 1500 · first AC: 2018-05-17 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[ruanxiaoyu's solution](#)

432.

977E

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

Quality: 25,623 global accepts · Rating: 1500 · first AC: 2018-05-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs

[ruanxiaoyu's solution](#)

433.

960B

[Minimize the error](#) · [Tutorial](#)

Quality: 12,398 global accepts · Rating: 1500 · first AC: 2018-04-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings

[ruanxiaoyu's solution](#)

434.

959C

[Mahmoud and Ehab and the wrong algorithm](#) · [Tutorial](#)

Quality: 6,209 global accepts · Rating: 1500 · first AC: 2018-04-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, trees

[ruanxiaoyu's solution](#)

435.

743C

[Vladik and fractions](#) · [Tutorial](#)

Quality: 13,403 global accepts · Rating: 1500 · first AC: 2018-03-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[ruanxiaoyu's solution](#)

436.

931D

[Peculiar apple-tree](#) · [Tutorial](#)

Rating: 1500 · first AC: 2018-03-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[ruanxiaoyu's solution](#)

437.

707C

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

Quality: 13,481 global accepts · Rating: 1500 · first AC: 2018-03-03 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[ruanxiaoyu's solution](#)

438.

166E

[Tetrahedron](#) · [Tutorial](#)

Quality: 25,628 global accepts · Rating: 1500 · first AC: 2018-02-05 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, matrices

[ruanxiaoyu's solution](#)

439.

2207C

[Where's My Water?](#) · [Tutorial](#)

Quality: 5,453 global accepts · Rating: 1600 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and

conquer, dp, math

[ruanxiaoyu's solution](#)

440.

2196B

[Another Problem about Beautiful Pairs](#) · [Tutorial](#)

Quality: 8,587 global accepts · Rating: 1600 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, two pointers

[ruanxiaoyu's solution](#)

441.

2157D

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

Quality: 6,019 global accepts · Rating: 1600 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, sortings, ternary search, two pointers

[ruanxiaoyu's solution](#)

442.

2084D

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

Quality: 8,843 global accepts · Rating: 1600 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[ruanxiaoyu's solution](#)

443.

2061D

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

Quality: 10,785 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures

[ruanxiaoyu's solution](#)

444.

2061C

[Kevin and Puzzle](#) · [Tutorial](#)

Quality: 9,963 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, combinatorics, dp

[ruanxiaoyu's solution](#)

445.

2048D

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

Quality: 8,311 global accepts · Rating: 1600 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings, two pointers

[ruanxiaoyu's solution](#)

446.

2046B

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

Quality: 10,870 global accepts · Rating: 1600 · first AC: 2024-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings

[ruanxiaoyu's solution](#)

447.

2034D

[Darius' Wisdom](#) · [Tutorial](#)

Quality: 6,606 global accepts · Rating: 1600 · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[ruanxiaoyu's solution](#)

448.

1958D

[Staircase](#) · [Tutorial](#)

Quality: 711 global accepts · Rating: 1600 · first AC: 2024-05-13 · Kotlin 1.9 (first AC) · Tags: *special

[ruanxiaoyu's solution](#)

449.

1938H

[Pho Restaurant](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 1600 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[ruanxiaoyu's solution](#)

450.

1910C

[Poisonous Swamp](#) · [Tutorial](#)

Quality: 736 global accepts · Rating: 1600 · first AC: 2023-12-11 · Kotlin 1.9 (first AC) · Tags: *special, implementation

[ruanxiaoyu's solution](#)

451.

1910B

[Security Guard](#) · [Tutorial](#)

Quality: 802 global accepts · Rating: 1600 · first AC: 2023-12-11 · Kotlin 1.9 (first AC) · Tags: *special, greedy

[ruanxiaoyu's solution](#)

452.

1801A

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

Quality: 9,749 global accepts · Rating: 1600 · first AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[ruanxiaoyu's solution](#)

453.

1787C

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

Quality: 8,273 global accepts · Rating: 1600 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math

[ruanxiaoyu's solution](#)

454.

1782C

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

Rating: 1600 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings, strings

[ruanxiaoyu's solution](#)

455.

1779C

[Least Prefix Sum](#) · [Tutorial](#)

Quality: 14,390 global accepts · Rating: 1600 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[ruanxiaoyu's solution](#)

456.

1774D

[Same Count One](#) · [Tutorial](#)

Quality: 9,226 global accepts · Rating: 1600 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, two pointers

[ruanxiaoyu's solution](#)

457.

1677A

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

Quality: 9,357 global accepts · Rating: 1600 · first AC: 2022-05-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp

[ruanxiaoyu's solution](#)

458.

1523C

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

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

[ruanxiaoyu's solution](#)

459.

1528A

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

Quality: 18,990 global accepts · Rating: 1600 · first AC: 2021-05-24 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, greedy, trees

[ruanxiaoyu's solution](#)

460.

1468K

[The Robot](#) · [Tutorial](#)

Quality: 5,604 global accepts · Rating: 1600 · first AC: 2020-12-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation
[ruanxiaoyu's solution](#)

461.

1431C

[Black Friday](#) · [Tutorial](#)

Quality: 746 global accepts · Rating: 1600 · first AC: 2020-11-12 · Kotlin 1.4 (first AC) · Tags: *special, implementation
[ruanxiaoyu's solution](#)

462.

1423K

[Lonely Numbers](#) · [Tutorial](#)

Quality: 5,451 global accepts · Rating: 1600 · first AC: 2020-10-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math, number theory, two pointers
[ruanxiaoyu's solution](#)

463.

1346D

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

Quality: 544 global accepts · Rating: 1600 · first AC: 2020-05-29 · Kotlin 1.4 (first AC) · Tags: *special, graphs, greedy
[ruanxiaoyu's solution](#)

464.

1346C

[Spring Cleaning](#) · [Tutorial](#)

Quality: 678 global accepts · Rating: 1600 · first AC: 2020-05-29 · Kotlin 1.4 (first AC) · Tags: *special, greedy, sortings
[ruanxiaoyu's solution](#)

465.

1347E

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

Rating: 1600 · first AC: 2020-05-24 · Kotlin 1.4 (first AC) · Tags: *special, constructive algorithms
[ruanxiaoyu's solution](#)

466.

1349A

[Orac and LCM](#) · [Tutorial](#)

Quality: 21,640 global accepts · Rating: 1600 · first AC: 2020-05-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, number theory
[ruanxiaoyu's solution](#)

467.

1344A

[Hilbert's Hotel](#) · [Tutorial](#)

Quality: 16,503 global accepts · Rating: 1600 · first AC: 2020-05-06 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory, sortings
[ruanxiaoyu's solution](#)

468.

1336A

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

Quality: 24,669 global accepts · Rating: 1600 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees
[ruanxiaoyu's solution](#)

469.

1290A

[Mind Control](#) · [Tutorial](#)

Quality: 8,901 global accepts · Rating: 1600 · first AC: 2020-02-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation
[ruanxiaoyu's solution](#)

470.

1284C

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

Quality: 8,741 global accepts · Rating: 1600 · first AC: 2020-01-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math
[ruanxiaoyu's solution](#)

471.

1261B1

[Optimal Subsequences \(Easy Version\)](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-11-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy
[ruanxiaoyu's solution](#)

472.

1252C

[Even Path](#) · [Tutorial](#)

Quality: 3,982 global accepts · Rating: 1600 · first AC: 2019-10-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation
[ruanxiaoyu's solution](#)

473.

1251C

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

Quality: 14,339 global accepts · Rating: 1600 · first AC: 2019-10-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, two pointers
[ruanxiaoyu's solution](#)

474.

1240A

[Save the Nature](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-10-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings
[ruanxiaoyu's solution](#)

475.

1198B

[Welfare State](#) · [Tutorial](#)

Quality: 9,989 global accepts · Rating: 1600 · first AC: 2019-07-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, sortings
[ruanxiaoyu's solution](#)

476.

1198A

[MP3](#) · [Tutorial](#)

Quality: 10,136 global accepts · Rating: 1600 · first AC: 2019-07-30 · C++14 (GCC 6-32) (first AC) · Tags: sortings, two pointers
[ruanxiaoyu's solution](#)

477.

1148B

[Born This Way](#) · [Tutorial](#)

Quality: 7,941 global accepts · Rating: 1600 · first AC: 2019-06-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, two pointers
[ruanxiaoyu's solution](#)

478.

1109A

[Sasha and a Bit of Relax](#) · [Tutorial](#)

Quality: 9,037 global accepts · Rating: 1600 · first AC: 2019-02-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation
[ruanxiaoyu's solution](#)

479.

1086A

[Connect Three](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-12-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[ruanxiaoyu's solution](#)

480.

1028C

[Rectangles](#) · [Tutorial](#)

Quality: 5,052 global accepts · Rating: 1600 · first AC: 2018-08-27 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation, sortings
[ruanxiaoyu's solution](#)

481.

1025C

[Plasticine zebra](#) · [Tutorial](#)

Quality: 6,491 global accepts · Rating: 1600 · first AC: 2018-08-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[ruanxiaoyu's solution](#)

482.

1025B

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

Quality: 8,509 global accepts · Rating: 1600 · first AC: 2018-08-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, number theory

[ruanxiaoyu's solution](#)

483.

1027C

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

Quality: 7,152 global accepts · Rating: 1600 · first AC: 2018-08-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[ruanxiaoyu's solution](#)

484.

1017C

[The Phone Number](#) · [Tutorial](#)

Quality: 6,471 global accepts · Rating: 1600 · first AC: 2018-08-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[ruanxiaoyu's solution](#)

485.

1006E

[Military Problem](#) · [Tutorial](#)

Quality: 11,626 global accepts · Rating: 1600 · first AC: 2018-07-16 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

[ruanxiaoyu's solution](#)

486.

986A

[Fair](#) · [Tutorial](#)

Quality: 8,334 global accepts · Rating: 1600 · first AC: 2018-05-29 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, number theory, shortest paths

[ruanxiaoyu's solution](#)

487.

962D

[Merge Equals](#) · [Tutorial](#)

Quality: 7,364 global accepts · Rating: 1600 · first AC: 2018-04-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[ruanxiaoyu's solution](#)

488.

952C

[Ravioli Sort](#) · [Tutorial](#)

Quality: 3,061 global accepts · Rating: 1600 · first AC: 2018-04-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[ruanxiaoyu's solution](#)

489.

957C

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

Rating: 1600 · first AC: 2018-03-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, two pointers

[ruanxiaoyu's solution](#)

490.

948C

[Producing Snow](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[ruanxiaoyu's solution](#)

491.

950C

[Zebras](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-03-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[ruanxiaoyu's solution](#)

492.

931E

[Game with String](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-03-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, probabilities

[ruanxiaoyu's solution](#)

493.

831E

[Cards Sorting](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-02-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[ruanxiaoyu's solution](#)

494.

922C

[Cave Painting](#) · [Tutorial](#)

Quality: 7,567 global accepts · Rating: 1600 · first AC: 2018-02-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, number theory

[ruanxiaoyu's solution](#)

495.

916C

[Jamie and Interesting Graph](#) · [Tutorial](#)

Quality: 5,541 global accepts · Rating: 1600 · first AC: 2018-01-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[ruanxiaoyu's solution](#)

496.

2215A

[Interval Mod](#) · [Tutorial](#)

Quality: 2,513 global accepts · Rating: 1700 · first AC: 2026-04-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, math

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497.

2201B

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498.

2201A2

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Quality: 5,091 global accepts · Rating: 1700 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

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499.

2178D

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Quality: 6,699 global accepts · Rating: 1700 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math

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500.

2096C

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Quality: 8,226 global accepts · Rating: 1700 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation

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501.

2089A

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Quality: 7,196 global accepts · Rating: 1700 · first AC: 2025-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, number theory

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502.

2053D

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Quality: 7,685 global accepts · Rating: 1700 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, math, schedules, sortings

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503.

2045A

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Quality: 2,568 global accepts · Rating: 1700 · first AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

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504.

2039D

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Quality: 6,969 global accepts · Rating: 1700 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory

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505.

2029C

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Quality: 7,585 global accepts · Rating: 1700 · first AC: 2024-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy

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506.

2006A

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

Quality: 9,371 global accepts · Rating: 1700 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, trees

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507.

1984C2

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

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508.

1975D

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Quality: 7,500 global accepts · Rating: 1700 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, greedy, shortest paths, trees

[ruanxiaoyu's solution](#)

509.

1942C2

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

Quality: 6,874 global accepts · Rating: 1700 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, math

[ruanxiaoyu's solution](#)

510.

1936A

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Quality: 8,660 global accepts · Rating: 1700 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, interactive, math

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511.

1930C

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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

[ruanxiaoyu's solution](#)

512.

1916D

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Quality: 9,774 global accepts · Rating: 1700 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, geometry, math

[ruanxiaoyu's solution](#)

513.

1906M

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Quality: 3,458 global accepts · Rating: 1700 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

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514.

1896D

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Quality: 7,007 global accepts · Rating: 1700 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, math, two pointers

[ruanxiaoyu's solution](#)

515.

1889B

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Quality: 8,629 global accepts · Rating: 1700 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

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516.

1868B1

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Quality: 8,327 global accepts · Rating: 1700 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, implementation, math

[ruanxiaoyu's solution](#)

517.

1864D

[Matrix Cascade](#) · [Tutorial](#)

Quality: 7,640 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

[ruanxiaoyu's solution](#)

518.

1835A

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[ruanxiaoyu's solution](#)

519.

1810D

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Quality: 8,543 global accepts · Rating: 1700 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[ruanxiaoyu's solution](#)

520.

1799C

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

[ruanxiaoyu's solution](#)

521.

1776F

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Quality: 4,157 global accepts · Rating: 1700 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy

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522.

1779D

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523.

1770C

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524.

1765D

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525.

1693B

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526.

1684D

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527.

1677B

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528.

1672D

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Quality: 6,940 global accepts · Rating: 1700 · first AC: 2022-04-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers

[ruanxiaoyu's solution](#)

529.

1586C

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Rating: 1700 · first AC: 2021-10-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, implementation, two pointers

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530.

1578H

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531.

1580A

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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

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532.

1538D

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Quality: 15,270 global accepts · Rating: 1700 · first AC: 2021-06-10 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, math, number theory
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533.

1528B

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Quality: 10,666 global accepts · Rating: 1700 · first AC: 2021-05-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math
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534.

1516C

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535.

1479A

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536.

1468D

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537.

1468F

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538.

1464A

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Rating: 1700 · first AC: 2020-12-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs
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539.

1392D

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540.

1383A

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541.

1381A2

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542.

1368D

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Quality: 13,667 global accepts · Rating: 1700 · first AC: 2020-06-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math
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543.

1361A

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544.

1346E

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Quality: 415 global accepts · Rating: 1700 · first AC: 2020-05-29 · Kotlin 1.4 (first AC) · Tags: *special, dp, graphs
[ruanxiaoyu's solution](#)

545.

1340B

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Quality: 8,311 global accepts · Rating: 1700 · first AC: 2020-04-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, graphs, greedy
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546.

1336B

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Quality: 12,128 global accepts · Rating: 1700 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings, two pointers
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547.

1329B

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Quality: 7,056 global accepts · Rating: 1700 · first AC: 2020-04-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, math
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548.

1320B

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Quality: 6,439 global accepts · Rating: 1700 · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths
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549.

1314A

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Rating: 1700 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings
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550.

1292B

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551.

1280A

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Quality: 5,844 global accepts · Rating: 1700 · first AC: 2019-12-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
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552.

1261A

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553.

1237C1

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554.

1229A

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555.

1148C

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556.

1168A

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557.

1129A1

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Quality: 3,944 global accepts · Rating: 1700 · first AC: 2019-02-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[ruanxiaoyu's solution](#)

558.

1114C

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Quality: 7,889 global accepts · Rating: 1700 · first AC: 2019-02-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math, number theory

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559.

1091D

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Quality: 7,476 global accepts · Rating: 1700 · first AC: 2018-12-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

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560.

1086B

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Rating: 1700 · first AC: 2018-12-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, trees

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561.

1089E

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Quality: 2,139 global accepts · Rating: 1700 · first AC: 2018-12-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

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562.

1043D

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Quality: 4,762 global accepts · Rating: 1700 · first AC: 2018-10-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, math, meet-in-the-middle, two pointers

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563.

605B

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Quality: 3,849 global accepts · Rating: 1700 · first AC: 2018-10-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, graphs

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564.

1042C

[Array Product](#) · [Tutorial](#)

Quality: 4,970 global accepts · Rating: 1700 · first AC: 2018-09-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

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565.

1027D

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566.

1023D

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Quality: 4,282 global accepts · Rating: 1700 · first AC: 2018-08-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures

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567.

1009D

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Quality: 6,658 global accepts · Rating: 1700 · first AC: 2018-07-14 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, math

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568.

1009C

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Quality: 5,557 global accepts · Rating: 1700 · first AC: 2018-07-14 · GNU C++11 (first AC) · Tags: greedy, math

[ruanxiaoyu's solution](#)

569.

484A

[Bits](#) · [Tutorial](#)

Quality: 13,401 global accepts · Rating: 1700 · first AC: 2018-06-24 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms

[ruanxiaoyu's solution](#)

570.

984C

[Finite or not?](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-05-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory

[ruanxiaoyu's solution](#)

571.

917B

[MADMAX](#) · [Tutorial](#)

Quality: 4,003 global accepts · Rating: 1700 · first AC: 2018-02-23 · last AC: 2018-05-07 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, games, graphs

[ruanxiaoyu's solution](#)

572.

977F

[Consecutive Subsequence](#) · [Tutorial](#)

Quality: 25,136 global accepts · Rating: 1700 · first AC: 2018-05-06 · C++17 (GCC 7-32) (first AC) · Tags: dp

[ruanxiaoyu's solution](#)

573.

960C

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

Quality: 4,108 global accepts · Rating: 1700 · first AC: 2018-04-07 · last AC: 2018-04-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation

[ruanxiaoyu's solution](#)

574.

957D

[Riverside Curio](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-03-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[ruanxiaoyu's solution](#)

575.

954C

[Matrix Walk](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 1700 · first AC: 2018-03-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[ruanxiaoyu's solution](#)

576.

678D

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Quality: 5,404 global accepts · Rating: 1700 · first AC: 2018-03-21 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[ruanxiaoyu's solution](#)

577.

948B

[Primal Sport](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[ruanxiaoyu's solution](#)

578.

931C

[Laboratory Work](#) · [Tutorial](#)

Quality: 3,488 global accepts · Rating: 1700 · first AC: 2018-03-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[ruanxiaoyu's solution](#)

579.

126B

[Password](#) · [Tutorial](#)

Quality: 24,771 global accepts · Rating: 1700 · first AC: 2018-02-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, hashing, string suffix structures, strings

[ruanxiaoyu's solution](#)

580.

578B

["Or" Game](#) · [Tutorial](#)

Quality: 5,497 global accepts · Rating: 1700 · first AC: 2018-02-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[ruanxiaoyu's solution](#)

581.

2196C1

[Interactive Graph \(Simple Version\)](#) · [Tutorial](#)

Quality: 3,596 global accepts · Rating: 1800 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, dfs and similar, dp, graphs, interactive

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582.

2187B

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Quality: 5,288 global accepts · Rating: 1800 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[ruanxiaoyu's solution](#)

583.

2045M

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584.

2039C2

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585.

2035D

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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

[ruanxiaoyu's solution](#)

586.

2006B

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Quality: 4,358 global accepts · Rating: 1800 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, math, trees

[ruanxiaoyu's solution](#)

587.

1987D

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

[ruanxiaoyu's solution](#)

588.

1965B

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

Quality: 8,124 global accepts · Rating: 1800 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[ruanxiaoyu's solution](#)

589.

1949I

[Disks](#) · [Tutorial](#)

Quality: 2,755 global accepts · Rating: 1800 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, geometry, graph matchings, graphs

[ruanxiaoyu's solution](#)

590.

1930D1

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

Quality: 4,855 global accepts · Rating: 1800 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, strings

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591.

1910D

[Remove and Add](#) · [Tutorial](#)

Quality: 410 global accepts · Rating: 1800 · first AC: 2023-12-11 · Kotlin 1.9 (first AC) · Tags: *special, greedy

[ruanxiaoyu's solution](#)

592.

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

[ruanxiaoyu's solution](#)

593.

1848C

[Vika and Price Tags](#) · [Tutorial](#)

Quality: 7,169 global accepts · Rating: 1800 · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[ruanxiaoyu's solution](#)

594.

1801B

[Buying gifts](#) · [Tutorial](#)

Quality: 7,548 global accepts · Rating: 1800 · first AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings
[ruanxiaoyu's solution](#)

595.

1782D

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

Rating: 1800 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math, number theory
[ruanxiaoyu's solution](#)

596.

1758D

[Range = " Sum](#) [Tutorial](#)

Quality: 8,475 global accepts · Rating: 1800 · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, math, two pointers
[ruanxiaoyu's solution](#)

597.

1740E

[Hanging Hearts](#) · [Tutorial](#)

Quality: 5,077 global accepts · Rating: 1800 · first AC: 2022-10-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, trees
[ruanxiaoyu's solution](#)

598.

1718A1

[Burenka and Traditions \(easy version\)](#) · [Tutorial](#)

Quality: 6,418 global accepts · Rating: 1800 · first AC: 2022-08-31 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy
[ruanxiaoyu's solution](#)

599.

1666L

[Labyrinth](#) · [Tutorial](#)

Quality: 3,696 global accepts · Rating: 1800 · first AC: 2022-04-13 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs
[ruanxiaoyu's solution](#)

600.

1666C

[Connect the Points](#) · [Tutorial](#)

Quality: 3,701 global accepts · Rating: 1800 · first AC: 2022-04-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, geometry
[ruanxiaoyu's solution](#)

601.

1648B

[Integral Array](#) · [Tutorial](#)

Quality: 7,261 global accepts · Rating: 1800 · first AC: 2022-03-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, data structures, math
[ruanxiaoyu's solution](#)

602.

1637D

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

Quality: 8,921 global accepts · Rating: 1800 · first AC: 2022-02-27 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math
[ruanxiaoyu's solution](#)

603.

1586D

[Omkar and the Meaning of Life](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-10-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, interactive, math
[ruanxiaoyu's solution](#)

604.

1556D

[Take a Guess](#) · [Tutorial](#)

Quality: 8,600 global accepts · Rating: 1800 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[ruanxiaoyu's solution](#)

605.

1556C

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

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

[ruanxiaoyu's solution](#)

606.

1548B

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

Quality: 11,349 global accepts · Rating: 1800 · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, math, number theory, two pointers

[ruanxiaoyu's solution](#)

607.

1552D

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

Quality: 7,888 global accepts · Rating: 1800 · first AC: 2021-07-25 · last AC: 2021-07-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, graphs, math

[ruanxiaoyu's solution](#)

608.

1552C

[Maximize the Intersections](#) · [Tutorial](#)

Quality: 6,286 global accepts · Rating: 1800 · first AC: 2021-07-25 · last AC: 2021-07-27 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, geometry, greedy, sortings

[ruanxiaoyu's solution](#)

609.

1534D

[Lost Tree](#) · [Tutorial](#)

Quality: 6,811 global accepts · Rating: 1800 · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, trees

[ruanxiaoyu's solution](#)

610.

1517D

[Explorer Space](#) · [Tutorial](#)

Quality: 9,243 global accepts · Rating: 1800 · first AC: 2021-04-23 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, shortest paths

[ruanxiaoyu's solution](#)

611.

1500A

[Going Home](#) · [Tutorial](#)

Quality: 9,510 global accepts · Rating: 1800 · first AC: 2021-03-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, hashing, implementation, math

[ruanxiaoyu's solution](#)

612.

1488B

[RBS Deletion](#) · [Tutorial](#)

Quality: 600 global accepts · Rating: 1800 · first AC: 2021-03-09 · Kotlin 1.4 (first AC) · Tags: *special, greedy

[ruanxiaoyu's solution](#)

613.

1466E

[Apollo versus Pan](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1800 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, math

[ruanxiaoyu's solution](#)

614.

1468J

[Road Reform](#) · [Tutorial](#)

Quality: 5,907 global accepts · Rating: 1800 · first AC: 2020-12-25 · C++17 (GCC 9-64) (first AC) · Tags: dsu, graphs, greedy
[ruanxiaoyu's solution](#)

615.

1450D

[Rating Compression](#) · [Tutorial](#)

Quality: 5,806 global accepts · Rating: 1800 · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, implementation, two pointers
[ruanxiaoyu's solution](#)

616.

1442B

[Identify the Operations](#) · [Tutorial](#)

Quality: 5,292 global accepts · Rating: 1800 · first AC: 2020-11-02 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, dsu, greedy, implementation
[ruanxiaoyu's solution](#)

617.

1402A

[Fancy Fence](#) · [Tutorial](#)

Quality: 1,354 global accepts · Rating: 1800 · first AC: 2020-08-26 · C++17 (GCC 9-64) (first AC) · Tags: *special, data structures, dsu, implementation, math, sortings
[ruanxiaoyu's solution](#)

618.

1394A

[Boboniu Chats with Du](#) · [Tutorial](#)

Quality: 7,122 global accepts · Rating: 1800 · first AC: 2020-08-12 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, sortings, two pointers
[ruanxiaoyu's solution](#)

619.

1381B

[Unmerge](#) · [Tutorial](#)

Quality: 9,566 global accepts · Rating: 1800 · first AC: 2020-07-21 · C++14 (GCC 6-32) (first AC) · Tags: dp
[ruanxiaoyu's solution](#)

620.

1338B

[Edge Weight Assignment](#) · [Tutorial](#)

Quality: 9,523 global accepts · Rating: 1800 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, greedy, math, trees
[ruanxiaoyu's solution](#)

621.

1329A

[Dreamoon Likes Coloring](#) · [Tutorial](#)

Quality: 9,669 global accepts · Rating: 1800 · first AC: 2020-04-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[ruanxiaoyu's solution](#)

622.

1326D2

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

Quality: 11,758 global accepts · Rating: 1800 · first AC: 2020-03-19 · last AC: 2020-03-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, hashing, string suffix structures, strings
[ruanxiaoyu's solution](#)

623.

543A

[Writing Code](#) · [Tutorial](#)

Quality: 8,838 global accepts · Rating: 1800 · first AC: 2020-02-17 · C++14 (GCC 6-32) (first AC) · Tags: dp
[ruanxiaoyu's solution](#)

624.

