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1674C
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Quality: 26,354 global accepts · Rating: 1000 · first AC: 2022-05-05 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, implementation, strings
[superyijin's solution](#)
- 101.**
1905B
[Begginer's Zelda](#) · [Tutorial](#)
Quality: 18,591 global accepts · Rating: 1100 · first AC: 2023-12-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, trees
[superyijin's solution](#)
- 102.**
1839B
[Lamps](#) · [Tutorial](#)
Quality: 16,549 global accepts · Rating: 1100 · first AC: 2023-06-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[superyijin's solution](#)
- 103.**
1793B
[Fedya and Array](#) · [Tutorial](#)
Quality: 17,096 global accepts · Rating: 1100 · first AC: 2023-02-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[superyijin's solution](#)
- 104.**
1788B
[Sum of Two Numbers](#) · [Tutorial](#)
Quality: 22,357 global accepts · Rating: 1100 · first AC: 2023-02-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math, probabilities
[superyijin's solution](#)
- 105.**
1787B
[Number Factorization](#) · [Tutorial](#)
Quality: 14,891 global accepts · Rating: 1100 · first AC: 2023-01-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory
[superyijin's solution](#)
- 106.**
1783B
[Matrix of Differences](#) · [Tutorial](#)

Quality: 19,319 global accepts · Rating: 1100 · first AC: 2023-01-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[superyijin's solution](#)

107.

1706B

[Making Towers](#) · [Tutorial](#)

Quality: 17,484 global accepts · Rating: 1100 · first AC: 2022-07-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math
[superyijin's solution](#)

108.

1708B

[Difference of GCDs](#) · [Tutorial](#)

Quality: 28,411 global accepts · Rating: 1100 · first AC: 2022-07-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[superyijin's solution](#)

109.

1685A

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

Quality: 18,593 global accepts · Rating: 1100 · first AC: 2022-06-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings
[superyijin's solution](#)

110.

1682B

[AND Sorting](#) · [Tutorial](#)

Quality: 26,405 global accepts · Rating: 1100 · first AC: 2022-05-22 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, sortings
[superyijin's solution](#)

111.

1676E

[Eating Queries](#) · [Tutorial](#)

Quality: 33,070 global accepts · Rating: 1100 · first AC: 2022-05-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings
[superyijin's solution](#)

112.

1670B

[Dorms War](#) · [Tutorial](#)

Quality: 13,435 global accepts · Rating: 1100 · first AC: 2022-05-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings
[superyijin's solution](#)

113.

1673B

[A Perfectly Balanced String?](#) · [Tutorial](#)

Quality: 21,773 global accepts · Rating: 1100 · first AC: 2022-04-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, strings
[superyijin's solution](#)

114.

1592B

[Hemose Shopping](#) · [Tutorial](#)

Quality: 17,161 global accepts · Rating: 1200 · first AC: 2024-12-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, math, sortings
[superyijin's solution](#)

115.

1916C

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

Quality: 19,883 global accepts · Rating: 1200 · first AC: 2023-12-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math
[superyijin's solution](#)

116.

1909B

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

Quality: 30,965 global accepts · Rating: 1200 · first AC: 2023-12-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[superyijin's solution](#)

117.

1874A

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

Quality: 19,387 global accepts · Rating: 1200 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, games, greedy, implementation

[superyijin's solution](#)

118.

1799B

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

Quality: 12,740 global accepts · Rating: 1200 · first AC: 2023-02-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[superyijin's solution](#)

119.

1793C

[Dora and Search](#) · [Tutorial](#)

Quality: 33,097 global accepts · Rating: 1200 · first AC: 2023-02-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, two pointers

[superyijin's solution](#)

120.

1792B

[Stand-up Comedian](#) · [Tutorial](#)

Quality: 24,141 global accepts · Rating: 1200 · first AC: 2023-01-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[superyijin's solution](#)

121.

1747C

[Swap Game](#) · [Tutorial](#)

Quality: 23,535 global accepts · Rating: 1200 · first AC: 2022-11-04 · C++14 (GCC 6-32) (first AC) · Tags: games

[superyijin's solution](#)

122.

1738B

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

Quality: 18,792 global accepts · Rating: 1200 · first AC: 2022-09-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[superyijin's solution](#)

123.

1713C

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

Quality: 18,873 global accepts · Rating: 1200 · first AC: 2022-08-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, math

[superyijin's solution](#)

124.

1704C

[Virus](#) · [Tutorial](#)

Quality: 24,791 global accepts · Rating: 1200 · first AC: 2022-07-31 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[superyijin's solution](#)

125.

1681C

[Double Sort](#) · [Tutorial](#)

Quality: 18,731 global accepts · Rating: 1200 · first AC: 2022-05-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[superyijin's solution](#)

126.

1674D

[A-B-C Sort](#) · [Tutorial](#)

Quality: 17,791 global accepts · Rating: 1200 · first AC: 2022-05-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, sortings

[superyijin's solution](#)

127.

1943A

[MEX Game 1](#) · [Tutorial](#)

Quality: 21,479 global accepts · Rating: 1300 · first AC: 2024-03-16 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy
[superyijin's solution](#)

128.

1839C

[Insert Zero and Invert Prefix](#) · [Tutorial](#)

Quality: 13,443 global accepts · Rating: 1300 · first AC: 2023-06-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[superyijin's solution](#)

129.

1776H

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

Quality: 7,546 global accepts · Rating: 1300 · first AC: 2023-02-19 · C++14 (GCC 6-32) (first AC) · Tags: two