1299B

[Aerodynamic](#) · [Tutorial](#)

Quality: 5,611 global accepts · Rating: 1800 · first AC: 2020-02-09 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[ruanxiaoyu's solution](#)

625.

1290B

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

Quality: 7,164 global accepts · Rating: 1800 · first AC: 2020-02-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, strings, two pointers

[ruanxiaoyu's solution](#)

626.

1286B

[Numbers on Tree](#) · [Tutorial](#)

Quality: 5,469 global accepts · Rating: 1800 · first AC: 2020-01-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs, greedy, trees

[ruanxiaoyu's solution](#)

627.

1286A

[Garland](#) · [Tutorial](#)

Quality: 9,647 global accepts · Rating: 1800 · first AC: 2020-01-05 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings

[ruanxiaoyu's solution](#)

628.

1280B

[Beingawesomeism](#) · [Tutorial](#)

Quality: 4,204 global accepts · Rating: 1800 · first AC: 2019-12-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[ruanxiaoyu's solution](#)

629.

1261B2

[Optimal Subsequences \(Hard Version\)](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-11-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings

[ruanxiaoyu's solution](#)

630.

1252H

[Twin Buildings](#) · [Tutorial](#)

Quality: 2,846 global accepts · Rating: 1800 · first AC: 2019-10-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[ruanxiaoyu's solution](#)

631.

1208C

[Magic Grid](#) · [Tutorial](#)

Quality: 6,367 global accepts · Rating: 1800 · first AC: 2019-08-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[ruanxiaoyu's solution](#)

632.

1207D

[Number Of Permutations](#) · [Tutorial](#)

Quality: 6,702 global accepts · Rating: 1800 · first AC: 2019-08-22 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics

[ruanxiaoyu's solution](#)

633.

1179B

[Tolik and His Uncle](#) · [Tutorial](#)

Quality: 4,593 global accepts · Rating: 1800 · first AC: 2019-06-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[ruanxiaoyu's solution](#)

634.

1148D

[Dirty Deeds Done Dirt Cheap](#) · [Tutorial](#)

Quality: 5,263 global accepts · Rating: 1800 · first AC: 2019-06-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[ruanxiaoyu's solution](#)

635.

1177B

[Digits Sequence \(Hard Edition\)](#) · [Tutorial](#)

Quality: 2,945 global accepts · Rating: 1800 · first AC: 2019-06-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, divide and conquer, implementation

[ruanxiaoyu's solution](#)

636.

1129A2

[Toy Train](#) · [Tutorial](#)

Quality: 4,242 global accepts · Rating: 1800 · first AC: 2019-02-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[ruanxiaoyu's solution](#)

637.

1109B

[Sasha and One More Name](#) · [Tutorial](#)

Quality: 4,537 global accepts · Rating: 1800 · first AC: 2019-02-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, hashing, strings

[ruanxiaoyu's solution](#)

638.

863D

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

Quality: 3,814 global accepts · Rating: 1800 · first AC: 2019-01-28 · last AC: 2019-01-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[ruanxiaoyu's solution](#)

639.

1090D

[Similar Arrays](#) · [Tutorial](#)

Quality: 2,364 global accepts · Rating: 1800 · first AC: 2018-12-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[ruanxiaoyu's solution](#)

640.

513G1

[Inversions problem](#) · [Tutorial](#)

Quality: 1,847 global accepts · Rating: 1800 · first AC: 2018-12-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dp, meet-in-the-middle

[ruanxiaoyu's solution](#)

641.

358D

[Dima and Hares](#) · [Tutorial](#)

Quality: 4,505 global accepts · Rating: 1800 · first AC: 2018-10-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[ruanxiaoyu's solution](#)

642.

1042D

[Petya and Array](#) · [Tutorial](#)

Quality: 7,403 global accepts · Rating: 1800 · first AC: 2018-09-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, two pointers

[ruanxiaoyu's solution](#)

643.

1011D

[Rocket](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-07-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive

[ruanxiaoyu's solution](#)

644.

1011E

[Border](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-07-26 · C++14 (GCC 6-32) (first AC) · Tags: number theory

[ruanxiaoyu's solution](#)

645.

986B

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

Quality: 5,054 global accepts · Rating: 1800 · first AC: 2018-05-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[ruanxiaoyu's solution](#)

646.

984D

[XOR-pyramid](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-05-15 · C++17 (GCC 7-32) (first AC) · Tags: dp

[ruanxiaoyu's solution](#)

647.

964C

[Alternating Sum](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-04-17 · C++14 (GCC 6-32) (first AC) · Tags: math, matrices, number theory

[ruanxiaoyu's solution](#)

648.

948D

[Perfect Security](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-03-11 · last AC: 2018-03-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, strings, trees

[ruanxiaoyu's solution](#)

649.

946D

[Timetable](#) · [Tutorial](#)

Quality: 4,881 global accepts · Rating: 1800 · first AC: 2018-03-06 · C++14 (GCC 6-32) (first AC) · Tags: dp

[ruanxiaoyu's solution](#)

650.

869C

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

Quality: 5,204 global accepts · Rating: 1800 · first AC: 2018-02-27 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[ruanxiaoyu's solution](#)

651.

922D

[Robot Vacuum Cleaner](#) · [Tutorial](#)

Quality: 4,812 global accepts · Rating: 1800 · first AC: 2018-02-08 · last AC: 2018-02-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[ruanxiaoyu's solution](#)

652.

2190B2

[Sub-RBS \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,181 global accepts · Rating: 1900 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games, implementation, strings

[ruanxiaoyu's solution](#)

653.

2180D

[Insolvable Disks](#) · [Tutorial](#)

Quality: 4,256 global accepts · Rating: 1900 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy, math

[ruanxiaoyu's solution](#)

654.

2180C

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

Quality: 6,466 global accepts · Rating: 1900 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, number theory

[ruanxiaoyu's solution](#)

655.

2157E

[Adjusting Drones](#) · [Tutorial](#)

Quality: 3,573 global accepts · Rating: 1900 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, implementation, sortings

[ruanxiaoyu's solution](#)

656.

2089B1

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

Quality: 3,236 global accepts · Rating: 1900 · first AC: 2025-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, flows, greedy, two pointers

[ruanxiaoyu's solution](#)

657.

2077B

[Finding OR Sum](#) · [Tutorial](#)

Quality: 3,658 global accepts · Rating: 1900 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive, math

[ruanxiaoyu's solution](#)

658.

2053E

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

Quality: 4,515 global accepts · Rating: 1900 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, games, graphs, greedy, trees

[ruanxiaoyu's solution](#)

659.

2029D

[Cool Graph](#) · [Tutorial](#)

Quality: 3,926 global accepts · Rating: 1900 · first AC: 2024-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, greedy, trees

[ruanxiaoyu's solution](#)

660.

2002D1

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

Quality: 5,089 global accepts · Rating: 1900 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, hashing, trees

[ruanxiaoyu's solution](#)

661.

1991E

[Coloring Game](#) · [Tutorial](#)

Quality: 5,125 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, interactive

[ruanxiaoyu's solution](#)

662.

1991D

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

Quality: 7,886 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, math, number theory

[ruanxiaoyu's solution](#)

663.

1958E

[Yet Another Permutation Constructive](#) · [Tutorial](#)

Quality: 329 global accepts · Rating: 1900 · first AC: 2024-05-13 · Kotlin 1.9 (first AC) · Tags: *special, constructive algorithms

[ruanxiaoyu's solution](#)

664.

1949C

[Annual Ants' Gathering](#) · [Tutorial](#)

Quality: 2,527 global accepts · Rating: 1900 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[ruanxiaoyu's solution](#)

665.

1938C

[Bit Counting Sequence](#) · [Tutorial](#)

Quality: 1,830 global accepts · Rating: 1900 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[ruanxiaoyu's solution](#)

666.

1909D

[Split Plus K](#) · [Tutorial](#)

Quality: 5,124 global accepts · Rating: 1900 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[ruanxiaoyu's solution](#)

667.

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

[ruanxiaoyu's solution](#)

668.

1887B

[Time Travel](#) · [Tutorial](#)

Quality: 3,904 global accepts · Rating: 1900 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, graphs, shortest paths

[ruanxiaoyu's solution](#)

669.

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

[ruanxiaoyu's solution](#)

670.

1878F

[Vasilije Loves Number Theory](#) · [Tutorial](#)

Quality: 4,934 global accepts · Rating: 1900 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[ruanxiaoyu's solution](#)

671.

1866C

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

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

[ruanxiaoyu's solution](#)

672.

1854A2

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

Quality: 7,865 global accepts · Rating: 1900 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[ruanxiaoyu's solution](#)

673.

1842D

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

Quality: 4,738 global accepts · Rating: 1900 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[ruanxiaoyu's solution](#)

674.

1819B

[The Butcher](#) · [Tutorial](#)

Quality: 4,221 global accepts · Rating: 1900 · first AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, implementation, sortings, two pointers

[ruanxiaoyu's solution](#)

675.

1801C

[Music Festival](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 1900 · first AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings

[ruanxiaoyu's solution](#)

676.

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

[ruanxiaoyu's solution](#)

677.

1785B

[Letter Exchange · Tutorial](#)

Rating: 1900 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[ruanxiaoyu's solution](#)

678.

1787D

[Game on Axis · Tutorial](#)

Quality: 3,814 global accepts · Rating: 1900 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, implementation

[ruanxiaoyu's solution](#)

679.

1774E

[Two Chess Pieces · Tutorial](#)

Quality: 3,958 global accepts · Rating: 1900 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[ruanxiaoyu's solution](#)

680.

1773K

[King's Puzzle · Tutorial](#)

Quality: 1,678 global accepts · Rating: 1900 · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[ruanxiaoyu's solution](#)

681.

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

[ruanxiaoyu's solution](#)

682.

1718A2

[Burenka and Traditions \(hard version\) · Tutorial](#)

Quality: 5,912 global accepts · Rating: 1900 · first AC: 2022-08-31 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[ruanxiaoyu's solution](#)

683.

1704D

[Magical Array · Tutorial](#)

Quality: 5,380 global accepts · Rating: 1900 · first AC: 2022-07-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, hashing, implementation, math

[ruanxiaoyu's solution](#)

684.

1677C

[Tokitsukaze and Two Colorful Tapes · Tutorial](#)

Quality: 4,083 global accepts · Rating: 1900 · first AC: 2022-05-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[ruanxiaoyu's solution](#)

685.

1656D

[K-good · Tutorial](#)

Quality: 7,558 global accepts · Rating: 1900 · first AC: 2022-03-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number

theory

[ruanxiaoyu's solution](#)

686.

1558B

[Up the Strip](#) · [Tutorial](#)

Quality: 5,271 global accepts · Rating: 1900 · first AC: 2021-08-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math, number theory, two pointers

[ruanxiaoyu's solution](#)

687.

1545B

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

Quality: 6,763 global accepts · Rating: 1900 · first AC: 2021-07-11 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[ruanxiaoyu's solution](#)

688.

1488D

[Problemsolving Marathon](#) · [Tutorial](#)

Quality: 360 global accepts · Rating: 1900 · first AC: 2021-03-09 · Kotlin 1.4 (first AC) · Tags: *special, binary search, greedy

[ruanxiaoyu's solution](#)

689.

1488C

[Two Policemen](#) · [Tutorial](#)

Quality: 478 global accepts · Rating: 1900 · first AC: 2021-03-09 · Kotlin 1.4 (first AC) · Tags: *special, binary search, brute force, math

[ruanxiaoyu's solution](#)

690.

1470B

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

Quality: 6,776 global accepts · Rating: 1900 · first AC: 2021-01-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, graphs, hashing, math, number theory

[ruanxiaoyu's solution](#)

691.

1428D

[Bouncing Boomerangs](#) · [Tutorial](#)

Quality: 4,723 global accepts · Rating: 1900 · first AC: 2020-10-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[ruanxiaoyu's solution](#)

692.

1423B

[Valuable Paper](#) · [Tutorial](#)

Quality: 2,105 global accepts · Rating: 1900 · first AC: 2020-10-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, flows, graph matchings, graphs

[ruanxiaoyu's solution](#)

693.

1383B

[GameGame](#) · [Tutorial](#)

Quality: 5,444 global accepts · Rating: 1900 · first AC: 2020-07-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, games, greedy, math

[ruanxiaoyu's solution](#)

694.

1361B

[Johnny and Grandmaster](#) · [Tutorial](#)

Quality: 3,860 global accepts · Rating: 1900 · first AC: 2020-06-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math, sortings

[ruanxiaoyu's solution](#)

695.

1307D

[Cow and Fields](#) · [Tutorial](#)

Quality: 7,171 global accepts · Rating: 1900 · first AC: 2020-02-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and

similar, graphs, greedy, shortest paths, sortings

[ruanxiaoyu's solution](#)

696.

1270D

[Strange Device](#) · [Tutorial](#)

Quality: 4,869 global accepts · Rating: 1900 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math, sortings

[ruanxiaoyu's solution](#)

697.

1264B

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

Quality: 6,046 global accepts · Rating: 1900 · first AC: 2019-12-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[ruanxiaoyu's solution](#)

698.

1242B

[0-1 MST](#) · [Tutorial](#)

Quality: 9,248 global accepts · Rating: 1900 · first AC: 2019-11-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, sortings

[ruanxiaoyu's solution](#)

699.

1237C2

[Balanced Removals \(Harder\)](#) · [Tutorial](#)

Quality: 4,535 global accepts · Rating: 1900 · first AC: 2019-10-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, greedy, implementation, sortings

[ruanxiaoyu's solution](#)

700.

1220D

[Alex and Julian](#) · [Tutorial](#)

Quality: 4,140 global accepts · Rating: 1900 · first AC: 2019-09-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math, number theory

[ruanxiaoyu's solution](#)

701.

1208D

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

Quality: 5,462 global accepts · Rating: 1900 · first AC: 2019-08-25 · last AC: 2019-08-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, implementation

[ruanxiaoyu's solution](#)

702.

1207E

[XOR Guessing](#) · [Tutorial](#)

Quality: 6,655 global accepts · Rating: 1900 · first AC: 2019-08-22 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, interactive, math

[ruanxiaoyu's solution](#)

703.

1205B

[Shortest Cycle](#) · [Tutorial](#)

Quality: 7,452 global accepts · Rating: 1900 · first AC: 2019-08-18 · last AC: 2019-08-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, graphs, shortest paths

[ruanxiaoyu's solution](#)

704.

1178E

[Archaeology](#) · [Tutorial](#)

Quality: 4,504 global accepts · Rating: 1900 · first AC: 2019-07-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, strings

[ruanxiaoyu's solution](#)

705.

1174D

[Ehab and the Expected XOR Problem](#) · [Tutorial](#)

Quality: 5,042 global accepts · Rating: 1900 · first AC: 2019-06-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms
[ruanxiaoyu's solution](#)

706.

1168B

[Good Triple](#) · [Tutorial](#)

Quality: 3,811 global accepts · Rating: 1900 · first AC: 2019-05-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, two pointers
[ruanxiaoyu's solution](#)

707.

1161B

[Chladni Figure](#) · [Tutorial](#)

Rating: 1900 · first AC: 2019-05-04 · C++14 (GCC 6-32) (first AC) · Tags: hashing, implementation, strings
[ruanxiaoyu's solution](#)

708.

1155D

[Beautiful Array](#) · [Tutorial](#)

Quality: 7,721 global accepts · Rating: 1900 · first AC: 2019-04-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy
[ruanxiaoyu's solution](#)

709.

1120A

[Diana and Liana](#) · [Tutorial](#)

Quality: 1,737 global accepts · Rating: 1900 · first AC: 2019-03-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, two pointers
[ruanxiaoyu's solution](#)

710.

1114D

[Flood Fill](#) · [Tutorial](#)

Quality: 7,978 global accepts · Rating: 1900 · first AC: 2019-02-10 · C++14 (GCC 6-32) (first AC) · Tags: dp
[ruanxiaoyu's solution](#)

711.

1089F

[Fractions](#) · [Tutorial](#)

Quality: 2,150 global accepts · Rating: 1900 · first AC: 2018-12-02 · C++14 (GCC 6-32) (first AC) · Tags: math
[ruanxiaoyu's solution](#)

712.

1077F1

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

Quality: 5,350 global accepts · Rating: 1900 · first AC: 2018-11-16 · C++14 (GCC 6-32) (first AC) · Tags: dp
[ruanxiaoyu's solution](#)

713.

1055C

[Lucky Days](#) · [Tutorial](#)

Quality: 2,055 global accepts · Rating: 1900 · first AC: 2018-11-10 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[ruanxiaoyu's solution](#)

714.

1043E

[Train Hard, Win Easy](#) · [Tutorial](#)

Quality: 3,461 global accepts · Rating: 1900 · first AC: 2018-10-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings
[ruanxiaoyu's solution](#)

715.

1071B

[Minimum path](#) · [Tutorial](#)

Rating: 1900 · first AC: 2018-10-21 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, hashing
[ruanxiaoyu's solution](#)

716.

1054D

[Changing Array](#) · [Tutorial](#)

Quality: 2,415 global accepts · Rating: 1900 · first AC: 2018-10-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[ruanxiaoyu's solution](#)

717.

1017D

[The Wu](#) · [Tutorial](#)

Quality: 3,953 global accepts · Rating: 1900 · first AC: 2018-08-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, data structures
[ruanxiaoyu's solution](#)

718.

1013D

[Chemical table](#) · [Tutorial](#)

Rating: 1900 · first AC: 2018-07-30 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, matrices
[ruanxiaoyu's solution](#)

719.

981D

[Bookshelves](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 1900 · first AC: 2018-05-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy
[ruanxiaoyu's solution](#)

720.

982D

[Shark](#) · [Tutorial](#)

Quality: 2,518 global accepts · Rating: 1900 · first AC: 2018-05-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dsu, trees
[ruanxiaoyu's solution](#)

721.

223C

[Partial Sums](#) · [Tutorial](#)

Quality: 1,755 global accepts · Rating: 1900 · first AC: 2018-05-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory
[ruanxiaoyu's solution](#)

722.

691E

[Xor-sequences](#) · [Tutorial](#)

Quality: 3,090 global accepts · Rating: 1900 · first AC: 2018-04-16 · C++14 (GCC 6-32) (first AC) · Tags: matrices
[ruanxiaoyu's solution](#)

723.

959D

[Mahmoud and Ehab and another array construction task](#) · [Tutorial](#)

Quality: 3,268 global accepts · Rating: 1900 · first AC: 2018-04-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory
[ruanxiaoyu's solution](#)

724.

959E

[Mahmoud and Ehab and the xor-MST](#) · [Tutorial](#)

Quality: 3,767 global accepts · Rating: 1900 · first AC: 2018-04-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, graphs, implementation, math
[ruanxiaoyu's solution](#)

725.

931F

[Teodor is not a liar!](#) · [Tutorial](#)

Rating: 1900 · first AC: 2018-03-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp
[ruanxiaoyu's solution](#)

726.

930C

[Teodor is not a liar!](#) · [Tutorial](#)

Quality: 2,374 global accepts · Rating: 1900 · first AC: 2018-03-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[ruanxiaoyu's solution](#)

727.

607B

[Zuma](#) · [Tutorial](#)

Quality: 16,317 global accepts · Rating: 1900 · first AC: 2018-02-27 · C++14 (GCC 6-32) (first AC) · Tags: dp

[ruanxiaoyu's solution](#)

728.

914D

[Bash and a Tough Math Puzzle](#) · [Tutorial](#)

Quality: 6,385 global accepts · Rating: 1900 · first AC: 2018-02-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, number theory

[ruanxiaoyu's solution](#)

729.

292E

[Copying Data](#) · [Tutorial](#)

Quality: 4,883 global accepts · Rating: 1900 · first AC: 2018-02-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[ruanxiaoyu's solution](#)

730.

456D

[A Lot of Games](#) · [Tutorial](#)

Rating: 1900 · first AC: 2018-02-02 · C++14 (GCC 6-32) (first AC) · Tags: dp, games, strings

[ruanxiaoyu's solution](#)

731.

2201C

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

Quality: 1,995 global accepts · Rating: 2000 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy

[ruanxiaoyu's solution](#)

732.

2196C2

[Interactive Graph \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,522 global accepts · Rating: 2000 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, interactive

[ruanxiaoyu's solution](#)

733.

2178E

[Flatten or Concatenate](#) · [Tutorial](#)

Quality: 3,687 global accepts · Rating: 2000 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, interactive

[ruanxiaoyu's solution](#)

734.

2096D

[Wonderful Lightbulbs](#) · [Tutorial](#)

Quality: 5,608 global accepts · Rating: 2000 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, math

[ruanxiaoyu's solution](#)

735.

2062E1

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

Quality: 4,329 global accepts · Rating: 2000 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, trees

[ruanxiaoyu's solution](#)

736.

2061E

[Kevin and And](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 2000 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, greedy, math, sortings

[ruanxiaoyu's solution](#)

737.

2057D

[Gifts Order](#) · [Tutorial](#)

Quality: 5,414 global accepts · Rating: 2000 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation, math, matrices

[ruanxiaoyu's solution](#)

738.

2048E

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

Quality: 3,501 global accepts · Rating: 2000 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy

[ruanxiaoyu's solution](#)

739.

2045B

[ICPC Square](#) · [Tutorial](#)

Quality: 1,707 global accepts · Rating: 2000 · first AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[ruanxiaoyu's solution](#)

740.

1987E

[Wonderful Tree!](#) · [Tutorial](#)

Quality: 4,069 global accepts · Rating: 2000 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, greedy, trees

[ruanxiaoyu's solution](#)

741.

1984D

["a" String Problem](#) · [Tutorial](#)

Quality: 3,881 global accepts · Rating: 2000 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, hashing, implementation, math, string suffix structures, strings

[ruanxiaoyu's solution](#)

742.

1958F

[Narrow Paths](#) · [Tutorial](#)

Quality: 253 global accepts · Rating: 2000 · first AC: 2024-05-13 · Kotlin 1.9 (first AC) · Tags: *special, combinatorics

[ruanxiaoyu's solution](#)

743.

1951D

[Buying Jewels](#) · [Tutorial](#)

Quality: 6,300 global accepts · Rating: 2000 · first AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[ruanxiaoyu's solution](#)

744.

1951E

[No Palindromes](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, greedy, hashing, implementation, math, strings

[ruanxiaoyu's solution](#)

745.

1943B

[Non-Palindromic Substring](#) · [Tutorial](#)

Quality: 4,541 global accepts · Rating: 2000 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, math, strings

[ruanxiaoyu's solution](#)

746.

1936B

[Pinball](#) · [Tutorial](#)

Quality: 3,564 global accepts · Rating: 2000 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, math, two pointers

[ruanxiaoyu's solution](#)

747.

1910F

[Build Railway Stations](#) · [Tutorial](#)

Quality: 219 global accepts · Rating: 2000 · first AC: 2023-12-11 · Kotlin 1.9 (first AC) · Tags: *special, greedy, trees

[ruanxiaoyu's solution](#)

748.

1893C

[Freedom of Choice](#) · [Tutorial](#)

Quality: 3,194 global accepts · Rating: 2000 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation

[ruanxiaoyu's solution](#)

749.

1889C1

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

Quality: 3,910 global accepts · Rating: 2000 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[ruanxiaoyu's solution](#)

750.

1830B

[The BOSS Can Count Pairs](#) · [Tutorial](#)

Quality: 5,854 global accepts · Rating: 2000 · first AC: 2023-05-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[ruanxiaoyu's solution](#)

751.

1815B

[Sum Graph](#) · [Tutorial](#)

Quality: 3,601 global accepts · Rating: 2000 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation, interactive, shortest paths, trees

[ruanxiaoyu's solution](#)

752.

1804D

[Accommodation](#) · [Tutorial](#)

Quality: 5,270 global accepts · Rating: 2000 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation

[ruanxiaoyu's solution](#)

753.

1770D

[Koxia and Game](#) · [Tutorial](#)

Quality: 4,395 global accepts · Rating: 2000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, flows, games, graph matchings, graphs, implementation

[ruanxiaoyu's solution](#)

754.

1764D

[Doremy's Pegging Game](#) · [Tutorial](#)

Quality: 3,144 global accepts · Rating: 2000 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[ruanxiaoyu's solution](#)

755.

1726D

[Edge Split](#) · [Tutorial](#)

Quality: 4,162 global accepts · Rating: 2000 · first AC: 2022-09-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, probabilities, trees

[ruanxiaoyu's solution](#)

756.

1718B

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

Quality: 3,467 global accepts · Rating: 2000 · first AC: 2022-08-31 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math, number theory

[ruanxiaoyu's solution](#)

757.

1685B

[Linguistics](#) · [Tutorial](#)

Quality: 3,677 global accepts · Rating: 2000 · first AC: 2022-05-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings, strings

[ruanxiaoyu's solution](#)

758.

1672F1

[Array Shuffling](#) · [Tutorial](#)

Quality: 3,539 global accepts · Rating: 2000 · first AC: 2022-04-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[ruanxiaoyu's solution](#)

759.

1599C

[Bubble Strike](#) · [Tutorial](#)

Quality: 1,973 global accepts · Rating: 2000 · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, probabilities, ternary search

[ruanxiaoyu's solution](#)

760.

1574D

[The Strongest Build](#) · [Tutorial](#)

Quality: 4,851 global accepts · Rating: 2000 · first AC: 2021-09-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, graphs, greedy, hashing, implementation

[ruanxiaoyu's solution](#)

761.

1558C

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

Quality: 3,714 global accepts · Rating: 2000 · first AC: 2021-08-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[ruanxiaoyu's solution](#)

762.

1431E

[Chess Match](#) · [Tutorial](#)

Quality: 232 global accepts · Rating: 2000 · first AC: 2020-11-12 · Kotlin 1.4 (first AC) · Tags: *special

[ruanxiaoyu's solution](#)

763.

1427D

[Unshuffling a Deck](#) · [Tutorial](#)

Quality: 3,696 global accepts · Rating: 2000 · first AC: 2020-10-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[ruanxiaoyu's solution](#)

764.

1427C

[The Hard Work of Paparazzi](#) · [Tutorial](#)

Quality: 6,070 global accepts · Rating: 2000 · first AC: 2020-10-10 · C++17 (GCC 9-64) (first AC) · Tags: dp

[ruanxiaoyu's solution](#)

765.

1408D

[Searchlights](#) · [Tutorial](#)

Quality: 4,674 global accepts · Rating: 2000 · first AC: 2020-09-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings, two pointers

[ruanxiaoyu's solution](#)

766.

1416B

[Make Them Equal](#) · [Tutorial](#)

Quality: 6,689 global accepts · Rating: 2000 · first AC: 2020-09-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[ruanxiaoyu's solution](#)

767.

1416C

[XOR Inverse](#) · [Tutorial](#)

Quality: 5,056 global accepts · Rating: 2000 · first AC: 2020-09-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp, greedy, math, sortings, strings, trees

[ruanxiaoyu's solution](#)

768.

1346F

[Dune II: Battle For Arrakis](#) · [Tutorial](#)

Quality: 253 global accepts · Rating: 2000 · first AC: 2020-05-29 · Kotlin 1.4 (first AC) · Tags: *special, data structures, greedy, math

[ruanxiaoyu's solution](#)

769.

1349C

[Orac and Game of Life](#) · [Tutorial](#)

Quality: 4,820 global accepts · Rating: 2000 · first AC: 2020-05-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[ruanxiaoyu's solution](#)

770.

1349B

[Orac and Medians](#) · [Tutorial](#)

Quality: 8,947 global accepts · Rating: 2000 · first AC: 2020-05-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[ruanxiaoyu's solution](#)

771.

1344B

[Monopole Magnets](#) · [Tutorial](#)

Quality: 6,354 global accepts · Rating: 2000 · first AC: 2020-05-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs

[ruanxiaoyu's solution](#)

772.

1320C

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

Quality: 3,428 global accepts · Rating: 2000 · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, sortings

[ruanxiaoyu's solution](#)

773.

1266D

[Decreasing Debts](#) · [Tutorial](#)

Quality: 3,871 global accepts · Rating: 2000 · first AC: 2019-12-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, math, two pointers

[ruanxiaoyu's solution](#)

774.

1280C

[Jeremy Bearimy](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2019-12-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy, trees

[ruanxiaoyu's solution](#)

775.

1257E

[The Contest](#) · [Tutorial](#)

Quality: 4,537 global accepts · Rating: 2000 · first AC: 2019-11-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[ruanxiaoyu's solution](#)

776.

1237D

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

Quality: 4,779 global accepts · Rating: 2000 · first AC: 2019-10-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation

[ruanxiaoyu's solution](#)

777.

1240B

[Sequence Sorting](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-10-06 · C++14 (GCC 6-32) (first AC) · Tags: dp, two pointers

[ruanxiaoyu's solution](#)

778.

1229B

[Kamil and Making a Stream](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-09-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, graphs, math, number theory, trees

[ruanxiaoyu's solution](#)

779.

1198C

[Matching vs Independent Set](#) · [Tutorial](#)

Quality: 4,055 global accepts · Rating: 2000 · first AC: 2019-07-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, sortings

[ruanxiaoyu's solution](#)

780.

1190D

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

Quality: 2,685 global accepts · Rating: 2000 · first AC: 2019-07-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, sortings, two pointers

[ruanxiaoyu's solution](#)

781.

1161C

[Thanos Nim](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-05-05 · C++14 (GCC 6-32) (first AC) · Tags: games

[ruanxiaoyu's solution](#)

782.

1132F

[Clear the String](#) · [Tutorial](#)

Quality: 10,713 global accepts · Rating: 2000 · first AC: 2019-03-06 · C++14 (GCC 6-32) (first AC) · Tags: dp

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783.

1129B

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Quality: 2,331 global accepts · Rating: 2000 · first AC: 2019-02-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

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784.

1090K

[Right Expansion Of The Mind](#) · [Tutorial](#)

Quality: 1,197 global accepts · Rating: 2000 · first AC: 2018-12-09 · C++14 (GCC 6-32) (first AC) · Tags: math

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785.

1090L

[Berland University](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2000 · first AC: 2018-12-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[ruanxiaoyu's solution](#)

786.

1090I

[Minimal Product](#) · [Tutorial](#)

Quality: 1,178 global accepts · Rating: 2000 · first AC: 2018-12-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[ruanxiaoyu's solution](#)

787.

1070C

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Quality: 2,296 global accepts · Rating: 2000 · first AC: 2018-10-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy
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788.

1019B

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Quality: 2,114 global accepts · Rating: 2000 · first AC: 2018-08-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive
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789.

755D

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Quality: 2,675 global accepts · Rating: 2000 · first AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures
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790.

1010D

[Mars rover](#) · [Tutorial](#)

Quality: 2,563 global accepts · Rating: 2000 · first AC: 2018-07-27 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, implementation, trees
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791.

1009E

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Quality: 3,363 global accepts · Rating: 2000 · first AC: 2018-07-14 · GNU C++11 (first AC) · Tags: combinatorics, math, probabilities
[ruanxiaoyu's solution](#)

792.

998D

[Roman Digits](#) · [Tutorial](#)

Rating: 2000 · first AC: 2018-07-01 · GNU C++11 (first AC) · Tags: brute force, combinatorics, greedy
[ruanxiaoyu's solution](#)

793.

975D

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Quality: 2,389 global accepts · Rating: 2000 · first AC: 2018-05-01 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math
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794.

965C

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Quality: 2,215 global accepts · Rating: 2000 · first AC: 2018-04-25 · C++14 (GCC 6-32) (first AC) · Tags: math
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795.

814D

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

Quality: 2,581 global accepts · Rating: 2000 · first AC: 2018-04-21 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, geometry, greedy, trees
[ruanxiaoyu's solution](#)

796.

964D

[Destruction of a Tree](#) · [Tutorial](#)

Rating: 2000 · first AC: 2018-04-20 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees
[ruanxiaoyu's solution](#)

797.

777E

[Hanoi Factory](#) · [Tutorial](#)

Quality: 4,753 global accepts · Rating: 2000 · first AC: 2018-04-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, sortings
[ruanxiaoyu's solution](#)

798.

895C

[Square Subsets](#) · [Tutorial](#)

Quality: 7,348 global accepts · Rating: 2000 · first AC: 2018-04-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math
[ruanxiaoyu's solution](#)

799.

128C

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

Quality: 3,244 global accepts · Rating: 2000 · first AC: 2018-04-12 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp
[ruanxiaoyu's solution](#)

800.

954E

[Water Taps](#) · [Tutorial](#)

Quality: 2,096 global accepts · Rating: 2000 · first AC: 2018-03-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings
[ruanxiaoyu's solution](#)

801.

893E

[Counting Arrays](#) · [Tutorial](#)

Quality: 4,203 global accepts · Rating: 2000 · first AC: 2018-03-17 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory
[ruanxiaoyu's solution](#)

802.

401D

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

Quality: 4,571 global accepts · Rating: 2000 · first AC: 2018-02-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, number theory
[ruanxiaoyu's solution](#)

803.

920F

[SUM and REPLACE](#) · [Tutorial](#)

Quality: 8,601 global accepts · Rating: 2000 · first AC: 2018-02-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dsu, number theory
[ruanxiaoyu's solution](#)

804.

2207E1

[N-MEX \(Constructive Version\)](#) · [Tutorial](#)

Quality: 1,666 global accepts · Rating: 2100 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy
[ruanxiaoyu's solution](#)

805.

2183D2

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

Quality: 2,498 global accepts · Rating: 2100 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, data structures, dfs and similar, greedy, implementation, trees
[ruanxiaoyu's solution](#)

806.

2183E

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

Quality: 2,854 global accepts · Rating: 2100 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, number theory
[ruanxiaoyu's solution](#)

807.

2061F1

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

Quality: 2,268 global accepts · Rating: 2100 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation
[ruanxiaoyu's solution](#)

808.

2046C

[Adventurers](#) · [Tutorial](#)

Quality: 2,346 global accepts · Rating: 2100 · first AC: 2024-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings, ternary search, two pointers

[ruanxiaoyu's solution](#)

809.

2045I

[Microwavable Subsequence](#) · [Tutorial](#)

Quality: 1,377 global accepts · Rating: 2100 · first AC: 2024-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[ruanxiaoyu's solution](#)

810.

2029E

[Common Generator](#) · [Tutorial](#)

Quality: 3,536 global accepts · Rating: 2100 · first AC: 2024-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[ruanxiaoyu's solution](#)

811.

1975E

[Chain Queries](#) · [Tutorial](#)

Quality: 2,877 global accepts · Rating: 2100 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, implementation, trees

[ruanxiaoyu's solution](#)

812.

1942D

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

Quality: 3,347 global accepts · Rating: 2100 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, greedy, implementation, sortings

[ruanxiaoyu's solution](#)

813.

1938J

[There and Back Again](#) · [Tutorial](#)

Quality: 1,598 global accepts · Rating: 2100 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[ruanxiaoyu's solution](#)

814.

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

[ruanxiaoyu's solution](#)

815.

1924B

[Space Harbour](#) · [Tutorial](#)

Quality: 3,284 global accepts · Rating: 2100 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math, sortings

[ruanxiaoyu's solution](#)

816.

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

[ruanxiaoyu's solution](#)

817.

1910E

[Maximum Sum Subarrays](#) · [Tutorial](#)

Quality: 244 global accepts · Rating: 2100 · first AC: 2023-12-11 · Kotlin 1.9 (first AC) · Tags: *special, dp

[ruanxiaoyu's solution](#)

818.

1906F

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

Quality: 1,687 global accepts · Rating: 2100 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings
[ruanxiaoyu's solution](#)

819.

1906J

[Count BFS Graph](#) · [Tutorial](#)

Quality: 1,090 global accepts · Rating: 2100 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp
[ruanxiaoyu's solution](#)

820.

1896E

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

Quality: 2,744 global accepts · Rating: 2100 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings
[ruanxiaoyu's solution](#)

821.

1868B2

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

Quality: 2,752 global accepts · Rating: 2100 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, implementation, math
[ruanxiaoyu's solution](#)

822.

1866G

[Grouped Carriages](#) · [Tutorial](#)

Quality: 2,179 global accepts · Rating: 2100 · first AC: 2023-09-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, flows, greedy
[ruanxiaoyu's solution](#)

823.

1866H

[Happy Sets](#) · [Tutorial](#)

Quality: 1,909 global accepts · Rating: 2100 · first AC: 2023-09-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics
[ruanxiaoyu's solution](#)

824.

1864E

[Guess Game](#) · [Tutorial](#)

Quality: 3,054 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
[ruanxiaoyu's solution](#)

825.

1810E

[Monsters](#) · [Tutorial](#)

Quality: 3,909 global accepts · Rating: 2100 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy
[ruanxiaoyu's solution](#)

826.

1801D

[The way home](#) · [Tutorial](#)

Quality: 2,864 global accepts · Rating: 2100 · first AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, graphs, greedy, shortest paths, sortings
[ruanxiaoyu's solution](#)

827.

1799D2

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

Quality: 3,063 global accepts · Rating: 2100 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp
[ruanxiaoyu's solution](#)

828.

1776G

[Another Wine Tasting Event](#) · [Tutorial](#)

Quality: 2,374 global accepts · Rating: 2100 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math, strings

[ruanxiaoyu's solution](#)

829.

1787E

[The Harmonization of XOR](#) · [Tutorial](#)

Quality: 2,719 global accepts · Rating: 2100 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[ruanxiaoyu's solution](#)

830.

1761D

[Carry Bit](#) · [Tutorial](#)

Quality: 2,768 global accepts · Rating: 2100 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[ruanxiaoyu's solution](#)

831.

1684E

[MEX vs DIFF](#) · [Tutorial](#)

Quality: 3,629 global accepts · Rating: 2100 · first AC: 2022-05-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, two pointers

[ruanxiaoyu's solution](#)

832.

1667B

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

Quality: 4,321 global accepts · Rating: 2100 · first AC: 2022-04-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[ruanxiaoyu's solution](#)

833.

1666J

[Job Lookup](#) · [Tutorial](#)

Quality: 1,582 global accepts · Rating: 2100 · first AC: 2022-04-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, shortest paths, trees

[ruanxiaoyu's solution](#)

834.

1654D

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

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2022-03-20 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, math, number theory, trees

[ruanxiaoyu's solution](#)

835.

1599H

[Hidden Fortress](#) · [Tutorial](#)

Quality: 1,276 global accepts · Rating: 2100 · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: interactive, math

[ruanxiaoyu's solution](#)

836.

1553E

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

Quality: 3,773 global accepts · Rating: 2100 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, dsu, graphs, math

[ruanxiaoyu's solution](#)

837.

1538G

[Gift Set](#) · [Tutorial](#)

Quality: 5,214 global accepts · Rating: 2100 · first AC: 2021-06-10 · Kotlin 1.4 (first AC) · Tags: binary search, greedy, math, ternary search

[ruanxiaoyu's solution](#)

838.

1516D

[Cut](#) · [Tutorial](#)

Quality: 5,173 global accepts · Rating: 2100 · first AC: 2021-04-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, graphs, number theory, two pointers

[ruanxiaoyu's solution](#)

839.

1466F

[Euclid's nightmare](#) · [Tutorial](#)

Quality: 3,060 global accepts · Rating: 2100 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy, math, sortings

[ruanxiaoyu's solution](#)

840.

1464B

[Grime Zoo](#) · [Tutorial](#)

Rating: 2100 · first AC: 2020-12-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, implementation, ternary search

[ruanxiaoyu's solution](#)

841.

1450C1

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

Quality: 5,916 global accepts · Rating: 2100 · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[ruanxiaoyu's solution](#)

842.

1431F

[Neural Network Problem](#) · [Tutorial](#)

Quality: 161 global accepts · Rating: 2100 · first AC: 2020-11-12 · Kotlin 1.4 (first AC) · Tags: *special, binary search, greedy

[ruanxiaoyu's solution](#)

843.

1431G

[Number Deletion Game](#) · [Tutorial](#)

Quality: 204 global accepts · Rating: 2100 · first AC: 2020-11-12 · Kotlin 1.4 (first AC) · Tags: *special, dp, games, greedy

[ruanxiaoyu's solution](#)

844.

1392E

[Omkar and Duck](#) · [Tutorial](#)

Quality: 3,748 global accepts · Rating: 2100 · first AC: 2020-08-16 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[ruanxiaoyu's solution](#)

845.

1387B1

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

Quality: 1,890 global accepts · Rating: 2100 · first AC: 2020-08-06 · C++14 (GCC 6-32) (first AC) · Tags: *special, dp, greedy, trees

[ruanxiaoyu's solution](#)

846.

1299C

[Water Balance](#) · [Tutorial](#)

Quality: 4,334 global accepts · Rating: 2100 · first AC: 2020-02-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, geometry, greedy

[ruanxiaoyu's solution](#)

847.

1284D

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

Quality: 3,397 global accepts · Rating: 2100 · first AC: 2020-01-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, hashing, sortings

[ruanxiaoyu's solution](#)

848.

1266E

[Spaceship Solitaire](#) · [Tutorial](#)

Quality: 2,348 global accepts · Rating: 2100 · first AC: 2019-12-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation
[ruanxiaoyu's solution](#)

849.

1252G

[Performance Review](#) · [Tutorial](#)

Quality: 1,555 global accepts · Rating: 2100 · first AC: 2019-10-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[ruanxiaoyu's solution](#)

850.

1252K

[Addition Robot](#) · [Tutorial](#)

Quality: 2,064 global accepts · Rating: 2100 · first AC: 2019-10-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, matrices
[ruanxiaoyu's solution](#)

851.

1240C

[Paint the Tree](#) · [Tutorial](#)

Rating: 2100 · first AC: 2019-10-06 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings, trees
[ruanxiaoyu's solution](#)

852.

1207F

[Remainder Problem](#) · [Tutorial](#)

Quality: 6,749 global accepts · Rating: 2100 · first AC: 2019-08-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation
[ruanxiaoyu's solution](#)

853.

1204D2

[Kirk and a Binary String \(hard version\)](#) · [Tutorial](#)

Quality: 3,395 global accepts · Rating: 2100 · first AC: 2019-08-21 · Python 3 (first AC) · Tags: data structures, greedy, math, strings
[ruanxiaoyu's solution](#)

854.

1166E

[The LCMs Must be Large](#) · [Tutorial](#)

Quality: 3,009 global accepts · Rating: 2100 · first AC: 2019-05-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory
[ruanxiaoyu's solution](#)

855.

1167E

[Range Deleting](#) · [Tutorial](#)

Quality: 2,924 global accepts · Rating: 2100 · first AC: 2019-05-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, data structures, two pointers
[ruanxiaoyu's solution](#)

856.

1158C

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

Quality: 2,116 global accepts · Rating: 2100 · first AC: 2019-05-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs, greedy, math, sortings
[ruanxiaoyu's solution](#)

857.

1152D

[Neko and Aki's Prank](#) · [Tutorial](#)

Quality: 2,579 global accepts · Rating: 2100 · first AC: 2019-04-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, trees
[ruanxiaoyu's solution](#)

858.

129D

[String](#) · [Tutorial](#)

Rating: 2100 · first AC: 2019-03-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation, string suffix structures, strings
[ruanxiaoyu's solution](#)

859.

1106E

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

Quality: 2,816 global accepts · Rating: 2100 · first AC: 2019-02-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp
[ruanxiaoyu's solution](#)

860.

766E

[Mahmoud and a xor trip](#) · [Tutorial](#)

Quality: 3,475 global accepts · Rating: 2100 · first AC: 2018-11-17 · last AC: 2018-11-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, data structures, dfs and similar, dp, math, trees
[ruanxiaoyu's solution](#)

861.

1077F2

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

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2018-11-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp
[ruanxiaoyu's solution](#)

862.

1070E

[Getting Deals Done](#) · [Tutorial](#)

Quality: 1,458 global accepts · Rating: 2100 · first AC: 2018-10-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures
[ruanxiaoyu's solution](#)

863.

1025D

[Recovering BST](#) · [Tutorial](#)

Quality: 4,138 global accepts · Rating: 2100 · first AC: 2018-08-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math, number theory, trees
[ruanxiaoyu's solution](#)

864.

1027E

[Inverse Coloring](#) · [Tutorial](#)

Quality: 2,362 global accepts · Rating: 2100 · first AC: 2018-08-18 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math
[ruanxiaoyu's solution](#)

865.

1023E

[Down or Right](#) · [Tutorial](#)

Quality: 2,223 global accepts · Rating: 2100 · first AC: 2018-08-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, matrices
[ruanxiaoyu's solution](#)

866.

985E

[Pencils and Boxes](#) · [Tutorial](#)

Quality: 4,146 global accepts · Rating: 2100 · first AC: 2018-07-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers
[ruanxiaoyu's solution](#)

867.

1006F

[Xor-Paths](#) · [Tutorial](#)

Quality: 6,890 global accepts · Rating: 2100 · first AC: 2018-07-16 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle
[ruanxiaoyu's solution](#)

868.

1003E

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

Quality: 3,030 global accepts · Rating: 2100 · first AC: 2018-07-03 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs
[ruanxiaoyu's solution](#)

869.

546E

[Soldier and Traveling](#) · [Tutorial](#)

Quality: 4,314 global accepts · Rating: 2100 · first AC: 2018-07-02 · GNU C++11 (first AC) · Tags: flows, graphs, math
[ruanxiaoyu's solution](#)

870.

166B

[Polygons](#) · [Tutorial](#)

Quality: 3,030 global accepts · Rating: 2100 · first AC: 2018-05-16 · C++17 (GCC 7-32) (first AC) · Tags: geometry, sortings
[ruanxiaoyu's solution](#)

871.

615E

[Hexagons](#) · [Tutorial](#)

Quality: 1,061 global accepts · Rating: 2100 · first AC: 2018-05-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math
[ruanxiaoyu's solution](#)

872.

976E

[Well played!](#) · [Tutorial](#)

Quality: 2,554 global accepts · Rating: 2100 · first AC: 2018-05-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[ruanxiaoyu's solution](#)

873.

960F

[Pathwalks](#) · [Tutorial](#)

Quality: 3,383 global accepts · Rating: 2100 · first AC: 2018-04-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, graphs
[ruanxiaoyu's solution](#)

874.

768E

[Game of Stones](#) · [Tutorial](#)

Quality: 3,508 global accepts · Rating: 2100 · first AC: 2018-04-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, games
[ruanxiaoyu's solution](#)

875.

955C

[Sad powers](#) · [Tutorial](#)

Quality: 2,891 global accepts · Rating: 2100 · first AC: 2018-03-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math, number theory
[ruanxiaoyu's solution](#)

876.

665E

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

Quality: 4,426 global accepts · Rating: 2100 · first AC: 2018-02-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, strings, trees
[ruanxiaoyu's solution](#)

877.

821E

[Okabe and El Psy Kongroo](#) · [Tutorial](#)

Quality: 1,666 global accepts · Rating: 2100 · first AC: 2018-02-06 · C++14 (GCC 6-32) (first AC) · Tags: dp, matrices
[ruanxiaoyu's solution](#)

878.

919E

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

Quality: 2,434 global accepts · Rating: 2100 · first AC: 2018-01-31 · C++14 (GCC 6-32) (first AC) · Tags: chinese remainder theorem, math, number theory

[ruanxiaoyu's solution](#)

879.

2207D

[Boxed Like a Fish](#) · [Tutorial](#)

Quality: 2,111 global accepts · Rating: 2200 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, games, shortest paths, trees

[ruanxiaoyu's solution](#)

880.

2178F

[Conquer or of Forest](#) · [Tutorial](#)

Quality: 1,824 global accepts · Rating: 2200 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, trees

[ruanxiaoyu's solution](#)

881.

2062D

[Balanced Tree](#) · [Tutorial](#)

Quality: 3,544 global accepts · Rating: 2200 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[ruanxiaoyu's solution](#)

882.

2045G

[X Aura](#) · [Tutorial](#)

Quality: 935 global accepts · Rating: 2200 · first AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: graphs, math, shortest paths

[ruanxiaoyu's solution](#)

883.

2045H

[Missing Separators](#) · [Tutorial](#)

Quality: 795 global accepts · Rating: 2200 · first AC: 2024-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, sortings, string suffix structures, strings

[ruanxiaoyu's solution](#)

884.

2034E

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

Quality: 2,019 global accepts · Rating: 2200 · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, greedy, hashing, math

[ruanxiaoyu's solution](#)

885.

2039E

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

Quality: 2,372 global accepts · Rating: 2200 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, implementation, math

[ruanxiaoyu's solution](#)

886.

1991F

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

Quality: 2,778 global accepts · Rating: 2200 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math, sortings

[ruanxiaoyu's solution](#)

887.

1967B2

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

Quality: 4,859 global accepts · Rating: 2200 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[ruanxiaoyu's solution](#)

888.

1949F

[Dating](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2200 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, trees

[ruanxiaoyu's solution](#)

889.

1938E

[Duplicates](#) · [Tutorial](#)

Quality: 1,275 global accepts · Rating: 2200 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[ruanxiaoyu's solution](#)

890.

1909F1

[Small Permutation Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,257 global accepts · Rating: 2200 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, math

[ruanxiaoyu's solution](#)

891.

1906H

[Twin Friends](#) · [Tutorial](#)

Quality: 1,089 global accepts · Rating: 2200 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

[ruanxiaoyu's solution](#)

892.

1854B

[Earn or Unlock](#) · [Tutorial](#)

Quality: 4,228 global accepts · Rating: 2200 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp

[ruanxiaoyu's solution](#)

893.

1848D

[Vika and Bonuses](#) · [Tutorial](#)

Quality: 2,977 global accepts · Rating: 2200 · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math, ternary search

[ruanxiaoyu's solution](#)

894.

1837E

[Playoff Fixing](#) · [Tutorial](#)

Quality: 2,520 global accepts · Rating: 2200 · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, trees

[ruanxiaoyu's solution](#)

895.

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

[ruanxiaoyu's solution](#)

896.

1776B

[Vittorio Plays with LEGO Bricks](#) · [Tutorial](#)

Quality: 1,554 global accepts · Rating: 2200 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, geometry

[ruanxiaoyu's solution](#)

897.

1785C

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

Rating: 2200 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation

[ruanxiaoyu's solution](#)

898.

1765F

[Chemistry Lab](#) · [Tutorial](#)

Quality: 761 global accepts · Rating: 2200 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: dp, geometry, probabilities

[ruanxiaoyu's solution](#)

899.

1765H

[Hospital Queue](#) · [Tutorial](#)

Quality: 1,533 global accepts · Rating: 2200 · first AC: 2022-11-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, graphs, greedy, implementation

[ruanxiaoyu's solution](#)

900.

1737D

[Ela and the Wiring Wizard](#) · [Tutorial](#)

Quality: 2,104 global accepts · Rating: 2200 · first AC: 2022-10-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, graphs, greedy, implementation, shortest paths

[ruanxiaoyu's solution](#)

901.

1704E

[Count Seconds](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2200 · first AC: 2022-07-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, math

[ruanxiaoyu's solution](#)

902.

1666I

[Interactive Treasure Hunt](#) · [Tutorial](#)

Quality: 1,773 global accepts · Rating: 2200 · first AC: 2022-04-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, geometry, interactive, math

[ruanxiaoyu's solution](#)

903.

1666F

[Fancy Stack](#) · [Tutorial](#)

Quality: 1,518 global accepts · Rating: 2200 · first AC: 2022-04-13 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, implementation

[ruanxiaoyu's solution](#)

904.

1656E

[Equal Tree Sums](#) · [Tutorial](#)

Quality: 3,862 global accepts · Rating: 2200 · first AC: 2022-03-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, math, trees

[ruanxiaoyu's solution](#)

905.

1586E

[Moment of Bloom](#) · [Tutorial](#)

Rating: 2200 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graph matchings, graphs, greedy, trees

[ruanxiaoyu's solution](#)

906.

1556E

[Equilibrium](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2200 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[ruanxiaoyu's solution](#)

907.

1552F

[Telepanting](#) · [Tutorial](#)

Quality: 3,334 global accepts · Rating: 2200 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, sortings

[ruanxiaoyu's solution](#)

908.

1515E

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

Quality: 4,477 global accepts · Rating: 2200 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[ruanxiaoyu's solution](#)

909.

1500B

[Two chandeliers](#) · [Tutorial](#)

Quality: 2,314 global accepts · Rating: 2200 · first AC: 2021-03-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, chinese remainder theorem, math, number theory

[ruanxiaoyu's solution](#)

910.

1488E

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

Quality: 231 global accepts · Rating: 2200 · first AC: 2021-03-09 · Kotlin 1.4 (first AC) · Tags: *special, data structures, dp

[ruanxiaoyu's solution](#)

911.

1470D

[Strange Housing](#) · [Tutorial](#)

Quality: 4,187 global accepts · Rating: 2200 · first AC: 2021-01-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy

[ruanxiaoyu's solution](#)

912.

1468H

[K and Medians](#) · [Tutorial](#)

Quality: 1,996 global accepts · Rating: 2200 · first AC: 2020-12-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[ruanxiaoyu's solution](#)

913.

1468A

[LaIS](#) · [Tutorial](#)

Quality: 1,946 global accepts · Rating: 2200 · first AC: 2020-12-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[ruanxiaoyu's solution](#)

914.

1428E

[Carrots for Rabbits](#) · [Tutorial](#)

Quality: 4,208 global accepts · Rating: 2200 · first AC: 2020-10-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings

[ruanxiaoyu's solution](#)

915.

1400E

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

Quality: 6,311 global accepts · Rating: 2200 · first AC: 2020-08-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[ruanxiaoyu's solution](#)

916.

1336C

[Kaavi and Magic Spell](#) · [Tutorial](#)

Quality: 4,085 global accepts · Rating: 2200 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[ruanxiaoyu's solution](#)

917.

1338C

[Perfect Triples](#) · [Tutorial](#)

Quality: 3,440 global accepts · Rating: 2200 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, math

[ruanxiaoyu's solution](#)

918.

1261D1

[Wrong Answer on test 233 \(Easy Version\)](#) · [Tutorial](#)

Rating: 2200 · first AC: 2019-11-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[ruanxiaoyu's solution](#)

919.

1261C

[Arson In Berland Forest](#) · [Tutorial](#)

Rating: 2200 · first AC: 2019-11-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, graphs,

greedy, shortest paths
[ruanxiaoyu's solution](#)

920.

1252E

[Songwriter](#) · [Tutorial](#)

Quality: 1,359 global accepts · Rating: 2200 · first AC: 2019-10-27 · last AC: 2019-10-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, two pointers

[ruanxiaoyu's solution](#)

921.

1238F

[The Maximum Subtree](#) · [Tutorial](#)

Quality: 2,060 global accepts · Rating: 2200 · first AC: 2019-10-08 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[ruanxiaoyu's solution](#)

922.

1220E

[Tourism](#) · [Tutorial](#)

Quality: 3,004 global accepts · Rating: 2200 · first AC: 2019-09-18 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, trees

[ruanxiaoyu's solution](#)

923.

1208E

[Let Them Slide](#) · [Tutorial](#)

Quality: 2,183 global accepts · Rating: 2200 · first AC: 2019-08-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[ruanxiaoyu's solution](#)

924.

1114E

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

Quality: 3,191 global accepts · Rating: 2200 · first AC: 2019-02-10 · last AC: 2019-08-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive, number theory, probabilities

[ruanxiaoyu's solution](#)

925.

1178F1

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

Quality: 2,287 global accepts · Rating: 2200 · first AC: 2019-07-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dp

[ruanxiaoyu's solution](#)

926.

1179C

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

Quality: 2,459 global accepts · Rating: 2200 · first AC: 2019-06-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, graph matchings, greedy, implementation, math, trees

[ruanxiaoyu's solution](#)

927.

1168C

[And Reachability](#) · [Tutorial](#)

Quality: 2,733 global accepts · Rating: 2200 · first AC: 2019-05-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[ruanxiaoyu's solution](#)

928.

1158B

[The minimal unique substring](#) · [Tutorial](#)

Quality: 2,383 global accepts · Rating: 2200 · first AC: 2019-05-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, strings

[ruanxiaoyu's solution](#)

929.

1156E

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

Quality: 4,033 global accepts · Rating: 2200 · first AC: 2019-05-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dsu, two pointers

[ruanxiaoyu's solution](#)

930.

1157G

[Inverse of Rows and Columns](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 2200 · first AC: 2019-04-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms

[ruanxiaoyu's solution](#)

931.

1155E

[Guess the Root](#) · [Tutorial](#)

Quality: 1,602 global accepts · Rating: 2200 · first AC: 2019-04-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, interactive, math

[ruanxiaoyu's solution](#)

932.

713B

[Searching Rectangles](#) · [Tutorial](#)

Quality: 1,508 global accepts · Rating: 2200 · first AC: 2019-03-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[ruanxiaoyu's solution](#)

933.

707D

[Persistent Bookcase](#) · [Tutorial](#)

Quality: 2,990 global accepts · Rating: 2200 · first AC: 2019-02-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, implementation

[ruanxiaoyu's solution](#)

934.

1110D

[Jongmah](#) · [Tutorial](#)

Quality: 3,997 global accepts · Rating: 2200 · first AC: 2019-02-07 · C++14 (GCC 6-32) (first AC) · Tags: dp

[ruanxiaoyu's solution](#)

935.

1110E

[Magic Stones](#) · [Tutorial](#)

Quality: 4,720 global accepts · Rating: 2200 · first AC: 2019-02-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, sortings

[ruanxiaoyu's solution](#)

936.

762E

[Radio stations](#) · [Tutorial](#)

Quality: 1,644 global accepts · Rating: 2200 · first AC: 2019-01-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[ruanxiaoyu's solution](#)

937.

1100E

[Andrew and Taxi](#) · [Tutorial](#)

Quality: 2,630 global accepts · Rating: 2200 · first AC: 2019-01-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, graphs

[ruanxiaoyu's solution](#)

938.

1089A

[Alice the Fan](#) · [Tutorial](#)

Quality: 1,273 global accepts · Rating: 2200 · first AC: 2018-12-02 · C++14 (GCC 6-32) (first AC) · Tags: dp

[ruanxiaoyu's solution](#)

939.

1070A

[Find a Number](#) · [Tutorial](#)

Quality: 2,614 global accepts · Rating: 2200 · first AC: 2018-10-20 · last AC: 2018-10-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, number theory, shortest paths

[ruanxiaoyu's solution](#)

940.

617E

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

Quality: 10,617 global accepts · Rating: 2200 · first AC: 2018-05-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[ruanxiaoyu's solution](#)

941.

958E2

[Guard Duty \(medium\)](#) · [Tutorial](#)

Quality: 1,169 global accepts · Rating: 2200 · first AC: 2018-04-22 · last AC: 2018-04-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, sortings

[ruanxiaoyu's solution](#)

942.

86D

[Powerful array](#) · [Tutorial](#)

Quality: 16,878 global accepts · Rating: 2200 · first AC: 2018-03-16 · last AC: 2018-03-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, math, two pointers

[ruanxiaoyu's solution](#)

943.

922E

[Birds](#) · [Tutorial](#)

Quality: 2,462 global accepts · Rating: 2200 · first AC: 2018-03-03 · C++14 (GCC 6-32) (first AC) · Tags: dp

[ruanxiaoyu's solution](#)

944.

920G

[List Of Integers](#) · [Tutorial](#)

Quality: 1,998 global accepts · Rating: 2200 · first AC: 2018-02-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, math, number theory

[ruanxiaoyu's solution](#)

945.

2187C

[Jerry and Tom](#) · [Tutorial](#)

Quality: 1,372 global accepts · Rating: 2300 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, games, graphs, greedy, trees

[ruanxiaoyu's solution](#)

946.

2190C

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

Quality: 1,293 global accepts · Rating: 2300 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, interactive, sortings, two pointers

[ruanxiaoyu's solution](#)

947.

2180E

[No Effect XOR](#) · [Tutorial](#)

Quality: 1,738 global accepts · Rating: 2300 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, divide and conquer, dp, greedy, math

[ruanxiaoyu's solution](#)

948.

2077C

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

Quality: 2,379 global accepts · Rating: 2300 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp, fft, math, matrices

[ruanxiaoyu's solution](#)

949.

2057E1

[Another Exercise on Graphs \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dp, dsu, graphs, shortest paths, sortings

[ruanxiaoyu's solution](#)

950.

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

[ruanxiaoyu's solution](#)

951.

2006C

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

Quality: 2,074 global accepts · Rating: 2300 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, math, number theory, two pointers

[ruanxiaoyu's solution](#)

952.

2002E

[Cosmic Rays](#) · [Tutorial](#)

Quality: 2,920 global accepts · Rating: 2300 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp

[ruanxiaoyu's solution](#)

953.

2002D2

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

Quality: 2,866 global accepts · Rating: 2300 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, hashing, trees

[ruanxiaoyu's solution](#)

954.

1967C

[Fenwick Tree](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2300 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, math, trees

[ruanxiaoyu's solution](#)

955.

1965C

[Folding Strip](#) · [Tutorial](#)

Quality: 2,353 global accepts · Rating: 2300 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, strings

[ruanxiaoyu's solution](#)

956.

1942E

[Farm Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, games

[ruanxiaoyu's solution](#)

957.

1949G

[Scooter](#) · [Tutorial](#)

Quality: 1,041 global accepts · Rating: 2300 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy

[ruanxiaoyu's solution](#)

958.

1943C

[Tree Compass](#) · [Tutorial](#)

Quality: 2,601 global accepts · Rating: 2300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[ruanxiaoyu's solution](#)

959.

1938G

[Personality Test](#) · [Tutorial](#)

Quality: 1,290 global accepts · Rating: 2300 · first AC: 2024-03-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[ruanxiaoyu's solution](#)

960.

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

[ruanxiaoyu's solution](#)

961.

1916E

[Happy Life in University · Tutorial](#)

Quality: 2,638 global accepts · Rating: 2300 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[ruanxiaoyu's solution](#)

962.

1878G

[wxhtzdy ORO Tree · Tutorial](#)

Quality: 1,464 global accepts · Rating: 2300 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dfs and similar, implementation, trees

[ruanxiaoyu's solution](#)

963.

1870E

[Another MEX Problem · Tutorial](#)

Quality: 2,964 global accepts · Rating: 2300 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, shortest paths

[ruanxiaoyu's solution](#)

964.

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

[ruanxiaoyu's solution](#)

965.

1842E

[Tenzing and Triangle · Tutorial](#)

Quality: 1,831 global accepts · Rating: 2300 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, geometry, greedy, math

[ruanxiaoyu's solution](#)

966.

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

[ruanxiaoyu's solution](#)

967.

1782E

[Rectangle Shrinking · Tutorial](#)

Rating: 2300 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[ruanxiaoyu's solution](#)

968.

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

[ruanxiaoyu's solution](#)

969.

1601C

[Optimal Insertion · Tutorial](#)

Quality: 2,345 global accepts · Rating: 2300 · first AC: 2022-09-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer,

dp, greedy, sortings

[ruanxiaoyu's solution](#)

970.

1693C

[Keshi in Search of AmShZ](#) · [Tutorial](#)

Quality: 3,185 global accepts · Rating: 2300 · first AC: 2022-06-16 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy, shortest paths

[ruanxiaoyu's solution](#)

971.

1548D1

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

Quality: 1,623 global accepts · Rating: 2300 · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, geometry, math, number theory

[ruanxiaoyu's solution](#)

972.

1552E

[Colors and Intervals](#) · [Tutorial](#)

Quality: 2,125 global accepts · Rating: 2300 · first AC: 2021-07-25 · last AC: 2021-07-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

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973.

1553F

[Pairwise Modulo](#) · [Tutorial](#)

Quality: 2,518 global accepts · Rating: 2300 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math

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974.

1534E

[Lost Array](#) · [Tutorial](#)

Quality: 2,078 global accepts · Rating: 2300 · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy, interactive, shortest paths

[ruanxiaoyu's solution](#)

975.

1528C

[Trees of Tranquillity](#) · [Tutorial](#)

Quality: 2,952 global accepts · Rating: 2300 · first AC: 2021-05-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[ruanxiaoyu's solution](#)

976.

1488F

[Dogecoin](#) · [Tutorial](#)

Quality: 190 global accepts · Rating: 2300 · first AC: 2021-03-09 · Kotlin 1.4 (first AC) · Tags: *special, binary search, data structures

[ruanxiaoyu's solution](#)

977.

1468M

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Quality: 1,131 global accepts · Rating: 2300 · first AC: 2020-12-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, graphs, implementation

[ruanxiaoyu's solution](#)

978.

1408F

[Two Different](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2300 · first AC: 2020-09-30 · last AC: 2020-09-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, divide and conquer

[ruanxiaoyu's solution](#)

979.

1394B

[Boboniu Walks on Graph](#) · [Tutorial](#)

Quality: 2,146 global accepts · Rating: 2300 · first AC: 2020-08-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, graphs,

hashing

[ruanxiaoyu's solution](#)

980.

1346G

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Quality: 150 global accepts · Rating: 2300 · first AC: 2020-05-29 · last AC: 2020-05-29 · Kotlin 1.4 (first AC) · Tags: *special, math, number theory

[ruanxiaoyu's solution](#)

981.

1314D

[Tourism](#) · [Tutorial](#)

Rating: 2300 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, graphs, probabilities

[ruanxiaoyu's solution](#)

982.

300E

[Empire Strikes Back](#) · [Tutorial](#)

Quality: 1,106 global accepts · Rating: 2300 · first AC: 2020-02-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math, number theory

[ruanxiaoyu's solution](#)

983.

1292C

[Xenon's Attack on the Gangs](#) · [Tutorial](#)

Quality: 2,252 global accepts · Rating: 2300 · first AC: 2020-01-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, greedy, trees

[ruanxiaoyu's solution](#)

984.

1270E

[Divide Points](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2300 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, math

[ruanxiaoyu's solution](#)

985.

1276C

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

Quality: 1,788 global accepts · Rating: 2300 · first AC: 2019-12-14 · last AC: 2019-12-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, data structures, greedy, math

[ruanxiaoyu's solution](#)

986.

1250E

[The Coronation](#) · [Tutorial](#)

Quality: 910 global accepts · Rating: 2300 · first AC: 2019-10-28 · C++14 (GCC 6-32) (first AC) · Tags: graphs, implementation

[ruanxiaoyu's solution](#)

987.

1252J

[Tiling Terrace](#) · [Tutorial](#)

Quality: 783 global accepts · Rating: 2300 · first AC: 2019-10-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp

[ruanxiaoyu's solution](#)

988.

1251E1

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

Quality: 2,588 global accepts · Rating: 2300 · first AC: 2019-10-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[ruanxiaoyu's solution](#)

989.

1228E

[Another Filling the Grid](#) · [Tutorial](#)

Quality: 3,453 global accepts · Rating: 2300 · first AC: 2019-09-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[ruanxiaoyu's solution](#)

990.

1204E

[Natasha, Sasha and the Prefix Sums](#) · [Tutorial](#)

Quality: 2,071 global accepts · Rating: 2300 · first AC: 2019-08-20 · last AC: 2019-08-21 · Python 3 (first AC) · Tags: combinatorics, dp, math, number theory

[ruanxiaoyu's solution](#)

991.

1198D

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

Quality: 3,744 global accepts · Rating: 2300 · first AC: 2019-07-30 · C++14 (GCC 6-32) (first AC) · Tags: dp

[ruanxiaoyu's solution](#)

992.

1190C

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

Quality: 2,239 global accepts · Rating: 2300 · first AC: 2019-07-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, games, greedy

[ruanxiaoyu's solution](#)

993.

1148E

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Quality: 1,824 global accepts · Rating: 2300 · first AC: 2019-06-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings, two pointers

[ruanxiaoyu's solution](#)

994.

1167F

[Scalar Queries](#) · [Tutorial](#)

Quality: 1,891 global accepts · Rating: 2300 · first AC: 2019-05-15 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, math, sortings

[ruanxiaoyu's solution](#)

995.

1156F

[Card Bag](#) · [Tutorial](#)

Quality: 1,715 global accepts · Rating: 2300 · first AC: 2019-05-01 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[ruanxiaoyu's solution](#)

996.

1070G

[Monsters and Potions](#) · [Tutorial](#)

Quality: 930 global accepts · Rating: 2300 · first AC: 2019-02-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation

[ruanxiaoyu's solution](#)

997.

1101G

[\(Zero XOR Subset\)-less](#) · [Tutorial](#)

Quality: 2,210 global accepts · Rating: 2300 · first AC: 2019-01-11 · C++14 (GCC 6-32) (first AC) · Tags: math, matrices

[ruanxiaoyu's solution](#)

998.

1086C

[Vasya and Templates](#) · [Tutorial](#)

Rating: 2300 · first AC: 2018-12-23 · last AC: 2018-12-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[ruanxiaoyu's solution](#)

999.

1070J

[Streets and Avenues in Berhattan](#) · [Tutorial](#)

Quality: 786 global accepts · Rating: 2300 · first AC: 2018-11-01 · C++14 (GCC 6-32) (first AC) · Tags: dp

[ruanxiaoyu's solution](#)

1000.

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,862 global accepts · Rating: 2300 · first AC: 2018-10-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, data structures

[ruanxiaoyu's solution](#)**1001.**

808G

[Anthem of Berland](#) · [Tutorial](#)

Quality: 3,769 global accepts · Rating: 2300 · first AC: 2018-08-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[ruanxiaoyu's solution](#)**1002.**

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,410 global accepts · Rating: 2300 · first AC: 2018-08-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[ruanxiaoyu's solution](#)**1003.**

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,757 global accepts · Rating: 2300 · first AC: 2018-07-15 · GNU C++11 (first AC) · Tags: data structures, dsu, trees

[ruanxiaoyu's solution](#)**1004.**

1004D

[Sonya and Matrix](#) · [Tutorial](#)

Quality: 1,500 global accepts · Rating: 2300 · first AC: 2018-07-05 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation

[ruanxiaoyu's solution](#)**1005.**

993E

[Nikita and Order Statistics](#) · [Tutorial](#)

Quality: 1,787 global accepts · Rating: 2300 · first AC: 2018-06-17 · GNU C++11 (first AC) · Tags: chinese remainder theorem, fft, math

[ruanxiaoyu's solution](#)**1006.**

960E

[Alternating Tree](#) · [Tutorial](#)

Quality: 2,271 global accepts · Rating: 2300 · first AC: 2018-06-02 · last AC: 2018-06-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, divide and conquer, dp, probabilities, trees

[ruanxiaoyu's solution](#)**1007.**

570E

[Pig and Palindromes](#) · [Tutorial](#)

Quality: 2,106 global accepts · Rating: 2300 · first AC: 2018-04-22 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[ruanxiaoyu's solution](#)**1008.**

935E

[Fafa and Ancient Mathematics](#) · [Tutorial](#)

Quality: 979 global accepts · Rating: 2300 · first AC: 2018-03-26 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[ruanxiaoyu's solution](#)**1009.**

438D

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

Quality: 11,605 global accepts · Rating: 2300 · first AC: 2018-03-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math

[ruanxiaoyu's solution](#)

1010.

938E

[Max History](#) · [Tutorial](#)

Quality: 1,557 global accepts · Rating: 2300 · first AC: 2018-03-03 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math
[ruanxiaoyu's solution](#)

1011.

937E

[Lock Puzzle](#) · [Tutorial](#)

Rating: 2300 · first AC: 2018-03-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings
[ruanxiaoyu's solution](#)

1012.

936C

[Lock Puzzle](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2300 · first AC: 2018-03-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, strings
[ruanxiaoyu's solution](#)

1013.

2207E2

[N-MEX \(Counting Version\)](#) · [Tutorial](#)

Quality: 862 global accepts · Rating: 2400 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, math
[ruanxiaoyu's solution](#)

1014.

2157F

[Git Gud](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2400 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, math, ternary search
[ruanxiaoyu's solution](#)

1015.

2096E

[Wonderful Teddy Bears](#) · [Tutorial](#)

Quality: 2,047 global accepts · Rating: 2400 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, sortings
[ruanxiaoyu's solution](#)

1016.

2084E

[Blossom](#) · [Tutorial](#)

Quality: 1,793 global accepts · Rating: 2400 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, dp, implementation, math, two pointers
[ruanxiaoyu's solution](#)

1017.

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
[ruanxiaoyu's solution](#)

1018.

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
[ruanxiaoyu's solution](#)

1019.

1938K

[Tree Quiz](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2400 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[ruanxiaoyu's solution](#)

1020.

1938F

[Forming Groups](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2400 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[ruanxiaoyu's solution](#)

1021.

1936C

[Pokémon Arena](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 2400 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, greedy, implementation, shortest paths, sortings

[ruanxiaoyu's solution](#)

1022.

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

[ruanxiaoyu's solution](#)

1023.

1924C

[Fractal Origami](#) · [Tutorial](#)

Quality: 1,378 global accepts · Rating: 2400 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math, matrices

[ruanxiaoyu's solution](#)

1024.

1909E

[Multiple Lamps](#) · [Tutorial](#)

Quality: 1,680 global accepts · Rating: 2400 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory

[ruanxiaoyu's solution](#)

1025.

1910H

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

Quality: 107 global accepts · Rating: 2400 · first AC: 2023-12-11 · Kotlin 1.9 (first AC) · Tags: *special, binary search, data structures

[ruanxiaoyu's solution](#)

1026.

1887C

[Minimum Array](#) · [Tutorial](#)

Quality: 2,284 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

[ruanxiaoyu's solution](#)

1027.

1868C

[Travel Plan](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math, trees

[ruanxiaoyu's solution](#)

1028.

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

[ruanxiaoyu's solution](#)

1029.

1844E

[Great Grids](#) · [Tutorial](#)

Quality: 2,156 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

[ruanxiaoyu's solution](#)

1030.

1830C

[Hyperregular Bracket Strings](#) · [Tutorial](#)

Quality: 2,190 global accepts · Rating: 2400 · first AC: 2023-05-28 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, greedy, hashing, math, number theory, sortings

[ruanxiaoyu's solution](#)

1031.

1837F

[Editorial for Two](#) · [Tutorial](#)

Quality: 2,668 global accepts · Rating: 2400 · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, implementation

[ruanxiaoyu's solution](#)

1032.

1819C

[The Fox and the Complete Tree Traversal](#) · [Tutorial](#)

Quality: 1,736 global accepts · Rating: 2400 · first AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, implementation, math, trees

[ruanxiaoyu's solution](#)

1033.

1804E

[Routing](#) · [Tutorial](#)

Quality: 1,707 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

[ruanxiaoyu's solution](#)

1034.

1785D

[Wooden Spoon](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-02-05 · last AC: 2023-02-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math

[ruanxiaoyu's solution](#)

1035.

1779E

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

Quality: 2,034 global accepts · Rating: 2400 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[ruanxiaoyu's solution](#)

1036.

1770E

[Koxia and Tree](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2400 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math, probabilities, trees

[ruanxiaoyu's solution](#)

1037.

1774F1

[Magician and Pigs \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 2400 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation

[ruanxiaoyu's solution](#)

1038.

1765L

[Project Manager](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 2400 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation

[ruanxiaoyu's solution](#)

1039.

1765A

[Access Levels](#) · [Tutorial](#)

Quality: 849 global accepts · Rating: 2400 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dsu, flows, graph matchings

[ruanxiaoyu's solution](#)

1040.

1764E

[Doremy's Number Line](#) · [Tutorial](#)

Quality: 1,425 global accepts · Rating: 2400 · first AC: 2022-11-26 · last AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings

[ruanxiaoyu's solution](#)

1041.

1761E

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

Quality: 2,148 global accepts · Rating: 2400 · first AC: 2022-11-20 · last AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, dsu, graphs, greedy, matrices, trees, two pointers

[ruanxiaoyu's solution](#)

1042.

1726E

[Almost Perfect](#) · [Tutorial](#)

Quality: 1,717 global accepts · Rating: 2400 · first AC: 2022-09-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, fft, math

[ruanxiaoyu's solution](#)

1043.

1718C

[Tonya and Burenka-179](#) · [Tutorial](#)

Quality: 1,860 global accepts · Rating: 2400 · first AC: 2022-08-31 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, math, number theory

[ruanxiaoyu's solution](#)

1044.

1578L

[Labyrinth](#) · [Tutorial](#)

Quality: 1,435 global accepts · Rating: 2400 · first AC: 2021-10-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dsu, greedy

[ruanxiaoyu's solution](#)

1045.

1523D

[Love-Hate](#) · [Tutorial](#)

Quality: 2,477 global accepts · Rating: 2400 · first AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, probabilities

[ruanxiaoyu's solution](#)

1046.

1526E

[Oolimry and Suffix Array](#) · [Tutorial](#)

Quality: 1,422 global accepts · Rating: 2400 · first AC: 2021-05-28 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[ruanxiaoyu's solution](#)

1047.

1442C

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

Quality: 2,004 global accepts · Rating: 2400 · first AC: 2020-11-02 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[ruanxiaoyu's solution](#)

1048.

1428F

[Fruit Sequences](#) · [Tutorial](#)

Quality: 2,589 global accepts · Rating: 2400 · first AC: 2020-10-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[ruanxiaoyu's solution](#)

1049.

1423J

[Bubble Cup hypothesis](#) · [Tutorial](#)

Quality: 888 global accepts · Rating: 2400 · first AC: 2020-10-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp,

math

[ruanxiaoyu's solution](#)

1050.

1408E

[Avoid Rainbow Cycles](#) · [Tutorial](#)

Quality: 2,184 global accepts · Rating: 2400 · first AC: 2020-09-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, graphs, greedy, sortings, trees

[ruanxiaoyu's solution](#)

1051.

1401F

[Reverse and Swap](#) · [Tutorial](#)

Quality: 1,953 global accepts · Rating: 2400 · first AC: 2020-08-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, data structures

[ruanxiaoyu's solution](#)

1052.

1392F

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

Quality: 2,403 global accepts · Rating: 2400 · first AC: 2020-08-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[ruanxiaoyu's solution](#)

1053.

835E

[The penguin's game](#) · [Tutorial](#)

Quality: 1,349 global accepts · Rating: 2400 · first AC: 2020-07-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[ruanxiaoyu's solution](#)

1054.

1340C

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

Quality: 2,416 global accepts · Rating: 2400 · first AC: 2020-04-23 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[ruanxiaoyu's solution](#)

1055.

1329C

[Drazil Likes Heap](#) · [Tutorial](#)

Quality: 1,804 global accepts · Rating: 2400 · first AC: 2020-04-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[ruanxiaoyu's solution](#)

1056.

1326E

[Bombs](#) · [Tutorial](#)

Quality: 2,420 global accepts · Rating: 2400 · first AC: 2020-03-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, two pointers

[ruanxiaoyu's solution](#)

1057.

865D

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

Quality: 8,022 global accepts · Rating: 2400 · first AC: 2020-03-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[ruanxiaoyu's solution](#)

1058.

1290C

[Prefix Enlightenment](#) · [Tutorial](#)

Quality: 2,013 global accepts · Rating: 2400 · first AC: 2020-02-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs

[ruanxiaoyu's solution](#)

1059.

1286C1

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

Quality: 1,579 global accepts · Rating: 2400 · first AC: 2020-01-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[ruanxiaoyu's solution](#)

1060.

1264C

[Beautiful Mirrors with queries](#) · [Tutorial](#)

Quality: 1,322 global accepts · Rating: 2400 · first AC: 2019-12-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, probabilities

[ruanxiaoyu's solution](#)

1061.

1261D2

[Wrong Answer on test 233 \(Hard Version\)](#) · [Tutorial](#)

Rating: 2400 · first AC: 2019-11-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, fft, math, number theory

[ruanxiaoyu's solution](#)

1062.

1257F

[Make Them Similar](#) · [Tutorial](#)

Quality: 2,315 global accepts · Rating: 2400 · first AC: 2019-11-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, hashing, meet-in-the-middle

[ruanxiaoyu's solution](#)

1063.

1242C

[Sum Balance](#) · [Tutorial](#)

Quality: 1,948 global accepts · Rating: 2400 · first AC: 2019-11-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs

[ruanxiaoyu's solution](#)

1064.

1252F

[Regular Forestation](#) · [Tutorial](#)

Quality: 1,069 global accepts · Rating: 2400 · first AC: 2019-10-27 · C++14 (GCC 6-32) (first AC) · Tags: hashing, trees

[ruanxiaoyu's solution](#)

1065.

1251E2

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

Quality: 2,952 global accepts · Rating: 2400 · first AC: 2019-10-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy

[ruanxiaoyu's solution](#)

1066.

1237E

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

Quality: 1,520 global accepts · Rating: 2400 · first AC: 2019-10-16 · Python 3 (first AC) · Tags: dp, math

[ruanxiaoyu's solution](#)

1067.

1229C

[Konrad and Company Evaluation](#) · [Tutorial](#)

Rating: 2400 · first AC: 2019-09-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs

[ruanxiaoyu's solution](#)

1068.

1205C

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

Quality: 1,263 global accepts · Rating: 2400 · first AC: 2019-08-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation, interactive

[ruanxiaoyu's solution](#)

1069.

1186F

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

Quality: 998 global accepts · Rating: 2400 · first AC: 2019-06-29 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy, implementation

[ruanxiaoyu's solution](#)

1070.

1166F

[Vicky's Delivery Service](#) · [Tutorial](#)

Quality: 812 global accepts · Rating: 2400 · first AC: 2019-05-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, hashing
[ruanxiaoyu's solution](#)

1071.

1161D

[Palindrome XOR](#) · [Tutorial](#)

Rating: 2400 · first AC: 2019-05-05 · C++14 (GCC 6-32) (first AC) · Tags: graphs, implementation
[ruanxiaoyu's solution](#)

1072.

1078C

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

Rating: 2400 · first AC: 2019-05-01 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, trees
[ruanxiaoyu's solution](#)

1073.

1132G

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

Quality: 1,230 global accepts · Rating: 2400 · first AC: 2019-03-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, trees
[ruanxiaoyu's solution](#)

1074.

1129C

[Morse Code](#) · [Tutorial](#)

Quality: 1,003 global accepts · Rating: 2400 · first AC: 2019-02-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, hashing, sortings, string suffix structures, strings
[ruanxiaoyu's solution](#)

1075.

869E

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

Quality: 2,061 global accepts · Rating: 2400 · first AC: 2019-02-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing
[ruanxiaoyu's solution](#)

1076.

1093E

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

Quality: 1,861 global accepts · Rating: 2400 · first AC: 2019-02-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[ruanxiaoyu's solution](#)

1077.

744C

[Hongcow Buys a Deck of Cards](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2400 · first AC: 2019-02-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp
[ruanxiaoyu's solution](#)

1078.

1109D

[Sasha and Interesting Fact from Graph Theory](#) · [Tutorial](#)

Quality: 1,502 global accepts · Rating: 2400 · first AC: 2019-02-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, math, trees
[ruanxiaoyu's solution](#)

1079.

1114F

[Please, another Queries on Array?](#) · [Tutorial](#)

Quality: 2,438 global accepts · Rating: 2400 · first AC: 2019-02-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, math, number theory
[ruanxiaoyu's solution](#)

1080.

1106F

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

Quality: 1,182 global accepts · Rating: 2400 · first AC: 2019-01-31 · C++14 (GCC 6-32) (first AC) · Tags: math, matrices, number theory
[ruanxiaoyu's solution](#)

1081.

1101F

[Trucks and Cities](#) · [Tutorial](#)

Quality: 1,631 global accepts · Rating: 2400 · first AC: 2019-01-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp
[ruanxiaoyu's solution](#)

1082.

1083E

[The Fair Nut and Rectangles](#) · [Tutorial](#)

Quality: 5,615 global accepts · Rating: 2400 · first AC: 2018-12-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, geometry
[ruanxiaoyu's solution](#)

1083.

1089K

[King Kog's Reception](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: 2400 · first AC: 2018-12-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[ruanxiaoyu's solution](#)

1084.

513G2

[Inversions problem](#) · [Tutorial](#)

Quality: 725 global accepts · Rating: 2400 · first AC: 2018-12-02 · C++14 (GCC 6-32) (first AC) · Tags: dp, probabilities
[ruanxiaoyu's solution](#)

1085.

1074D

[Deduction Queries](#) · [Tutorial](#)

Rating: 2400 · first AC: 2018-11-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, hashing
[ruanxiaoyu's solution](#)

1086.

802M2

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

Quality: 1,488 global accepts · Rating: 2400 · first AC: 2018-11-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, flows, graphs
[ruanxiaoyu's solution](#)

1087.

1054E

[Chips Puzzle](#) · [Tutorial](#)

Quality: 514 global accepts · Rating: 2400 · first AC: 2018-10-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math
[ruanxiaoyu's solution](#)

1088.

1028E

[Restore Array](#) · [Tutorial](#)

Quality: 1,202 global accepts · Rating: 2400 · first AC: 2018-08-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[ruanxiaoyu's solution](#)

1089.

1017E

[The Supersonic Rocket](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2400 · first AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: geometry, hashing, strings
[ruanxiaoyu's solution](#)

1090.

1004E

[Sonya and Ice Cream](#) · [Tutorial](#)

Quality: 1,239 global accepts · Rating: 2400 · first AC: 2018-07-06 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, greedy, shortest paths, trees
[ruanxiaoyu's solution](#)

1091.

990G

[GCD Counting](#) · [Tutorial](#)

Quality: 2,306 global accepts · Rating: 2400 · first AC: 2018-06-10 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp, dsu, number theory, trees

[ruanxiaoyu's solution](#)

1092.

932E

[Team Work](#) · [Tutorial](#)

Quality: 3,436 global accepts · Rating: 2400 · first AC: 2018-05-31 · last AC: 2018-05-31 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[ruanxiaoyu's solution](#)

1093.

959F

[Mahmoud and Ehab and yet another xor task](#) · [Tutorial](#)

Quality: 2,834 global accepts · Rating: 2400 · first AC: 2018-04-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, math, matrices

[ruanxiaoyu's solution](#)

1094.

632E

[Thief in a Shop](#) · [Tutorial](#)

Quality: 3,551 global accepts · Rating: 2400 · first AC: 2018-04-09 · last AC: 2018-04-09 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp, fft, math

[ruanxiaoyu's solution](#)

1095.

946F

[Fibonacci String Subsequences](#) · [Tutorial](#)

Quality: 645 global accepts · Rating: 2400 · first AC: 2018-03-31 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, matrices

[ruanxiaoyu's solution](#)

1096.

626F

[Group Projects](#) · [Tutorial](#)

Quality: 3,592 global accepts · Rating: 2400 · first AC: 2018-03-19 · C++14 (GCC 6-32) (first AC) · Tags: dp

[ruanxiaoyu's solution](#)

1097.

915F

[Imbalance Value of a Tree](#) · [Tutorial](#)

Quality: 3,055 global accepts · Rating: 2400 · first AC: 2018-03-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, trees

[ruanxiaoyu's solution](#)

1098.

922F

[Divisibility](#) · [Tutorial](#)

Quality: 743 global accepts · Rating: 2400 · first AC: 2018-03-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy, number theory

[ruanxiaoyu's solution](#)

1099.

2201D

[Binary Not Search and Queries](#) · [Tutorial](#)

Quality: 786 global accepts · Rating: 2500 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation

[ruanxiaoyu's solution](#)

1100.

2190D

[Prufer Vertex](#) · [Tutorial](#)

Quality: 951 global accepts · Rating: 2500 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dsu, number theory, probabilities, trees

[ruanxiaoyu's solution](#)

1101.

2183F

[Jumping Man](#) · [Tutorial](#)

Quality: 1,131 global accepts · Rating: 2500 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees

[ruanxiaoyu's solution](#)**1102.**

2057E2

[Another Exercise on Graphs \(hard version\)](#) · [Tutorial](#)

Quality: 1,928 global accepts · Rating: 2500 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, dp, dsu, graphs, shortest paths, sortings

[ruanxiaoyu's solution](#)**1103.**

2034F1

[Khayyam's Royal Decree \(Easy Version\)](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2500 · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, sortings

[ruanxiaoyu's solution](#)**1104.**

2029F

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

Quality: 851 global accepts · Rating: 2500 · first AC: 2024-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy

[ruanxiaoyu's solution](#)**1105.**

2035F

[Tree Operations](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2500 · first AC: 2024-10-27 · last AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, dp, trees

[ruanxiaoyu's solution](#)**1106.**

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

[ruanxiaoyu's solution](#)**1107.**

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

[ruanxiaoyu's solution](#)**1108.**

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

[ruanxiaoyu's solution](#)**1109.**

1909F2

[Small Permutation Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,229 global accepts · Rating: 2500 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[ruanxiaoyu's solution](#)**1110.**

1906K

[Deck-Building Game](#) · [Tutorial](#)

Quality: 574 global accepts · Rating: 2500 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, math

[ruanxiaoyu's solution](#)

1111.

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
[ruanxiaoyu's solution](#)

1112.

1854C

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

Quality: 1,788 global accepts · Rating: 2500 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities
[ruanxiaoyu's solution](#)

1113.

1842F

[Tenzing and Tree](#) · [Tutorial](#)

Quality: 1,809 global accepts · Rating: 2500 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, greedy, shortest paths, sortings, trees
[ruanxiaoyu's solution](#)

1114.

1796E

[Colored Subgraphs](#) · [Tutorial](#)

Quality: 1,032 global accepts · Rating: 2500 · first AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, games, greedy, trees
[ruanxiaoyu's solution](#)

1115.

1776C

[Library game](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2500 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, interactive, sortings
[ruanxiaoyu's solution](#)

1116.

1776I

[Spinach Pizza](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2500 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: games, geometry, greedy, interactive
[ruanxiaoyu's solution](#)

1117.

1776J

[Italian Data Centers](#) · [Tutorial](#)

Quality: 881 global accepts · Rating: 2500 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: graphs, shortest paths
[ruanxiaoyu's solution](#)

1118.

1787F

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

Quality: 800 global accepts · Rating: 2500 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math
[ruanxiaoyu's solution](#)

1119.

1779F

[Xorcerer's Stones](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2500 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees
[ruanxiaoyu's solution](#)

1120.

1764F

[Doremy's Experimental Tree](#) · [Tutorial](#)

Quality: 1,195 global accepts · Rating: 2500 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, sortings, trees
[ruanxiaoyu's solution](#)

1121.

1758E

[Tick, Tock](#) · [Tutorial](#)

Quality: 1,012 global accepts · Rating: 2500 · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs

[ruanxiaoyu's solution](#)

1122.

1737E

[Ela Goes Hiking](#) · [Tutorial](#)

Quality: 1,075 global accepts · Rating: 2500 · first AC: 2022-10-07 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[ruanxiaoyu's solution](#)

1123.

1677D

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

Quality: 1,459 global accepts · Rating: 2500 · first AC: 2022-05-08 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

[ruanxiaoyu's solution](#)

1124.

1666E

[Even Split](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 2500 · first AC: 2022-04-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, math

[ruanxiaoyu's solution](#)

1125.

1637F

[Towers](#) · [Tutorial](#)

Quality: 2,160 global accepts · Rating: 2500 · first AC: 2022-02-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[ruanxiaoyu's solution](#)

1126.

1586F

[Defender of Childhood Dreams](#) · [Tutorial](#)

Rating: 2500 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, graphs, greedy, math

[ruanxiaoyu's solution](#)

1127.

1574E

[Coloring](#) · [Tutorial](#)

Quality: 1,038 global accepts · Rating: 2500 · first AC: 2021-09-21 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, implementation, math

[ruanxiaoyu's solution](#)

1128.

1556F

[Sports Betting](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2500 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, graphs, math, probabilities

[ruanxiaoyu's solution](#)

1129.

1548C

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

Quality: 2,042 global accepts · Rating: 2500 · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math

[ruanxiaoyu's solution](#)

1130.

1534F1

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

Quality: 1,400 global accepts · Rating: 2500 · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, greedy

[ruanxiaoyu's solution](#)

1131.

1528D

[It's a bird! No, it's a plane! No, it's AaParsa!](#) · [Tutorial](#)

Quality: 1,689 global accepts · Rating: 2500 · first AC: 2021-05-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[ruanxiaoyu's solution](#)

1132.

1517E

[Group Photo](#) · [Tutorial](#)

Quality: 1,032 global accepts · Rating: 2500 · first AC: 2021-04-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation, two pointers

[ruanxiaoyu's solution](#)

1133.

1516E

[Baby Ehab Plays with Permutations](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 2500 · first AC: 2021-04-21 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[ruanxiaoyu's solution](#)

1134.

1488G

[Painting Numbers](#) · [Tutorial](#)

Quality: 135 global accepts · Rating: 2500 · first AC: 2021-03-09 · Kotlin 1.4 (first AC) · Tags: *special, data structures, greedy, number theory

[ruanxiaoyu's solution](#)

1135.

1470C

[Strange Shuffle](#) · [Tutorial](#)

Quality: 1,439 global accepts · Rating: 2500 · first AC: 2021-01-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, interactive

[ruanxiaoyu's solution](#)

1136.

1468G

[Hobbits](#) · [Tutorial](#)

Quality: 887 global accepts · Rating: 2500 · first AC: 2020-12-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, geometry

[ruanxiaoyu's solution](#)

1137.

1427E

[Xum](#) · [Tutorial](#)

Quality: 1,632 global accepts · Rating: 2500 · first AC: 2020-10-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, math, matrices, number theory

[ruanxiaoyu's solution](#)

1138.

1423H

[Virus](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 2500 · first AC: 2020-10-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dsu, graphs

[ruanxiaoyu's solution](#)

1139.

1387B2

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

Quality: 1,278 global accepts · Rating: 2500 · first AC: 2020-08-06 · C++14 (GCC 6-32) (first AC) · Tags: *special, dfs and similar, trees

[ruanxiaoyu's solution](#)

1140.

1381C

[Mastermind](#) · [Tutorial](#)

Quality: 1,710 global accepts · Rating: 2500 · first AC: 2020-07-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graph matchings, greedy, implementation, sortings, two pointers

[ruanxiaoyu's solution](#)

1141.

1368E

[Ski Accidents](#) · [Tutorial](#)

Quality: 2,363 global accepts · Rating: 2500 · first AC: 2020-06-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy
[ruanxiaoyu's solution](#)

1142.

1361C

[Johnny and Megan's Necklace](#) · [Tutorial](#)

Quality: 1,836 global accepts · Rating: 2500 · first AC: 2020-06-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, dsu, graphs
[ruanxiaoyu's solution](#)

1143.

1320D

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

Quality: 1,693 global accepts · Rating: 2500 · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, strings
[ruanxiaoyu's solution](#)

1144.

1314B

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

Rating: 2500 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation
[ruanxiaoyu's solution](#)

1145.

1307E

[Cow and Treats](#) · [Tutorial](#)

Quality: 1,365 global accepts · Rating: 2500 · first AC: 2020-02-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, dp, greedy, implementation, math
[ruanxiaoyu's solution](#)

1146.

1284E

[New Year and Castle Construction](#) · [Tutorial](#)

Quality: 1,379 global accepts · Rating: 2500 · first AC: 2020-01-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, geometry, math, sortings
[ruanxiaoyu's solution](#)

1147.

1280D

[Miss Punyverse](#) · [Tutorial](#)

Quality: 1,230 global accepts · Rating: 2500 · first AC: 2019-12-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, trees
[ruanxiaoyu's solution](#)

1148.

1228F

[One Node is Gone](#) · [Tutorial](#)

Quality: 479 global accepts · Rating: 2500 · first AC: 2019-09-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, trees
[ruanxiaoyu's solution](#)

1149.

1175F

[The Number of Subpermutations](#) · [Tutorial](#)

Quality: 2,666 global accepts · Rating: 2500 · first AC: 2019-06-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, divide and conquer, hashing, math
[ruanxiaoyu's solution](#)

1150.

1174E

[Ehab and the Expected GCD Problem](#) · [Tutorial](#)

Quality: 1,778 global accepts · Rating: 2500 · first AC: 2019-06-03 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory
[ruanxiaoyu's solution](#)

1151.

348C

[Subset Sums](#) · [Tutorial](#)

Quality: 2,742 global accepts · Rating: 2500 · first AC: 2019-03-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures

[ruanxiaoyu's solution](#)

1152.

986C

[AND Graph](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 2500 · first AC: 2018-05-31 · last AC: 2019-03-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs

[ruanxiaoyu's solution](#)

1153.

1120D

[Power Tree](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2500 · first AC: 2019-03-04 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, trees

[ruanxiaoyu's solution](#)

1154.

1117G

[Recursive Queries](#) · [Tutorial](#)

Quality: 913 global accepts · Rating: 2500 · first AC: 2019-02-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[ruanxiaoyu's solution](#)

1155.

1111E

[Tree](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2500 · first AC: 2019-02-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, trees

[ruanxiaoyu's solution](#)

1156.

1100F

[Ivan and Burgers](#) · [Tutorial](#)

Quality: 3,692 global accepts · Rating: 2500 · first AC: 2019-01-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, greedy, math

[ruanxiaoyu's solution](#)

1157.

963D

[Frequency of String](#) · [Tutorial](#)

Quality: 2,731 global accepts · Rating: 2500 · first AC: 2018-12-25 · C++14 (GCC 6-32) (first AC) · Tags: hashing, string suffix structures, strings

[ruanxiaoyu's solution](#)

1158.

1089C

[Cactus Search](#) · [Tutorial](#)

Quality: 458 global accepts · Rating: 2500 · first AC: 2018-12-05 · C++14 (GCC 6-32) (first AC) · Tags: interactive

[ruanxiaoyu's solution](#)

1159.

804D

[Expected diameter of a tree](#) · [Tutorial](#)

Quality: 1,558 global accepts · Rating: 2500 · first AC: 2018-11-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dfs and similar, dp, sortings, trees

[ruanxiaoyu's solution](#)

1160.

1076F

[Summer Practice Report](#) · [Tutorial](#)

Quality: 726 global accepts · Rating: 2500 · first AC: 2018-11-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[ruanxiaoyu's solution](#)

1161.

1055E

[Segments on the Line](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2500 · first AC: 2018-11-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp
[ruanxiaoyu's solution](#)

1162.

1043F

[Make It One](#) · [Tutorial](#)

Quality: 2,996 global accepts · Rating: 2500 · first AC: 2018-10-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory, shortest paths
[ruanxiaoyu's solution](#)

1163.

1017F

[The Neutral Zone](#) · [Tutorial](#)

Quality: 952 global accepts · Rating: 2500 · first AC: 2018-08-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math
[ruanxiaoyu's solution](#)

1164.

55E

[Very simple problem](#) · [Tutorial](#)

Quality: 821 global accepts · Rating: 2500 · first AC: 2018-05-16 · C++17 (GCC 7-32) (first AC) · Tags: geometry, two pointers
[ruanxiaoyu's solution](#)

1165.

908E

[New Year and Entity Enumeration](#) · [Tutorial](#)

Quality: 837 global accepts · Rating: 2500 · first AC: 2018-03-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math
[ruanxiaoyu's solution](#)

1166.

147B

[Smile House](#) · [Tutorial](#)

Quality: 921 global accepts · Rating: 2500 · first AC: 2018-02-08 · last AC: 2018-02-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, graphs, matrices
[ruanxiaoyu's solution](#)

1167.

2187D

[Cool Problem](#) · [Tutorial](#)

Quality: 635 global accepts · Rating: 2600 · first AC: 2026-01-29 · last AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, math
[ruanxiaoyu's solution](#)

1168.

2053F

[Earnest Matrix Complement](#) · [Tutorial](#)

Quality: 947 global accepts · Rating: 2600 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, math
[ruanxiaoyu's solution](#)

1169.

2045J

[Xorderable Array](#) · [Tutorial](#)

Quality: 341 global accepts · Rating: 2600 · first AC: 2024-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures
[ruanxiaoyu's solution](#)

1170.

2006D

[Iris and Adjacent Products](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2600 · first AC: 2024-08-30 · last AC: 2024-08-31 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math
[ruanxiaoyu's solution](#)

1171.

2002F1

[Court Blue \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,004 global accepts · Rating: 2600 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, math, number theory

[ruanxiaoyu's solution](#)

1172.

1975F

[Set](#) · [Tutorial](#)

Quality: 1,038 global accepts · Rating: 2600 · first AC: 2024-05-25 · last AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dfs and similar, divide and conquer, dp, math

[ruanxiaoyu's solution](#)

1173.

1987F2

[Interesting Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2600 · first AC: 2024-06-30 · last AC: 2024-07-02 · C++20 (GCC 13-64) (first AC) · Tags: dp

[ruanxiaoyu's solution](#)

1174.

1949D

[Funny or Scary?](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2600 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[ruanxiaoyu's solution](#)

1175.

1949J

[Amanda the Amoeba](#) · [Tutorial](#)

Quality: 536 global accepts · Rating: 2600 · first AC: 2024-03-24 · C++14 (GCC 6-32) (first AC) · Tags: graphs, implementation, trees, two pointers

[ruanxiaoyu's solution](#)

1176.

1906B

[Button Pressing](#) · [Tutorial](#)

Quality: 828 global accepts · Rating: 2600 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, hashing

[ruanxiaoyu's solution](#)

1177.

1896F

[Bracket Xoring](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2600 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[ruanxiaoyu's solution](#)

1178.

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

[ruanxiaoyu's solution](#)

1179.

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

[ruanxiaoyu's solution](#)

1180.

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

[ruanxiaoyu's solution](#)

1181.

1835C

[Twin Clusters](#) · [Tutorial](#)

Quality: 1,167 global accepts · Rating: 2600 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, probabilities

[ruanxiaoyu's solution](#)

1182.

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

[ruanxiaoyu's solution](#)

1183.

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

[ruanxiaoyu's solution](#)

1184.

1765G

[Guess the String](#) · [Tutorial](#)

Quality: 480 global accepts · Rating: 2600 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, probabilities

[ruanxiaoyu's solution](#)

1185.

1765C

[Card Guessing](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2600 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, probabilities

[ruanxiaoyu's solution](#)

1186.

1740F

[Conditional Mix](#) · [Tutorial](#)

Quality: 1,068 global accepts · Rating: 2600 · first AC: 2022-10-29 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[ruanxiaoyu's solution](#)

1187.

1685C

[Bring Balance](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2600 · first AC: 2022-05-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[ruanxiaoyu's solution](#)

1188.

1684F

[Diverse Segments](#) · [Tutorial](#)

Quality: 1,123 global accepts · Rating: 2600 · first AC: 2022-05-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, two pointers

[ruanxiaoyu's solution](#)

1189.

1599A

[Weights](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2600 · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, two pointers

[ruanxiaoyu's solution](#)

1190.

1599J

[Bob's Beautiful Array](#) · [Tutorial](#)

Quality: 328 global accepts · Rating: 2600 · first AC: 2021-10-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy

[ruanxiaoyu's solution](#)

1191.

1558D

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

Quality: 1,135 global accepts · Rating: 2600 · first AC: 2021-08-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures
[ruanxiaoyu's solution](#)

1192.

1523E

[Crypto Lights](#) · [Tutorial](#)

Quality: 1,939 global accepts · Rating: 2600 · first AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities
[ruanxiaoyu's solution](#)

1193.

1515F

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

Quality: 2,076 global accepts · Rating: 2600 · first AC: 2021-05-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, trees
[ruanxiaoyu's solution](#)

1194.

1500C

[Matrix Sorting](#) · [Tutorial](#)

Quality: 915 global accepts · Rating: 2600 · first AC: 2021-03-13 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, two pointers
[ruanxiaoyu's solution](#)

1195.

1466G

[Song of the Sirens](#) · [Tutorial](#)

Quality: 1,008 global accepts · Rating: 2600 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, hashing, math, string suffix structures, strings
[ruanxiaoyu's solution](#)

1196.

1439C

[Greedy Shopping](#) · [Tutorial](#)

Quality: 2,209 global accepts · Rating: 2600 · first AC: 2020-11-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation
[ruanxiaoyu's solution](#)

1197.

1430G

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

Quality: 869 global accepts · Rating: 2600 · first AC: 2020-10-11 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, dp, flows, graphs, math
[ruanxiaoyu's solution](#)

1198.

1423L

[Light switches](#) · [Tutorial](#)

Quality: 586 global accepts · Rating: 2600 · first AC: 2020-10-05 · C++17 (GCC 9-64) (first AC) · Tags: meet-in-the-middle
[ruanxiaoyu's solution](#)

1199.

1416D

[Graph and Queries](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2600 · first AC: 2020-09-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, graphs, implementation, trees
[ruanxiaoyu's solution](#)

1200.

1406E

[Deleting Numbers](#) · [Tutorial](#)

Quality: 1,880 global accepts · Rating: 2600 · first AC: 2020-09-12 · C++17 (GCC 9-64) (first AC) · Tags: interactive, math, number theory
[ruanxiaoyu's solution](#)

1201.

1400G

[Mercenaries](#) · [Tutorial](#)

Quality: 1,160 global accepts · Rating: 2600 · first AC: 2020-08-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, dsu, math, two pointers

[ruanxiaoyu's solution](#)**1202.**

1394C

[Boboniu and String](#) · [Tutorial](#)

Quality: 1,224 global accepts · Rating: 2600 · first AC: 2020-08-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, geometry, ternary search

[ruanxiaoyu's solution](#)**1203.**

1373G

[Pawns](#) · [Tutorial](#)

Quality: 923 global accepts · Rating: 2600 · first AC: 2020-06-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, greedy

[ruanxiaoyu's solution](#)**1204.**

1368F

[Lamps on a Circle](#) · [Tutorial](#)

Quality: 1,105 global accepts · Rating: 2600 · first AC: 2020-06-19 · C++14 (GCC 6-32) (first AC) · Tags: games, implementation, interactive, math

[ruanxiaoyu's solution](#)**1205.**

1340D

[Nastya and Time Machine](#) · [Tutorial](#)

Quality: 1,071 global accepts · Rating: 2600 · first AC: 2020-04-23 · last AC: 2020-05-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[ruanxiaoyu's solution](#)**1206.**

1344C

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

Quality: 1,980 global accepts · Rating: 2600 · first AC: 2020-05-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, math

[ruanxiaoyu's solution](#)**1207.**

1348F

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

Quality: 906 global accepts · Rating: 2600 · first AC: 2020-05-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy

[ruanxiaoyu's solution](#)**1208.**

1326F1

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

Quality: 1,007 global accepts · Rating: 2600 · first AC: 2020-03-19 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[ruanxiaoyu's solution](#)**1209.**

140F

[New Year Snowflake](#) · [Tutorial](#)

Quality: 401 global accepts · Rating: 2600 · first AC: 2020-01-09 · last AC: 2020-01-09 · C++14 (GCC 6-32) (first AC) · Tags: geometry, sortings

[ruanxiaoyu's solution](#)**1210.**

1270F

[Awesome Substrings](#) · [Tutorial](#)

Quality: 1,336 global accepts · Rating: 2600 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: math, strings

[ruanxiaoyu's solution](#)

1211.

1264D1

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

Quality: 1,526 global accepts · Rating: 2600 · first AC: 2019-12-05 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, probabilities
[ruanxiaoyu's solution](#)

1212.

1261E

[Not Same](#) · [Tutorial](#)

Rating: 2600 · first AC: 2019-11-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[ruanxiaoyu's solution](#)

1213.

1257G

[Divisor Set](#) · [Tutorial](#)

Quality: 736 global accepts · Rating: 2600 · first AC: 2019-11-13 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, fft, greedy, math, number theory
[ruanxiaoyu's solution](#)

1214.

442D

[Adam and Tree](#) · [Tutorial](#)

Quality: 1,131 global accepts · Rating: 2600 · first AC: 2019-10-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees
[ruanxiaoyu's solution](#)

1215.

1240D

[Stack Exterminable Arrays](#) · [Tutorial](#)

Rating: 2600 · first AC: 2019-10-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, hashing
[ruanxiaoyu's solution](#)

1216.

1208F

[Bits And Pieces](#) · [Tutorial](#)

Quality: 3,300 global accepts · Rating: 2600 · first AC: 2019-08-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy
[ruanxiaoyu's solution](#)

1217.

1178F2

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

Quality: 1,049 global accepts · Rating: 2600 · first AC: 2019-07-20 · C++14 (GCC 6-32) (first AC) · Tags: dp
[ruanxiaoyu's solution](#)

1218.

1158D

[Winding polygonal line](#) · [Tutorial](#)

Quality: 927 global accepts · Rating: 2600 · first AC: 2019-05-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, greedy, math
[ruanxiaoyu's solution](#)

1219.

1140F

[Extending Set of Points](#) · [Tutorial](#)

Quality: 1,557 global accepts · Rating: 2600 · first AC: 2019-03-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dsu
[ruanxiaoyu's solution](#)

1220.

914G

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

Quality: 1,136 global accepts · Rating: 2600 · first AC: 2019-02-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, divide and conquer, dp, fft, math
[ruanxiaoyu's solution](#)

1221.

1110F

[Nearest Leaf](#) · [Tutorial](#)

Quality: 2,051 global accepts · Rating: 2600 · first AC: 2019-02-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[ruanxiaoyu's solution](#)

1222.

1091F

[New Year and the Mallard Expedition](#) · [Tutorial](#)

Quality: 892 global accepts · Rating: 2600 · first AC: 2019-01-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[ruanxiaoyu's solution](#)

1223.

1089I

[Interval-Free Permutations](#) · [Tutorial](#)

Quality: 459 global accepts · Rating: 2600 · first AC: 2018-12-03 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics

[ruanxiaoyu's solution](#)

1224.

1004F

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

Quality: 928 global accepts · Rating: 2600 · first AC: 2018-08-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and conquer

[ruanxiaoyu's solution](#)

1225.

622F

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

Quality: 4,943 global accepts · Rating: 2600 · first AC: 2018-05-30 · C++17 (GCC 7-32) (first AC) · Tags: math

[ruanxiaoyu's solution](#)

1226.

2077E

[Another Folding Strip](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 2700 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, data structures, divide and conquer, dp, greedy, math

[ruanxiaoyu's solution](#)

1227.

2045E

[Narrower Passageway](#) · [Tutorial](#)

Quality: 300 global accepts · Rating: 2700 · first AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures

[ruanxiaoyu's solution](#)

1228.

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

[ruanxiaoyu's solution](#)

1229.

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

[ruanxiaoyu's solution](#)

1230.

1924D

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

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[ruanxiaoyu's solution](#)

1231.

1910I

[Inverse Problem](#) · [Tutorial](#)

Quality: 65 global accepts · Rating: 2700 · first AC: 2023-12-11 · Kotlin 1.9 (first AC) · Tags: *special, combinatorics, dp

[ruanxiaoyu's solution](#)

1232.

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

[ruanxiaoyu's solution](#)

1233.

1804F

[Approximate Diameter](#) · [Tutorial](#)

Quality: 1,175 global accepts · Rating: 2700 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, divide and conquer, graphs, shortest paths

[ruanxiaoyu's solution](#)

1234.

1801F

[Another n-dimensional chocolate bar](#) · [Tutorial](#)

Quality: 746 global accepts · Rating: 2700 · first AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, meet-in-the-middle, number theory

[ruanxiaoyu's solution](#)

1235.

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

[ruanxiaoyu's solution](#)

1236.

1782F

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

Rating: 2700 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, probabilities, trees

[ruanxiaoyu's solution](#)

1237.

1774F2

[Magician and Pigs \(Hard Version\)](#) · [Tutorial](#)

Quality: 866 global accepts · Rating: 2700 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, implementation

[ruanxiaoyu's solution](#)

1238.

1599F

[Mars](#) · [Tutorial](#)

Quality: 410 global accepts · Rating: 2700 · first AC: 2021-10-09 · C++17 (GCC 7-32) (first AC) · Tags: hashing

[ruanxiaoyu's solution](#)

1239.

1599G

[Shortest path](#) · [Tutorial](#)

Quality: 408 global accepts · Rating: 2700 · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, math, shortest paths

[ruanxiaoyu's solution](#)

1240.

1578M

[The Mind](#) · [Tutorial](#)

Quality: 515 global accepts · Rating: 2700 · first AC: 2021-10-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, probabilities

[ruanxiaoyu's solution](#)

1241.

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

[ruanxiaoyu's solution](#)

1242.

1553G

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

Quality: 1,213 global accepts · Rating: 2700 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, hashing, math, number theory

[ruanxiaoyu's solution](#)

1243.

1550F

[Jumping Around](#) · [Tutorial](#)

Quality: 899 global accepts · Rating: 2700 · first AC: 2021-07-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, dsu, graphs, shortest paths

[ruanxiaoyu's solution](#)

1244.

1515G

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

Quality: 1,356 global accepts · Rating: 2700 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, math, number theory

[ruanxiaoyu's solution](#)

1245.

1464E

[No Game No Life](#) · [Tutorial](#)

Rating: 2700 · first AC: 2020-12-20 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, games, math, matrices, probabilities

[ruanxiaoyu's solution](#)

1246.

1423F

[Coins](#) · [Tutorial](#)

Quality: 449 global accepts · Rating: 2700 · first AC: 2020-10-05 · C++17 (GCC 9-64) (first AC) · Tags: math

[ruanxiaoyu's solution](#)

1247.

1408G

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

Quality: 1,301 global accepts · Rating: 2700 · first AC: 2020-09-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, dsu, fft, graphs, trees

[ruanxiaoyu's solution](#)

1248.

1372F

[Omkar and Modes](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 2700 · first AC: 2020-08-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, divide and conquer, interactive

[ruanxiaoyu's solution](#)

1249.

901D

[Weighting a Tree](#) · [Tutorial](#)

Quality: 630 global accepts · Rating: 2700 · first AC: 2020-07-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[ruanxiaoyu's solution](#)

1250.

1386A

[Colors](#) · [Tutorial](#)

Quality: 350 global accepts · Rating: 2700 · first AC: 2020-07-23 · C++14 (GCC 6-32) (first AC) · Tags: *special, binary search, constructive algorithms, interactive

[ruanxiaoyu's solution](#)

1251.

1364E

[X-OR](#) · [Tutorial](#)

Quality: 1,551 global accepts · Rating: 2700 · first AC: 2020-06-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, interactive, probabilities

[ruanxiaoyu's solution](#)

1252.

1344D

[Résumé Review](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2700 · first AC: 2020-05-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[ruanxiaoyu's solution](#)

1253.

1336E1

[Chiori and Doll Picking \(easy version\)](#) · [Tutorial](#)

Quality: 831 global accepts · Rating: 2700 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, math

[ruanxiaoyu's solution](#)

1254.

1338D

[Nested Rubber Bands](#) · [Tutorial](#)

Quality: 1,127 global accepts · Rating: 2700 · first AC: 2020-04-12 · last AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, math, trees

[ruanxiaoyu's solution](#)

1255.

241B

[Friends](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2700 · first AC: 2020-02-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, data structures, math

[ruanxiaoyu's solution](#)

1256.

1292D

[Chaotic V.](#) · [Tutorial](#)

Quality: 971 global accepts · Rating: 2700 · first AC: 2020-01-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, math, number theory, trees

[ruanxiaoyu's solution](#)

1257.

1270G

[Subset with Zero Sum](#) · [Tutorial](#)

Quality: 2,960 global accepts · Rating: 2700 · first AC: 2019-12-29 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[ruanxiaoyu's solution](#)

1258.

616F

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

Quality: 723 global accepts · Rating: 2700 · first AC: 2019-10-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings, string suffix structures, strings

[ruanxiaoyu's solution](#)

1259.

1238G

[Adilbek and the Watering System](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 2700 · first AC: 2019-10-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings

[ruanxiaoyu's solution](#)

1260.

1220F

[Gardener Alex](#) · [Tutorial](#)

Quality: 851 global accepts · Rating: 2700 · first AC: 2019-09-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[ruanxiaoyu's solution](#)

1261.

1207G

[Indie Album](#) · [Tutorial](#)

Quality: 1,227 global accepts · Rating: 2700 · first AC: 2019-08-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, hashing, string suffix structures, strings, trees

[ruanxiaoyu's solution](#)

1262.

1148F

[Foo Fighters](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2700 · first AC: 2019-06-02 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms

[ruanxiaoyu's solution](#)

1263.

1149C

[Tree Generator™](#) · [Tutorial](#)

Quality: 1,672 global accepts · Rating: 2700 · first AC: 2019-04-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, trees

[ruanxiaoyu's solution](#)

1264.

1140G

[Double Tree](#) · [Tutorial](#)

Quality: 615 global accepts · Rating: 2700 · first AC: 2019-03-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, shortest paths, trees

[ruanxiaoyu's solution](#)

1265.

827D

[Best Edge Weight](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: 2700 · first AC: 2019-03-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[ruanxiaoyu's solution](#)

1266.

1131G

[Most Dangerous Shark](#) · [Tutorial](#)

Quality: 540 global accepts · Rating: 2700 · first AC: 2019-02-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, two pointers

[ruanxiaoyu's solution](#)

1267.

1109E

[Sasha and a Very Easy Test](#) · [Tutorial](#)

Quality: 599 global accepts · Rating: 2700 · first AC: 2019-02-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, number theory

[ruanxiaoyu's solution](#)

1268.

958E3

[Guard Duty \(hard\)](#) · [Tutorial](#)

Quality: 215 global accepts · Rating: 2700 · first AC: 2019-01-26 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[ruanxiaoyu's solution](#)

1269.

1074F

[DFS](#) · [Tutorial](#)

Rating: 2700 · first AC: 2018-11-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[ruanxiaoyu's solution](#)

1270.

460E

[Roland and Rose](#) · [Tutorial](#)

Quality: 382 global accepts · Rating: 2700 · first AC: 2018-10-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, math, sortings

[ruanxiaoyu's solution](#)

1271.

1025F

[Disjoint Triangles](#) · [Tutorial](#)

Quality: 909 global accepts · Rating: 2700 · first AC: 2018-08-20 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[ruanxiaoyu's solution](#)

1272.

1019D

[Large Triangle](#) · [Tutorial](#)

Quality: 742 global accepts · Rating: 2700 · first AC: 2018-08-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry, sortings

[ruanxiaoyu's solution](#)

1273.

367E

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

Quality: 1,389 global accepts · Rating: 2700 · first AC: 2018-07-06 · GNU C++11 (first AC) · Tags: combinatorics, dp

[ruanxiaoyu's solution](#)

1274.

715C

[Digit Tree](#) · [Tutorial](#)

Quality: 2,587 global accepts · Rating: 2700 · first AC: 2018-06-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, dsu, trees

[ruanxiaoyu's solution](#)

1275.

949E

[Binary Cards](#) · [Tutorial](#)

Quality: 769 global accepts · Rating: 2700 · first AC: 2018-04-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[ruanxiaoyu's solution](#)

1276.

938F

[Erasing Substrings](#) · [Tutorial](#)

Quality: 613 global accepts · Rating: 2700 · first AC: 2018-03-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy

[ruanxiaoyu's solution](#)

1277.

2053I1

[Affectionate Arrays \(Easy Version\)](#) · [Tutorial](#)

Quality: 557 global accepts · Rating: 2800 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy

[ruanxiaoyu's solution](#)

1278.

2048G

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

Quality: 742 global accepts · Rating: 2800 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math

[ruanxiaoyu's solution](#)

1279.

2034F2

[Khayyam's Royal Decree \(Hard Version\)](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: 2800 · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, sortings

[ruanxiaoyu's solution](#)

1280.

2039F1

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

Quality: 506 global accepts · Rating: 2800 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, number theory

[ruanxiaoyu's solution](#)

1281.

2002F2

[Court Blue \(Hard Version\)](#) · [Tutorial](#)

Quality: 576 global accepts · Rating: 2800 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math, number theory

[ruanxiaoyu's solution](#)

1282.

1967D

[Long Way to be Non-decreasing](#) · [Tutorial](#)

Quality: 978 global accepts · Rating: 2800 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, graphs, implementation, shortest paths, two pointers

[ruanxiaoyu's solution](#)

1283.

1942G

[Bessie and Cards](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 2800 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[ruanxiaoyu's solution](#)

1284.

1949K

[Make Triangle](#) · [Tutorial](#)

Quality: 449 global accepts · Rating: 2800 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[ruanxiaoyu's solution](#)

1285.

1943D2

[Counting Is Fun \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,126 global accepts · Rating: 2800 · first AC: 2024-03-16 · last AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[ruanxiaoyu's solution](#)

1286.

1938L

[XOR Operations](#) · [Tutorial](#)

Quality: 351 global accepts · Rating: 2800 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[ruanxiaoyu's solution](#)

1287.

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

[ruanxiaoyu's solution](#)

1288.

1906D

[Spaceship Exploration](#) · [Tutorial](#)

Quality: 169 global accepts · Rating: 2800 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry

[ruanxiaoyu's solution](#)

1289.

1844F2

[Min Cost Permutation \(Hard Version\)](#) · [Tutorial](#)

Quality: 479 global accepts · Rating: 2800 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math, sortings

[ruanxiaoyu's solution](#)

1290.

1842G

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

Quality: 1,578 global accepts · Rating: 2800 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[ruanxiaoyu's solution](#)

1291.

1830D

[Mex Tree](#) · [Tutorial](#)

Quality: 933 global accepts · Rating: 2800 · first AC: 2023-05-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, trees

[ruanxiaoyu's solution](#)

1292.

1819D

[Misha and Apples](#) · [Tutorial](#)

Quality: 840 global accepts · Rating: 2800 · first AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, two pointers

[ruanxiaoyu's solution](#)

1293.

1810F

[M-tree](#) · [Tutorial](#)

Quality: 660 global accepts · Rating: 2800 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, sortings, trees

[ruanxiaoyu's solution](#)

1294.

1773G

[Game of Questions](#) · [Tutorial](#)

Quality: 549 global accepts · Rating: 2800 · first AC: 2022-12-17 · last AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, fft, math, probabilities

[ruanxiaoyu's solution](#)

1295.

1765I

[Infinite Chess](#) · [Tutorial](#)

Quality: 263 global accepts · Rating: 2800 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: implementation, shortest paths

[ruanxiaoyu's solution](#)

1296.

1685D1

[Permutation Weight \(Easy Version\)](#) · [Tutorial](#)

Quality: 513 global accepts · Rating: 2800 · first AC: 2022-05-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu

[ruanxiaoyu's solution](#)

1297.

1654F

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

Quality: 1,483 global accepts · Rating: 2800 · first AC: 2022-03-21 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, greedy, hashing, sortings, strings

[ruanxiaoyu's solution](#)

1298.

1578B

[Building Forest Trails](#) · [Tutorial](#)

Quality: 475 global accepts · Rating: 2800 · first AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu

[ruanxiaoyu's solution](#)

1299.

1578A

[Anti-Tetris](#) · [Tutorial](#)

Quality: 422 global accepts · Rating: 2800 · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[ruanxiaoyu's solution](#)

1300.

1488H

[Build From Suffixes](#) · [Tutorial](#)

Quality: 70 global accepts · Rating: 2800 · first AC: 2021-03-09 · Kotlin 1.4 (first AC) · Tags: *special, combinatorics, data structures

[ruanxiaoyu's solution](#)

1301.

1442D

[Sum](#) · [Tutorial](#)

Quality: 2,918 global accepts · Rating: 2800 · first AC: 2020-11-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[ruanxiaoyu's solution](#)

1302.

1423M

[Milutin's Plums](#) · [Tutorial](#)

Quality: 324 global accepts · Rating: 2800 · first AC: 2020-10-05 · C++17 (GCC 9-64) (first AC) · Tags: interactive

[ruanxiaoyu's solution](#)

1303.

1400F

[x-prime Substrings](#) · [Tutorial](#)

Quality: 1,167 global accepts · Rating: 2800 · first AC: 2020-08-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, dp, string suffix structures, strings

[ruanxiaoyu's solution](#)

1304.

1394D

[Boboniu and Jianghu](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2800 · first AC: 2020-08-12 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, sortings, trees

[ruanxiaoyu's solution](#)

1305.

1383E

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

Quality: 1,033 global accepts · Rating: 2800 · first AC: 2020-07-24 · last AC: 2020-07-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, dp

[ruanxiaoyu's solution](#)

1306.

575I

[Robots protection](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 2800 · first AC: 2020-04-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[ruanxiaoyu's solution](#)

1307.

1142D

[Foreigner](#) · [Tutorial](#)

Quality: 618 global accepts · Rating: 2800 · first AC: 2019-04-01 · C++14 (GCC 6-32) (first AC) · Tags: dp

[ruanxiaoyu's solution](#)

1308.

1033E

[Hidden Bipartite Graph](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2800 · first AC: 2018-10-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, graphs, interactive

[ruanxiaoyu's solution](#)

1309.

908G

[New Year and Original Order](#) · [Tutorial](#)

Quality: 1,674 global accepts · Rating: 2800 · first AC: 2018-03-10 · last AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[ruanxiaoyu's solution](#)

1310.

2201E

[ABBA Counting](#) · [Tutorial](#)

Quality: 277 global accepts · Rating: 2900 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: fft, math, number theory, strings

[ruanxiaoyu's solution](#)

1311.

2045K

[GCDDCG](#) · [Tutorial](#)

Quality: 131 global accepts · Rating: 2900 · first AC: 2024-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ruanxiaoyu's solution](#)

1312.

1949E

[Damage per Second](#) · [Tutorial](#)

Quality: 146 global accepts · Rating: 2900 · first AC: 2024-03-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[ruanxiaoyu's solution](#)

1313.

1943E1

[MEX Game 2 \(Easy Version\) · Tutorial](#)

Quality: 530 global accepts · Rating: 2900 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy
[ruanxiaoyu's solution](#)

1314.

1906G

[Grid Game 2 · Tutorial](#)

Quality: 335 global accepts · Rating: 2900 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: games, number theory
[ruanxiaoyu's solution](#)

1315.

1906I

[Contingency Plan 2 · Tutorial](#)

Quality: 221 global accepts · Rating: 2900 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: graph matchings
[ruanxiaoyu's solution](#)

1316.

1835D

[Doctor's Brown Hypothesis · Tutorial](#)

Quality: 658 global accepts · Rating: 2900 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, math, number theory
[ruanxiaoyu's solution](#)

1317.

1765J

[Hero to Zero · Tutorial](#)

Quality: 305 global accepts · Rating: 2900 · first AC: 2022-11-27 · C++17 (GCC 9-64) (first AC) · Tags: graph matchings, math
[ruanxiaoyu's solution](#)

1318.

1553H

[XOR and Distance · Tutorial](#)

Quality: 842 global accepts · Rating: 2900 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, divide and conquer, trees
[ruanxiaoyu's solution](#)

1319.

1528E

[Mashtali and Hagh Trees · Tutorial](#)

Quality: 601 global accepts · Rating: 2900 · first AC: 2021-05-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, trees
[ruanxiaoyu's solution](#)

1320.

1500D

[Tiles for Bathroom · Tutorial](#)

Quality: 587 global accepts · Rating: 2900 · first AC: 2021-03-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings, two pointers
[ruanxiaoyu's solution](#)

1321.

1428G1

[Lucky Numbers \(Easy Version\) · Tutorial](#)

Quality: 644 global accepts · Rating: 2900 · first AC: 2020-10-17 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy
[ruanxiaoyu's solution](#)

1322.

1392G

[Omkar and Pies · Tutorial](#)

Quality: 680 global accepts · Rating: 2900 · first AC: 2020-08-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, dp, math, shortest paths
[ruanxiaoyu's solution](#)

1323.

1387C

[Viruses · Tutorial](#)

Quality: 204 global accepts · Rating: 2900 · first AC: 2020-08-07 · last AC: 2020-08-07 · C++14 (GCC 6-32) (first AC) · Tags: *special, dp,

shortest paths, string suffix structures

[ruanxiaoyu's solution](#)

1324.

1361D

[Johnny and James](#) · [Tutorial](#)

Quality: 340 global accepts · Rating: 2900 · first AC: 2020-06-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math, trees

[ruanxiaoyu's solution](#)

1325.

1276D

[Tree Elimination](#) · [Tutorial](#)

Quality: 672 global accepts · Rating: 2900 · first AC: 2019-12-14 · last AC: 2019-12-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees

[ruanxiaoyu's solution](#)

1326.

1264D2

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

Quality: 1,315 global accepts · Rating: 2900 · first AC: 2019-12-06 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, probabilities

[ruanxiaoyu's solution](#)

1327.

1146H

[Satanic Panic](#) · [Tutorial](#)

Quality: 680 global accepts · Rating: 2900 · first AC: 2019-04-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, geometry

[ruanxiaoyu's solution](#)

1328.

1129D

[Isolation](#) · [Tutorial](#)

Quality: 1,309 global accepts · Rating: 2900 · first AC: 2019-02-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[ruanxiaoyu's solution](#)

1329.

1086E

[Beautiful Matrix](#) · [Tutorial](#)

Rating: 2900 · first AC: 2018-12-28 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, dp

[ruanxiaoyu's solution](#)

1330.

1083C

[Max Mex](#) · [Tutorial](#)

Quality: 1,112 global accepts · Rating: 2900 · first AC: 2018-12-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[ruanxiaoyu's solution](#)

1331.

1055F

[Tree and XOR](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 2900 · first AC: 2018-11-11 · C++14 (GCC 6-32) (first AC) · Tags: strings, trees

[ruanxiaoyu's solution](#)

1332.

802M3

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

Quality: 1,295 global accepts · Rating: 2900 · first AC: 2018-11-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, flows

[ruanxiaoyu's solution](#)

1333.

2062E2

[The Game \(Hard Version\)](#) · [Tutorial](#)

Quality: 450 global accepts · Rating: 3000 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, games, graphs, implementation, trees

[ruanxiaoyu's solution](#)

1334.

1909G

[Pumping Lemma](#) · [Tutorial](#)

Quality: 652 global accepts · Rating: 3000 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: hashing, strings

[ruanxiaoyu's solution](#)

1335.

1906C

[Cursed Game](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 3000 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: interactive

[ruanxiaoyu's solution](#)

1336.

1889D

[Game of Stacks](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 3000 · first AC: 2023-10-28 · last AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, trees

[ruanxiaoyu's solution](#)

1337.

1868D

[Flower-like Pseudotree](#) · [Tutorial](#)

Quality: 375 global accepts · Rating: 3000 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation, trees

[ruanxiaoyu's solution](#)

1338.

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

[ruanxiaoyu's solution](#)

1339.

1844G

[Tree Weights](#) · [Tutorial](#)

Quality: 1,184 global accepts · Rating: 3000 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures, dfs and similar, implementation, math, matrices, number theory, tre...

[ruanxiaoyu's solution](#)

1340.

1842H

[Tenzing and Random Real Numbers](#) · [Tutorial](#)

Quality: 853 global accepts · Rating: 3000 · first AC: 2023-06-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, graphs, math, probabilities

[ruanxiaoyu's solution](#)

1341.

1667E

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

Quality: 813 global accepts · Rating: 3000 · first AC: 2022-04-19 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math

[ruanxiaoyu's solution](#)

1342.

1428G2

[Lucky Numbers \(Hard Version\)](#) · [Tutorial](#)

Quality: 728 global accepts · Rating: 3000 · first AC: 2020-10-17 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[ruanxiaoyu's solution](#)

1343.

1063E

[Lasers and Mirrors](#) · [Tutorial](#)

Quality: 402 global accepts · Rating: 3000 · first AC: 2020-06-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[ruanxiaoyu's solution](#)

1344.

1361E

[James and the Chase](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 3000 · first AC: 2020-06-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, probabilities, trees

[ruanxiaoyu's solution](#)

1345.

627E

[Orchestra](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 3000 · first AC: 2020-05-27 · C++14 (GCC 6-32) (first AC) · Tags: two pointers

[ruanxiaoyu's solution](#)

1346.

1161E

[Rainbow Coins](#) · [Tutorial](#)

Rating: 3000 · first AC: 2020-05-17 · C++17 (GCC 7-32) (first AC) · Tags: interactive

[ruanxiaoyu's solution](#)

1347.

1290D

[Coffee Varieties \(hard version\)](#) · [Tutorial](#)

Quality: 948 global accepts · Rating: 3000 · first AC: 2020-02-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, interactive

[ruanxiaoyu's solution](#)

1348.

1252D

[Find String in a Grid](#) · [Tutorial](#)

Quality: 413 global accepts · Rating: 3000 · first AC: 2019-11-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, strings, trees

[ruanxiaoyu's solution](#)

1349.

1236F

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

Quality: 213 global accepts · Rating: 3000 · first AC: 2019-10-17 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, math, probabilities

[ruanxiaoyu's solution](#)

1350.

1175G

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

Quality: 707 global accepts · Rating: 3000 · first AC: 2019-06-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, geometry, two pointers

[ruanxiaoyu's solution](#)

1351.

464E

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

Quality: 1,846 global accepts · Rating: 3000 · first AC: 2019-05-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, shortest paths

[ruanxiaoyu's solution](#)

1352.

1149D

[Abandoning Roads](#) · [Tutorial](#)

Quality: 967 global accepts · Rating: 3000 · first AC: 2019-04-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, graphs, greedy

[ruanxiaoyu's solution](#)

1353.

889E

[Mod Mod Mod](#) · [Tutorial](#)

Quality: 670 global accepts · Rating: 3000 · first AC: 2019-01-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, math

[ruanxiaoyu's solution](#)

1354.

1019C

[Sergey's problem](#) · [Tutorial](#)

Quality: 1,455 global accepts · Rating: 3000 · first AC: 2018-12-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs

[ruanxiaoyu's solution](#)

1355.

2077D

[Maximum Polygon](#) · [Tutorial](#)

Quality: 339 global accepts · Rating: 3100 · first AC: 2025-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, greedy, implementation, math

[ruanxiaoyu's solution](#)

1356.

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

[ruanxiaoyu's solution](#)

1357.

1936D

[Bitwise Paradox](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 3100 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy, two pointers

[ruanxiaoyu's solution](#)

1358.

1930G

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

Quality: 497 global accepts · Rating: 3100 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, trees

[ruanxiaoyu's solution](#)

1359.

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

[ruanxiaoyu's solution](#)

1360.

1439D

[INOI Final Contests](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 3100 · first AC: 2020-11-17 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft

[ruanxiaoyu's solution](#)

1361.

1210F1

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

Quality: 351 global accepts · Rating: 3100 · first AC: 2020-08-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, probabilities

[ruanxiaoyu's solution](#)

1362.

1344E

[Train Tracks](#) · [Tutorial](#)

Quality: 521 global accepts · Rating: 3100 · first AC: 2020-05-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[ruanxiaoyu's solution](#)

1363.

521E

[Cycling City](#) · [Tutorial](#)

Quality: 1,194 global accepts · Rating: 3100 · first AC: 2020-04-30 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[ruanxiaoyu's solution](#)

1364.

587D

[Duff in Mafia](#) · [Tutorial](#)

Quality: 874 global accepts · Rating: 3100 · first AC: 2020-02-25 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, binary search

[ruanxiaoyu's solution](#)

1365.

513G3

[Inversions problem](#) · [Tutorial](#)

Quality: 291 global accepts · Rating: 3100 · first AC: 2018-12-02 · C++14 (GCC 6-32) (first AC) · Tags: dp

[ruanxiaoyu's solution](#)

1366.

2039F2

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

Quality: 288 global accepts · Rating: 3200 · first AC: 2024-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, number theory

[ruanxiaoyu's solution](#)

1367.

1819E

[Roads in E City](#) · [Tutorial](#)

Quality: 379 global accepts · Rating: 3200 · first AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: interactive, math, probabilities, trees

[ruanxiaoyu's solution](#)

1368.

1810G

[The Maximum Prefix](#) · [Tutorial](#)

Quality: 1,247 global accepts · Rating: 3200 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: dp

[ruanxiaoyu's solution](#)

1369.

1774G

[Segment Covering](#) · [Tutorial](#)

Quality: 608 global accepts · Rating: 3200 · first AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, data structures, dp, trees

[ruanxiaoyu's solution](#)

1370.

1648E

[Air Reform](#) · [Tutorial](#)

Quality: 510 global accepts · Rating: 3200 · first AC: 2022-03-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dsu, graphs, implementation, trees

[ruanxiaoyu's solution](#)

1371.

1368G

[Shifting Dominoes](#) · [Tutorial](#)

Quality: 676 global accepts · Rating: 3200 · first AC: 2020-06-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, geometry, graphs, trees

[ruanxiaoyu's solution](#)

1372.

1284F

[New Year and Social Network](#) · [Tutorial](#)

Quality: 413 global accepts · Rating: 3200 · first AC: 2020-05-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graph matchings, graphs, math, trees

[ruanxiaoyu's solution](#)

1373.

1336D

[Yui and Mahjong Set](#) · [Tutorial](#)

Quality: 529 global accepts · Rating: 3200 · first AC: 2020-04-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive

[ruanxiaoyu's solution](#)

1374.

1017G

[The Tree](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 3200 · first AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[ruanxiaoyu's solution](#)

1375.

2057F

[Formation](#) · [Tutorial](#)

Quality: 246 global accepts · Rating: 3300 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, sortings, two pointers

[ruanxiaoyu's solution](#)

1376.

1943E2

[MEX Game 2 \(Hard Version\)](#) · [Tutorial](#)

Quality: 371 global accepts · Rating: 3300 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, two pointers
[ruanxiaoyu's solution](#)

1377.

1938D

[Bánh Bò](#) · [Tutorial](#)

Quality: 111 global accepts · Rating: 3300 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[ruanxiaoyu's solution](#)

1378.

1548D2

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

Quality: 283 global accepts · Rating: 3300 · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, math, number theory
[ruanxiaoyu's solution](#)

1379.

1523F

[Favorite Game](#) · [Tutorial](#)

Quality: 483 global accepts · Rating: 3300 · first AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp
[ruanxiaoyu's solution](#)

1380.

1322E

[Median Mountain Range](#) · [Tutorial](#)

Quality: 346 global accepts · Rating: 3300 · first AC: 2020-03-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures
[ruanxiaoyu's solution](#)

1381.

1083F

[The Fair Nut and Amusing Xor](#) · [Tutorial](#)

Quality: 316 global accepts · Rating: 3300 · first AC: 2019-05-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[ruanxiaoyu's solution](#)

1382.

1852E

[Rivalries](#) · [Tutorial](#)

Quality: 226 global accepts · Rating: 3400 · first AC: 2024-01-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy
[ruanxiaoyu's solution](#)

1383.

1119F

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

Quality: 875 global accepts · Rating: 3400 · first AC: 2019-04-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, trees
[ruanxiaoyu's solution](#)

1384.

1924F

[Anti-Proxy Attendance](#) · [Tutorial](#)

Quality: 226 global accepts · Rating: 3500 · first AC: 2024-01-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, interactive, ternary search
[ruanxiaoyu's solution](#)

1385.

1919G

[Tree LGM](#) · [Tutorial](#)

Quality: 210 global accepts · Rating: 3500 · first AC: 2024-01-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, divide and conquer, games, trees
[ruanxiaoyu's solution](#)

1386.

1916G

[Optimizations From Chelsu](#) · [Tutorial](#)

Quality: 235 global accepts · Rating: 3500 · first AC: 2023-12-31 · last AC: 2023-12-31 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, dp, number theory, trees

[ruanxiaoyu's solution](#)

1387.

1685D2

[Permutation Weight \(Hard Version\)](#) · [Tutorial](#)

Quality: 132 global accepts · Rating: 3500 · first AC: 2022-05-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[ruanxiaoyu's solution](#)

1388.

1338E

[JYPnation](#) · [Tutorial](#)

Quality: 409 global accepts · Rating: 3500 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[ruanxiaoyu's solution](#)

1389.

1158F

[Density of subarrays](#) · [Tutorial](#)

Quality: 504 global accepts · Rating: 3500 · first AC: 2019-05-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[ruanxiaoyu's solution](#)

1390.

2223B

[Zhily and Barknights](#) · [Tutorial](#)

Quality: 1,751 global accepts · Rating: — · first AC: 2026-05-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, math, sortings, two pointers

[ruanxiaoyu's solution](#)

1391.

2223A

[Zhily and Bracket Swapping](#) · [Tutorial](#)

Quality: 3,445 global accepts · Rating: — · first AC: 2026-05-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[ruanxiaoyu's solution](#)

1392.

2222E

[Seek the Truth](#) · [Tutorial](#)

Quality: 1,946 global accepts · Rating: — · first AC: 2026-04-25 · last AC: 2026-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[ruanxiaoyu's solution](#)

1393.

2222D

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

Quality: 3,193 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, sortings

[ruanxiaoyu's solution](#)

1394.

2222C

[Median Partition](#) · [Tutorial](#)

Quality: 4,784 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math

[ruanxiaoyu's solution](#)

1395.

2222B

[Artistic Balance Tree](#) · [Tutorial](#)

Quality: 7,286 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[ruanxiaoyu's solution](#)

1396.

2222A

[A Wonderful Contest](#) · [Tutorial](#)

Quality: 10,011 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math
[ruanxiaoyu's solution](#)

1397.

1959H

[Count the Trains](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-09 · Kotlin 1.9 (first AC) · Tags: *special, data structures
[ruanxiaoyu's solution](#)

1398.

1959G

[The Humanoid](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-09 · Kotlin 1.7 (first AC) · Tags: *special, brute force, sortings
[ruanxiaoyu's solution](#)

1399.

1959F

[Sending a Sequence Over the Network](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-09 · Kotlin 1.7 (first AC) · Tags: *special, dp
[ruanxiaoyu's solution](#)

1400.

1959E

[Jumping on Tiles](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-09 · Kotlin 1.7 (first AC) · Tags: *special, constructive algorithms, strings
[ruanxiaoyu's solution](#)

1401.

1959D

[Traffic Light](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-09 · Kotlin 1.7 (first AC) · Tags: *special
[ruanxiaoyu's solution](#)

1402.

1959C

[Count the Number of Pairs](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-09 · Kotlin 1.7 (first AC) · Tags: *special, greedy, strings
[ruanxiaoyu's solution](#)

1403.

1959B

[Compare T-Shirt Sizes](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-09 · Kotlin 1.7 (first AC) · Tags: *special, implementation, strings
[ruanxiaoyu's solution](#)

1404.

1959A

[Spy Detected!](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-09 · Kotlin 1.7 (first AC) · Tags: *special, implementation
[ruanxiaoyu's solution](#)

1405.

104832K

[Probing the Disk](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[ruanxiaoyu's solution](#)

1406.

104832J

[Do It Yourself?](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-10 · C++20 (GCC 13-64) (first AC) · Tags: —
[ruanxiaoyu's solution](#)

1407.

104832G

[Fortune Telling](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-10 · C++20 (GCC 13-64) (first AC) · Tags: —
[ruanxiaoyu's solution](#)

1408.

104832H

[Task Assignment to Two Employees](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-10 · C++20 (GCC 13-64) (first AC) · Tags: —
[ruanxiaoyu's solution](#)

1409.

104832I

[Liquid Distribution](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[ruanxiaoyu's solution](#)

1410.

104832E

[Chayas](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-10 · C++20 (GCC 13-64) (first AC) · Tags: —
[ruanxiaoyu's solution](#)

1411.

104832D

[Nested Repetition Compression](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-10 · C++20 (GCC 13-64) (first AC) · Tags: —
[ruanxiaoyu's solution](#)

1412.

104832B

[Rank Promotion](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-10 · C++14 (GCC 6-32) (first AC) · Tags: —
[ruanxiaoyu's solution](#)

1413.

104832F

[Color Inversion on a Huge Chessboard](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[ruanxiaoyu's solution](#)

1414.

104832A

[Yokohama Phenomena](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-10 · C++14 (GCC 6-32) (first AC) · Tags: —
[ruanxiaoyu's solution](#)

1415.

104396G

[Moving Boxes](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[ruanxiaoyu's solution](#)

1416.

104396B

[Honkai in TAIKULA](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-22 · C++14 (GCC 6-32) (first AC) · Tags: —
[ruanxiaoyu's solution](#)

1417.

104396L

[Architect](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[ruanxiaoyu's solution](#)

1418.

104396E

[LCM Plus GCD](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[ruanxiaoyu's solution](#)

1419.

104396K

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

Rating: — · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[ruanxiaoyu's solution](#)

1420.

104396A

[Today's Word](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-22 · C++14 (GCC 6-32) (first AC) · Tags: —
[ruanxiaoyu's solution](#)

1421.

104396F

[Timaeus](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[ruanxiaoyu's solution](#)

1422.

104396H

[Neil's Machine](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[ruanxiaoyu's solution](#)

1423.

104396J

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

Rating: — · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[ruanxiaoyu's solution](#)

1424.

104396I

[Elevator](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[ruanxiaoyu's solution](#)

1425.

104875L

[Last Guess](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[ruanxiaoyu's solution](#)

1426.

104875G

[Going in Circles](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-16 · C++14 (GCC 6-32) (first AC) · Tags: —
[ruanxiaoyu's solution](#)

1427.

104875H

[High-quality Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[ruanxiaoyu's solution](#)

1428.

104875K

[Kebab Pizza](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[ruanxiaoyu's solution](#)

1429.

104875D

[Delft Distance](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-16 · C++14 (GCC 6-32) (first AC) · Tags: —
[ruanxiaoyu's solution](#)

1430.

104875J

[Justice Served](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[ruanxiaoyu's solution](#)

1431.

104875C

[Circular Caramel Cookie](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-16 · C++14 (GCC 6-32) (first AC) · Tags: —
[ruanxiaoyu's solution](#)

1432.

104875E

[ETA](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[ruanxiaoyu's solution](#)

1433.

104875B

[Bottle Flip](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-16 · C++14 (GCC 6-32) (first AC) · Tags: —
[ruanxiaoyu's solution](#)

1434.

104875I

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

Rating: — · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[ruanxiaoyu's solution](#)

1435.

104427E

[Treasure Box](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-25 · C++20 (GCC 11-64) (first AC) · Tags: —
[ruanxiaoyu's solution](#)

1436.

104427F

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

Rating: — · first AC: 2024-02-25 · C++20 (GCC 11-64) (first AC) · Tags: —
[ruanxiaoyu's solution](#)

1437.

104427D

[Lonely King](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-25 · C++20 (GCC 11-64) (first AC) · Tags: —
[ruanxiaoyu's solution](#)

1438.

104427I

[Visiting Friend](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-25 · C++20 (GCC 11-64) (first AC) · Tags: —
[ruanxiaoyu's solution](#)

1439.

104427B

[Lawyers](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-25 · C++20 (GCC 11-64) (first AC) · Tags: —
[ruanxiaoyu's solution](#)

1440.

104427G

[Make Everything White](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-25 · C++20 (GCC 11-64) (first AC) · Tags: —
[ruanxiaoyu's solution](#)

1441.

104427A

[Reversing](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-25 · C++20 (GCC 11-64) (first AC) · Tags: —
[ruanxiaoyu's solution](#)

1442.

104427J

[Cooperation Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-25 · C++20 (GCC 11-64) (first AC) · Tags: —
[ruanxiaoyu's solution](#)

1443.

104871I

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

Rating: — · first AC: 2024-02-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[ruanxiaoyu's solution](#)

1444.

104871D

[Drying Laundry](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[ruanxiaoyu's solution](#)

1445.

104871G

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

Rating: — · first AC: 2024-02-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[ruanxiaoyu's solution](#)

1446.

104871C

[Cakes](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[ruanxiaoyu's solution](#)

1447.

104871B

[Ball Passing](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[ruanxiaoyu's solution](#)

1448.

104871E

[Equal Schedules](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[ruanxiaoyu's solution](#)

1449.

104871H

[Human Resources](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[ruanxiaoyu's solution](#)

1450.

102392G

[Projection](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-22 · C++20 (GCC 11-64) (first AC) · Tags: —
[ruanxiaoyu's solution](#)

1451.

102392D

[Cycle String?](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-22 · C++20 (GCC 11-64) (first AC) · Tags: —
[ruanxiaoyu's solution](#)

1452.

102392I

[Absolute Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-22 · C++20 (GCC 11-64) (first AC) · Tags: —
[ruanxiaoyu's solution](#)

1453.

102392J

[Graph and Cycles](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-22 · C++20 (GCC 11-64) (first AC) · Tags: —
[ruanxiaoyu's solution](#)

1454.

102392C

[Find the Array](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-22 · C++20 (GCC 11-64) (first AC) · Tags: —
[ruanxiaoyu's solution](#)

1455.

104172J

[Dice Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-05 · last AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[ruanxiaoyu's solution](#)

1456.

101955B

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

Rating: — · first AC: 2023-01-18 · C++20 (GCC 11-64) (first AC) · Tags: —
[ruanxiaoyu's solution](#)

1457.

101955L

[Machining Disc Rotors](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-14 · C++17 (GCC 9-64) (first AC) · Tags: —
[ruanxiaoyu's solution](#)

1458.

101955K

[Let the Flames Begin](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[ruanxiaoyu's solution](#)

1459.

101955E

[The Kouga Ninja Scrolls](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-14 · C++17 (GCC 9-64) (first AC) · Tags: —
[ruanxiaoyu's solution](#)

1460.

101955I

[Distance Between Sweethearts](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[ruanxiaoyu's solution](#)

1461.

101955G

[Best ACMer Solves the Hardest Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-14 · C++17 (GCC 9-64) (first AC) · Tags: —
[ruanxiaoyu's solution](#)

1462.

101955C

[Insertion Sort](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[ruanxiaoyu's solution](#)

1463.

101955J

[How Much Memory Your Code Is Using?](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[ruanxiaoyu's solution](#)

1464.

104065L

[Por Una Cabeza](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: —
[ruanxiaoyu's solution](#)

1465.

104065D

[Gambler's Ruin](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-21 · C++17 (GCC 9-64) (first AC) · Tags: —
[ruanxiaoyu's solution](#)

1466.

104065H

[Life is Hard and Undecidable, but...](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-21 · C++17 (GCC 9-64) (first AC) · Tags: —
[ruanxiaoyu's solution](#)

1467.

104065J

[Middle Race](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-21 · C++17 (GCC 9-64) (first AC) · Tags: —
[ruanxiaoyu's solution](#)

1468.

104065E

[Hammer to Fall](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-21 · C++17 (GCC 9-64) (first AC) · Tags: —
[ruanxiaoyu's solution](#)

1469.

104065A

[Ban or Pick, What's the Trick](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-21 · C++17 (GCC 9-64) (first AC) · Tags: —
[ruanxiaoyu's solution](#)

1470.

104065M

[Rock-Paper-Scissors Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-21 · C++17 (GCC 9-64) (first AC) · Tags: —
[ruanxiaoyu's solution](#)

1471.

104065C

[Catch You Catch Me](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-21 · C++17 (GCC 9-64) (first AC) · Tags: —
[ruanxiaoyu's solution](#)

1472.

104065G

[Let Them Eat Cake](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-21 · C++17 (GCC 9-64) (first AC) · Tags: —
[ruanxiaoyu's solution](#)

1473.

104059G

[Guessing Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[ruanxiaoyu's solution](#)

1474.

104059H

[Hardcore Hangman](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[ruanxiaoyu's solution](#)

1475.

104059B

[Breeding Bugs](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[ruanxiaoyu's solution](#)

1476.

104059D

[Diabolic Doofenshmirtz](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[ruanxiaoyu's solution](#)

1477.

104059J

[Jesting Jabberwocky](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[ruanxiaoyu's solution](#)

1478.

104059I

[Improving IT](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[ruanxiaoyu's solution](#)

1479.

104059A

[Alternative Architecture](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[ruanxiaoyu's solution](#)

1480.

104059L

[Lots of Land](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[ruanxiaoyu's solution](#)

1481.

104059K

[K.O. Kids](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[ruanxiaoyu's solution](#)

1482.

104059E

[Enjoyable Entree](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[ruanxiaoyu's solution](#)

1483.

104059C

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

Rating: — · first AC: 2022-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[ruanxiaoyu's solution](#)

1484.

103428F

[Stone](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[ruanxiaoyu's solution](#)

1485.

103428H

[city safety](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[ruanxiaoyu's solution](#)

1486.

103428C

[Assign or Multiply](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[ruanxiaoyu's solution](#)

1487.

103428E

[CHASE!](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[ruanxiaoyu's solution](#)

1488.

103428M

[810975](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[ruanxiaoyu's solution](#)

1489.

103428D

[Period](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-03 · C++17 (GCC 9-64) (first AC) · Tags: —
[ruanxiaoyu's solution](#)

1490.

103428G

[Shinyruo and KFC](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[ruanxiaoyu's solution](#)

1491.

103428J

[Circular Billiard Table](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[ruanxiaoyu's solution](#)

1492.

103428A

[Goodbye, Ziyin!](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-03 · C++17 (GCC 9-64) (first AC) · Tags: —
[ruanxiaoyu's solution](#)

1493.

103260F

[Thanks to MikeMirzayanov](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[ruanxiaoyu's solution](#)

1494.

103260B

[Lockout vs tourist](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[ruanxiaoyu's solution](#)

1495.

103260C

[Multiple?](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-02 · C++17 (GCC 9-64) (first AC) · Tags: —
[ruanxiaoyu's solution](#)

1496.

103260A

[Assignment Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[ruanxiaoyu's solution](#)

1497.

103260I

[Trade](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[ruanxiaoyu's solution](#)

1498.

103260G

[Remove the Prime](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-02 · C++17 (GCC 9-64) (first AC) · Tags: —
[ruanxiaoyu's solution](#)

1499.

103260J

[Increasing or Decreasing](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[ruanxiaoyu's solution](#)

1500.

103260M

[Discrete Logarithm is a Joke](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[ruanxiaoyu's solution](#)

1501.

104008K

[Barrel Theory](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-01 · last AC: 2022-11-02 · C++17 (GCC 9-64) (first AC) · Tags: —
[ruanxiaoyu's solution](#)

1502.

104008L

[Largest Unique Wins](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-01 · C++20 (GCC 11-64) (first AC) · Tags: —
[ruanxiaoyu's solution](#)

1503.

104008D

[Alice's Dolls](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-01 · C++17 (GCC 9-64) (first AC) · Tags: —
[ruanxiaoyu's solution](#)

1504.

104008J

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

Rating: — · first AC: 2022-11-01 · C++20 (GCC 11-64) (first AC) · Tags: —
[ruanxiaoyu's solution](#)

1505.

104008G

[Group Homework](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-01 · C++14 (GCC 6-32) (first AC) · Tags: —
[ruanxiaoyu's solution](#)

1506.

104008C

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

Rating: — · first AC: 2022-11-01 · C++17 (GCC 9-64) (first AC) · Tags: —
[ruanxiaoyu's solution](#)

1507.

104008M

[Youth Finale](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-01 · C++20 (GCC 11-64) (first AC) · Tags: —
[ruanxiaoyu's solution](#)

1508.

104008E

[Draw a triangle](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-01 · C++14 (GCC 6-32) (first AC) · Tags: —
[ruanxiaoyu's solution](#)

1509.

104008A

[Lily](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-01 · C++17 (GCC 9-64) (first AC) · Tags: —
[ruanxiaoyu's solution](#)

1510.

103446M

[Harmony in Harmony](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-26 · C++17 (GCC 9-64) (first AC) · Tags: —
[ruanxiaoyu's solution](#)

1511.

103446A

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

Rating: — · first AC: 2022-10-26 · C++17 (GCC 9-64) (first AC) · Tags: —
[ruanxiaoyu's solution](#)

1512.

103446H

[Life is a Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-26 · C++17 (GCC 9-64) (first AC) · Tags: —
[ruanxiaoyu's solution](#)

1513.

103446B

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

Rating: — · first AC: 2022-10-26 · C++17 (GCC 9-64) (first AC) · Tags: —
[ruanxiaoyu's solution](#)

1514.

103446I

[Steadily Growing Steam](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-26 · C++17 (GCC 9-64) (first AC) · Tags: —
[ruanxiaoyu's solution](#)

1515.

103446D

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

Rating: — · first AC: 2022-10-26 · C++17 (GCC 9-64) (first AC) · Tags: —
[ruanxiaoyu's solution](#)

1516.

103446E

[Strange Integers](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-26 · C++17 (GCC 9-64) (first AC) · Tags: —
[ruanxiaoyu's solution](#)

1517.

103446G

[Edge Groups](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-26 · C++17 (GCC 9-64) (first AC) · Tags: —
[ruanxiaoyu's solution](#)

1518.

103860I

[Reverse LIS](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-21 · C++17 (GCC 9-64) (first AC) · Tags: —
[ruanxiaoyu's solution](#)

1519.

103860E

[Elegant Tetris](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-21 · C++17 (GCC 9-64) (first AC) · Tags: —
[ruanxiaoyu's solution](#)

1520.

103860K

[Security Plan](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-21 · C++17 (GCC 9-64) (first AC) · Tags: —
[ruanxiaoyu's solution](#)

1521.

103860G

[Integer Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-21 · C++17 (GCC 9-64) (first AC) · Tags: —
[ruanxiaoyu's solution](#)

1522.

103860J

[jfw.harie.edu](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-21 · C++17 (GCC 9-64) (first AC) · Tags: —
[ruanxiaoyu's solution](#)

1523.

103860L

[Paid Leave](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-21 · C++17 (GCC 9-64) (first AC) · Tags: —
[ruanxiaoyu's solution](#)

1524.

103860F

[Modulo](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-21 · C++17 (GCC 9-64) (first AC) · Tags: —
[ruanxiaoyu's solution](#)

1525.

103860A

[Mash](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-21 · C++17 (GCC 9-64) (first AC) · Tags: —
[ruanxiaoyu's solution](#)

1526.

103914J

[Symmetry: Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-19 · C++17 (GCC 9-64) (first AC) · Tags: —
[ruanxiaoyu's solution](#)

1527.

103914A

[Puzzle: X-Sums Sudoku](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-19 · C++17 (GCC 9-64) (first AC) · Tags: —
[ruanxiaoyu's solution](#)

1528.

103914F

[Longest Common Subsequence](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-19 · C++17 (GCC 9-64) (first AC) · Tags: —
[ruanxiaoyu's solution](#)

1529.

103931L

[Last Warning of the Competition Finance Officer](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-17 · C++17 (GCC 9-64) (first AC) · Tags: —
[ruanxiaoyu's solution](#)

1530.

103931I

[It Takes Two of Two](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-17 · C++17 (GCC 9-64) (first AC) · Tags: —
[ruanxiaoyu's solution](#)

1531.

103931B

[Bracket Query](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-17 · C++17 (GCC 9-64) (first AC) · Tags: —
[ruanxiaoyu's solution](#)

1532.

103931J

[Just Some Bad Memory](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-17 · C++17 (GCC 9-64) (first AC) · Tags: —
[ruanxiaoyu's solution](#)

1533.

103931D

[Demonstrational sequences](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-17 · C++17 (GCC 9-64) (first AC) · Tags: —
[ruanxiaoyu's solution](#)

1534.

103931C

[Coffee Overdose](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-17 · C++17 (GCC 9-64) (first AC) · Tags: —
[ruanxiaoyu's solution](#)

1535.

103931M

[My University Is Better Than Yours](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-17 · C++17 (GCC 9-64) (first AC) · Tags: —
[ruanxiaoyu's solution](#)

1536.

103931E

[Expenditure Reduction](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-17 · C++17 (GCC 9-64) (first AC) · Tags: —
[ruanxiaoyu's solution](#)

1537.

103931G

[Gua!](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-17 · C++17 (GCC 9-64) (first AC) · Tags: —
[ruanxiaoyu's solution](#)

1538.

103931A

[Another A+B Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-17 · C++17 (GCC 9-64) (first AC) · Tags: —
[ruanxiaoyu's solution](#)

1539.

103931H

[Heirloom Painting](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-17 · C++17 (GCC 9-64) (first AC) · Tags: —
[ruanxiaoyu's solution](#)

1540.

103931N

[Nine Is Greater Than Ten](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-17 · C++17 (GCC 9-64) (first AC) · Tags: —
[ruanxiaoyu's solution](#)

1541.

103729C

[Potion\(hard version\)](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: —
[ruanxiaoyu's solution](#)

1542.

103729D

[Transition](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: —
[ruanxiaoyu's solution](#)

1543.

103729H

[Hamster and Multiplication](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: —
[ruanxiaoyu's solution](#)

1544.

103729F

[Angel](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: —
[ruanxiaoyu's solution](#)

1545.

103729J

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

Rating: — · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: —
[ruanxiaoyu's solution](#)

1546.

103729E

[Multigate](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: —
[ruanxiaoyu's solution](#)

1547.

103729A

[Nucleic Acid Test](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: —
[ruanxiaoyu's solution](#)

1548.

103729L

[Chtholly and the Broken Chronograph](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: —
[ruanxiaoyu's solution](#)

1549.

103729B

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

Rating: — · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: —
[ruanxiaoyu's solution](#)

1550.

103729K

[PTT](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: —
[ruanxiaoyu's solution](#)

1551.

103687G

[Easy Glide](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-12 · C++17 (GCC 9-64) (first AC) · Tags: —
[ruanxiaoyu's solution](#)

1552.

103687C

[JB Wants to Earn Big Money](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[ruanxiaoyu's solution](#)

1553.

103687B

[JB Loves Comma](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[ruanxiaoyu's solution](#)

1554.

103687A

[JB Loves Math](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[ruanxiaoyu's solution](#)

1555.

103637A

[Agile permutation](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-23 · C++17 (GCC 9-64) (first AC) · Tags: —
[ruanxiaoyu's solution](#)

1556.

103637K

[K-ones xor](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-23 · C++17 (GCC 9-64) (first AC) · Tags: —
[ruanxiaoyu's solution](#)

1557.

103637I

[Items in boxes](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-23 · C++17 (GCC 9-64) (first AC) · Tags: —
[ruanxiaoyu's solution](#)

1558.

103637C

[Crossed out letter](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-23 · C++17 (GCC 9-64) (first AC) · Tags: —
[ruanxiaoyu's solution](#)

1559.

103637B

[BSUIR Open X](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-23 · C++17 (GCC 9-64) (first AC) · Tags: —
[ruanxiaoyu's solution](#)

1560.

103637L

[Long integer](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-23 · C++17 (GCC 9-64) (first AC) · Tags: —
[ruanxiaoyu's solution](#)

1561.

1662C

[European Trip](#) · [Tutorial](#)

Quality: 383 global accepts · Rating: — · first AC: 2022-04-24 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, math, matrices
[ruanxiaoyu's solution](#)

1562.

1662G

[Gastronomic Event](#) · [Tutorial](#)

Quality: 562 global accepts · Rating: — · first AC: 2022-04-24 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, trees
[ruanxiaoyu's solution](#)

1563.

1662N

[Drone Photo](#) · [Tutorial](#)

Quality: 933 global accepts · Rating: — · first AC: 2022-04-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, sortings
[ruanxiaoyu's solution](#)

1564.

1662L

[Il Derby della Madonnina](#) · [Tutorial](#)

Quality: 1,332 global accepts · Rating: — · first AC: 2022-04-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, math
[ruanxiaoyu's solution](#)

1565.

1662F

[Antennas](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: — · first AC: 2022-04-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, shortest paths
[ruanxiaoyu's solution](#)

1566.

1662O

[Circular Maze](#) · [Tutorial](#)

Quality: 1,592 global accepts · Rating: — · first AC: 2022-04-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation
[ruanxiaoyu's solution](#)

1567.

1662I

[Ice Cream Shop](#) · [Tutorial](#)

Quality: 2,468 global accepts · Rating: — · first AC: 2022-04-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, sortings
[ruanxiaoyu's solution](#)

1568.

1662D

[Evolution of Weasels](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: — · first AC: 2022-04-24 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, strings
[ruanxiaoyu's solution](#)

1569.

1662H

[Boundary](#) · [Tutorial](#)

Quality: 3,368 global accepts · Rating: — · first AC: 2022-04-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math
[ruanxiaoyu's solution](#)

1570.

1662M

[Bottle Arrangements](#) · [Tutorial](#)

Quality: 3,877 global accepts · Rating: — · first AC: 2022-04-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms
[ruanxiaoyu's solution](#)

1571.

1662A

[Organizing SWERC](#) · [Tutorial](#)

Quality: 4,841 global accepts · Rating: — · first AC: 2022-04-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[ruanxiaoyu's solution](#)

1572.

103202E

[Knights of the Frozen Throne](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-17 · C++17 (GCC 9-64) (first AC) · Tags: —
[ruanxiaoyu's solution](#)

1573.

103202C

[Mean Streets of Gadgetzan](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-17 · C++17 (GCC 9-64) (first AC) · Tags: —
[ruanxiaoyu's solution](#)

1574.

103202M

[United in Stormwind](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-17 · C++17 (GCC 9-64) (first AC) · Tags: —
[ruanxiaoyu's solution](#)

1575.

103202I

[Rise of Shadows](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-17 · C++17 (GCC 9-64) (first AC) · Tags: —
[ruanxiaoyu's solution](#)

1576.

103202K

[Scholomance Academy](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-17 · C++17 (GCC 9-64) (first AC) · Tags: —
[ruanxiaoyu's solution](#)

1577.

103202H

[The Boomsday Project](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-17 · C++17 (GCC 9-64) (first AC) · Tags: —
[ruanxiaoyu's solution](#)

1578.

103202D

[Journey to Un'Goro](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-17 · C++17 (GCC 9-64) (first AC) · Tags: —
[ruanxiaoyu's solution](#)

1579.

103202F

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

Rating: — · first AC: 2021-11-17 · C++17 (GCC 9-64) (first AC) · Tags: —
[ruanxiaoyu's solution](#)

1580.

103202G

[The Witchwood](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-17 · C++17 (GCC 9-64) (first AC) · Tags: —
[ruanxiaoyu's solution](#)

1581.

103182B

[Dragons](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-09 · C++17 (GCC 9-64) (first AC) · Tags: —
[ruanxiaoyu's solution](#)

1582.

103182L

[XorAnd](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[ruanxiaoyu's solution](#)

1583.

103182A

[Corporate Issues](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[ruanxiaoyu's solution](#)

1584.

1533H

[Submatrices](#) · [Tutorial](#)

Quality: 92 global accepts · Rating: — · first AC: 2021-06-29 · Kotlin 1.4 (first AC) · Tags: *special, bitmasks, data structures, dp

[ruanxiaoyu's solution](#)

1585.

1533E

[Chess Team Forming](#) · [Tutorial](#)

Quality: 285 global accepts · Rating: — · first AC: 2021-06-29 · Kotlin 1.4 (first AC) · Tags: *special, binary search, data structures, greedy

[ruanxiaoyu's solution](#)

1586.

1533C

[Sweets](#) · [Tutorial](#)

Quality: 484 global accepts · Rating: — · first AC: 2021-06-29 · Kotlin 1.4 (first AC) · Tags: *special, data structures, implementation

[ruanxiaoyu's solution](#)

1587.

1533F

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

Quality: 224 global accepts · Rating: — · first AC: 2021-06-29 · Kotlin 1.4 (first AC) · Tags: *special, binary search, greedy

[ruanxiaoyu's solution](#)

1588.

1533D

[String Searching](#) · [Tutorial](#)

Quality: 514 global accepts · Rating: — · first AC: 2021-06-29 · Kotlin 1.4 (first AC) · Tags: *special, hashing

[ruanxiaoyu's solution](#)

1589.

1533B

[Nearest Point Function](#) · [Tutorial](#)

Quality: 816 global accepts · Rating: — · first AC: 2021-06-29 · Kotlin 1.4 (first AC) · Tags: *special, implementation

[ruanxiaoyu's solution](#)

1590.

1533A

[Travel to Bertown](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: — · first AC: 2021-06-29 · Kotlin 1.4 (first AC) · Tags: *special, implementation, math

[ruanxiaoyu's solution](#)

1591.

1489D

[Substrings Sort](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-08 · Kotlin 1.4 (first AC) · Tags: *special, sortings

[ruanxiaoyu's solution](#)

1592.

1489C

[File Name](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-08 · Kotlin 1.4 (first AC) · Tags: *special, strings

[ruanxiaoyu's solution](#)

1593.

1489B

[Water Buying](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-08 · Kotlin 1.4 (first AC) · Tags: *special, math

[ruanxiaoyu's solution](#)

1594.

1489A

[Remove Duplicates](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-08 · Kotlin 1.4 (first AC) · Tags: *special, implementation

[ruanxiaoyu's solution](#)

1595.

102835G

[Graph Cards](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[ruanxiaoyu's solution](#)

1596.

102835C

[Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[ruanxiaoyu's solution](#)

1597.

102835K

[Number with Bachelors](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[ruanxiaoyu's solution](#)

1598.

102835I

[Critical Structures](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[ruanxiaoyu's solution](#)

1599.

102835E

[A Color Game](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[ruanxiaoyu's solution](#)

1600.

102835F

[Cable Protection](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[ruanxiaoyu's solution](#)

1601.

102835B

[Make Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[ruanxiaoyu's solution](#)

1602.

102835H

[Optimization for UltraNet](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[ruanxiaoyu's solution](#)

1603.

102835M

[Keystroke](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[ruanxiaoyu's solution](#)

1604.

102835A

[Right-Coupled Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[ruanxiaoyu's solution](#)

1605.

102861D

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

Rating: — · first AC: 2020-11-18 · C++17 (GCC 9-64) (first AC) · Tags: —
[ruanxiaoyu's solution](#)

1606.

102861M

[Machine Gun](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-18 · C++17 (GCC 9-64) (first AC) · Tags: —
[ruanxiaoyu's solution](#)

1607.

102861C

[Concatenating Teams](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-18 · C++17 (GCC 9-64) (first AC) · Tags: —
[ruanxiaoyu's solution](#)

1608.

102861O

[Venusian Shuttle](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-18 · C++17 (GCC 9-64) (first AC) · Tags: —
[ruanxiaoyu's solution](#)

1609.

102861I

[Interactivity](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-18 · C++17 (GCC 9-64) (first AC) · Tags: —
[ruanxiaoyu's solution](#)

1610.

102861N

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

Rating: — · first AC: 2020-11-18 · C++17 (GCC 9-64) (first AC) · Tags: —
[ruanxiaoyu's solution](#)

1611.

102861E

[Party Company](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-18 · C++17 (GCC 9-64) (first AC) · Tags: —
[ruanxiaoyu's solution](#)

1612.

102861H

[SBC's Hangar](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-18 · C++17 (GCC 9-64) (first AC) · Tags: —
[ruanxiaoyu's solution](#)

1613.

102861K

[Between Us](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-18 · C++17 (GCC 9-64) (first AC) · Tags: —
[ruanxiaoyu's solution](#)

1614.

102861L

[Lavaspar](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-18 · C++17 (GCC 9-64) (first AC) · Tags: —
[ruanxiaoyu's solution](#)

1615.

102861F

[Fastminton](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[ruanxiaoyu's solution](#)

1616.

102861A

[Sticker Album](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-18 · C++17 (GCC 9-64) (first AC) · Tags: —
[ruanxiaoyu's solution](#)

1617.

102861B

[Battleship](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-18 · C++17 (GCC 9-64) (first AC) · Tags: —
[ruanxiaoyu's solution](#)

1618.

102861G

[Game Show!](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-18 · C++17 (GCC 9-64) (first AC) · Tags: —
[ruanxiaoyu's solution](#)

1619.

1432E

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

Rating: — · first AC: 2020-11-11 · Kotlin 1.4 (first AC) · Tags: *special, greedy
[ruanxiaoyu's solution](#)

1620.

1432D

[Construct the String](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-11 · Kotlin 1.4 (first AC) · Tags: *special, constructive algorithms
[ruanxiaoyu's solution](#)

1621.

1432C

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

Rating: — · first AC: 2020-11-11 · Kotlin 1.4 (first AC) · Tags: *special, math
[ruanxiaoyu's solution](#)

1622.

1432B

[Candies and Two Sisters](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-11 · Kotlin 1.4 (first AC) · Tags: *special, math
[ruanxiaoyu's solution](#)

1623.

1432A

[A+B \(Trial Problem\)](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-11 · Kotlin 1.4 (first AC) · Tags: *special
[ruanxiaoyu's solution](#)

1624.

102536J

[A Cold Macchiato](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-11 · PyPy 3 (first AC) · Tags: —
[ruanxiaoyu's solution](#)

1625.

102536I

[Glory to Algotzka](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-11 · C++17 (GCC 9-64) (first AC) · Tags: —
[ruanxiaoyu's solution](#)

1626.

102536M

[Thin Ice](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[ruanxiaoyu's solution](#)

1627.

102536B

[C.U.P.S.](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-11 · C++17 (GCC 9-64) (first AC) · Tags: —
[ruanxiaoyu's solution](#)

1628.

102536G

[Generic Spy Movies](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-11 · C++17 (GCC 9-64) (first AC) · Tags: —
[ruanxiaoyu's solution](#)

1629.

102536A

[The Slowden Files](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-11 · C++17 (GCC 9-64) (first AC) · Tags: —
[ruanxiaoyu's solution](#)

1630.

102536E

[A Floor of Many Doors](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-11 · C++17 (GCC 9-64) (first AC) · Tags: —
[ruanxiaoyu's solution](#)

1631.

102536C

[Senpai](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-11 · C++17 (GCC 9-64) (first AC) · Tags: —
[ruanxiaoyu's solution](#)

1632.

102536K

[I Brook the Code!](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-11 · C++17 (GCC 9-64) (first AC) · Tags: —
[ruanxiaoyu's solution](#)

1633.

102536D

[Move to Remove Confidential Blunders](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-11 · C++17 (GCC 9-64) (first AC) · Tags: —
[ruanxiaoyu's solution](#)

1634.

102536L

[Break the Pattern!](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-11 · C++17 (GCC 9-64) (first AC) · Tags: —
[ruanxiaoyu's solution](#)

1635.

102801B

[Team](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-28 · last AC: 2020-11-07 · C++17 (GCC 9-64) (first AC) · Tags: —
[ruanxiaoyu's solution](#)

1636.

102801H

[PepperLa's String](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-28 · C++17 (GCC 9-64) (first AC) · Tags: —
[ruanxiaoyu's solution](#)

1637.

102801K

[PepperLa's Boast](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[ruanxiaoyu's solution](#)

1638.

102801L

[PepperLa's Express](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-28 · C++17 (GCC 9-64) (first AC) · Tags: —
[ruanxiaoyu's solution](#)

1639.

102801A

[Micro Structure Thread](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-28 · C++17 (GCC 9-64) (first AC) · Tags: —
[ruanxiaoyu's solution](#)

1640.

102801E

[Liner vectors](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-28 · C++17 (GCC 9-64) (first AC) · Tags: —
[ruanxiaoyu's solution](#)

1641.

102801G

[Halli Galli](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-28 · C++17 (GCC 9-64) (first AC) · Tags: —
[ruanxiaoyu's solution](#)

1642.

102801I

[PepperLa's Cram School](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-28 · C++17 (GCC 9-64) (first AC) · Tags: —
[ruanxiaoyu's solution](#)

1643.

102801D

[Fall Guys](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-28 · C++17 (GCC 9-64) (first AC) · Tags: —
[ruanxiaoyu's solution](#)

1644.

102801C

[Function](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-28 · C++17 (GCC 9-64) (first AC) · Tags: —
[ruanxiaoyu's solution](#)

1645.

102801J

[Color the blocks](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-28 · C++17 (GCC 9-64) (first AC) · Tags: —
[ruanxiaoyu's solution](#)

1646.

1331E

[Jordan Smiley](#) · [Tutorial](#)

Quality: 1,239 global accepts · Rating: — · first AC: 2020-04-01 · C++14 (GCC 6-32) (first AC) · Tags: *special, dfs and similar, geometry, implementation
[ruanxiaoyu's solution](#)

1647.

1331F

[Elementary!](#) · [Tutorial](#)

Quality: 603 global accepts · Rating: — · first AC: 2020-04-01 · C++14 (GCC 6-32) (first AC) · Tags: *special, brute force, dp, strings
[ruanxiaoyu's solution](#)

1648.

1331B

[Limericks](#) · [Tutorial](#)

Quality: 7,160 global accepts · Rating: — · first AC: 2020-04-01 · C++14 (GCC 6-32) (first AC) · Tags: *special, math, number theory

[ruanxiaoyu's solution](#)

1649.

1331C

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

Quality: 3,213 global accepts · Rating: — · first AC: 2020-04-01 · C++14 (GCC 6-32) (first AC) · Tags: *special, bitmasks

[ruanxiaoyu's solution](#)

1650.

1331D

[Again?](#) · [Tutorial](#)

Quality: 12,102 global accepts · Rating: — · first AC: 2020-04-01 · C++14 (GCC 6-32) (first AC) · Tags: *special, implementation

[ruanxiaoyu's solution](#)

1651.

1331A

[Is it rated?](#) · [Tutorial](#)

Quality: 17,507 global accepts · Rating: — · first AC: 2020-04-01 · Python 3 (first AC) · Tags: *special

[ruanxiaoyu's solution](#)

1652.

102361F

[Forest Program](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[ruanxiaoyu's solution](#)

1653.

102361A

[Angle Beats](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[ruanxiaoyu's solution](#)

1654.

102412I

[Find the Vertex](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[ruanxiaoyu's solution](#)

1655.

101336E

[LISA](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[ruanxiaoyu's solution](#)

1656.

101336D

[Memory Manager](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[ruanxiaoyu's solution](#)

1657.

100993D

[Problem Preparation](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-03 · last AC: 2020-02-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[ruanxiaoyu's solution](#)

1658.

101336C

[Magic Artifact](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[ruanxiaoyu's solution](#)

1659.

100993E

[Similar Subways](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[ruanxiaoyu's solution](#)

1660.

100993C

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

Rating: — · first AC: 2020-02-03 · C++14 (GCC 6-32) (first AC) · Tags: —
[ruanxiaoyu's solution](#)

1661.

102412G

[AtCoder Quality Problem](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-06 · C++14 (GCC 6-32) (first AC) · Tags: —
[ruanxiaoyu's solution](#)

1662.

102268B

[Best Subsequence](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-06 · C++14 (GCC 6-32) (first AC) · Tags: —
[ruanxiaoyu's solution](#)

1663.

100570C

[Subrect Query](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-22 · C++14 (GCC 6-32) (first AC) · Tags: —
[ruanxiaoyu's solution](#)

1664.

100548C

[The Problem Needs 3D Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-02 · C++14 (GCC 6-32) (first AC) · Tags: —
[ruanxiaoyu's solution](#)

1665.

undefined107

[987654321 problem](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-23 · C++14 (GCC 6-32) (first AC) · Tags: *special
[ruanxiaoyu's solution](#)

1666.

undefined112

[a^b - b^a](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-23 · Python 3 (first AC) · Tags: *special
[ruanxiaoyu's solution](#)

1667.

1193B

[Magic Tree](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: — · first AC: 2019-07-30 · C++14 (GCC 6-32) (first AC) · Tags: *special, data structures, dp, trees
[ruanxiaoyu's solution](#)

1668.

1192A

[Building Skyscrapers](#) · [Tutorial](#)

Quality: 80 global accepts · Rating: — · first AC: 2019-07-27 · C++14 (GCC 6-32) (first AC) · Tags: *special
[ruanxiaoyu's solution](#)

1669.

1192C

[Cubeword](#) · [Tutorial](#)

Quality: 367 global accepts · Rating: — · first AC: 2019-07-25 · C++14 (GCC 6-32) (first AC) · Tags: *special, brute force, dp, meet-in-the-middle
[ruanxiaoyu's solution](#)

1670.

1192B

[Dynamic Diameter](#) · [Tutorial](#)

Quality: 1,560 global accepts · Rating: — · first AC: 2019-07-25 · C++14 (GCC 6-32) (first AC) · Tags: *special, data structures, dfs and similar, divide and conquer, trees

[ruanxiaoyu's solution](#)

1671.

100994D

[Teams Creation](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-06 · C++14 (GCC 6-32) (first AC) · Tags: —
[ruanxiaoyu's solution](#)

1672.

101472E

[Stripe](#) · [Tutorial](#)

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1673.

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1674.

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1675.

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1676.

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1678.

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1683.

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1684.

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1685.

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1686.

102152H

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1687.

102152G

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1688.

102152F

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1689.

102152K

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1690.

101630L

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1691.

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1692.

101470E

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1693.

101002H

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1694.

102007E

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1695.

102006I

[Rise of the Robots](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-24 · C++14 (GCC 6-32) (first AC) · Tags: —

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1696.

102006F

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Rating: — · first AC: 2018-11-23 · C++14 (GCC 6-32) (first AC) · Tags: —

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1697.

102006K

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Rating: — · first AC: 2018-11-23 · C++14 (GCC 6-32) (first AC) · Tags: —

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1698.

102006G

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1699.

102006H

[Bugged System](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-23 · C++14 (GCC 6-32) (first AC) · Tags: —

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1700.

102006D

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Rating: — · first AC: 2018-11-23 · C++14 (GCC 6-32) (first AC) · Tags: —

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1701.

102006C

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1702.

102006B

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1703.

102006A

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1704.

101992E

[Count permutations](#) · [Tutorial](#)

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1705.

101859A

[Tourist](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-11 · C++14 (GCC 6-32) (first AC) · Tags: —
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1706.

101859B

[Interception](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-11 · C++14 (GCC 6-32) (first AC) · Tags: —
[ruanxiaoyu's solution](#)

1707.

101859C

[Ethan Searches for a String](#) · [Tutorial](#)

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1708.

101502L

[Roads and Tracks](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-30 · C++14 (GCC 6-32) (first AC) · Tags: —
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1709.

101502I

[Move Between Numbers](#) · [Tutorial](#)

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1710.

101502G

[Most Common Suffix](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-30 · C++14 (GCC 6-32) (first AC) · Tags: —
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1711.

101502J

[Boxes Game](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-30 · C++14 (GCC 6-32) (first AC) · Tags: —
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1712.

101502D

[Dice Game](#) · [Tutorial](#)

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1713.

101502C

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1714.

101502F

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1715.

101502H

[Eyad and Math](#) · [Tutorial](#)

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1716.

101502E

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1717.

101502K

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1718.

101502B

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1719.

101502A

[A Very Hard Question](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-30 · C++14 (GCC 6-32) (first AC) · Tags: —
[ruanxiaoyu's solution](#)

1720.

undefined123

[The sum](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-14 · C++14 (GCC 6-32) (first AC) · Tags: *special
[ruanxiaoyu's solution](#)

1721.

101510E

[English](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-14 · C++14 (GCC 6-32) (first AC) · Tags: —
[ruanxiaoyu's solution](#)

1722.

101879J

[Meme Wars](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-20 · C++14 (GCC 6-32) (first AC) · Tags: —
[ruanxiaoyu's solution](#)

1723.

101879E

[Group work](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-20 · C++14 (GCC 6-32) (first AC) · Tags: —
[ruanxiaoyu's solution](#)

1724.

396C

[On Changing Tree](#) · [Tutorial](#)

Quality: 1,806 global accepts · Rating: — · first AC: 2018-07-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, trees
[ruanxiaoyu's solution](#)

1725.

101745D

[Stamp Stamp Stamp](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-22 · GNU C++11 (first AC) · Tags: —

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1726.

101840I

[Important matches](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-08 · GNU C++11 (first AC) · Tags: —
[ruanxiaoyu's solution](#)

1727.

101840D

[Dream Team](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-07 · GNU C++11 (first AC) · Tags: —
[ruanxiaoyu's solution](#)

1728.

101840K

[Katryoshka](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-06 · GNU C++11 (first AC) · Tags: —
[ruanxiaoyu's solution](#)

1729.

101840L

[Lazy ERCD](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-06 · GNU C++11 (first AC) · Tags: —
[ruanxiaoyu's solution](#)

1730.

101775M

[Chat Group](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-03 · GNU C++11 (first AC) · Tags: —
[ruanxiaoyu's solution](#)

1731.

101510D

[Drama](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-01 · GNU C++11 (first AC) · Tags: —
[ruanxiaoyu's solution](#)

1732.

101192A

[LIS and GCD](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-01 · GNU C++11 (first AC) · Tags: —
[ruanxiaoyu's solution](#)

1733.

101192H

[Cipher](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-01 · GNU C++11 (first AC) · Tags: —
[ruanxiaoyu's solution](#)

1734.

101192E

[A+B](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[ruanxiaoyu's solution](#)

1735.

undefined100

[A+B](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-23 · C++14 (GCC 6-32) (first AC) · Tags: *special
[ruanxiaoyu's solution](#)

1736.

101727B

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

Rating: — · first AC: 2018-02-27 · C++14 (GCC 6-32) (first AC) · Tags: —

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1737.

101727A

[Time Through the Glass](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-27 · C++14 (GCC 6-32) (first AC) · Tags: —

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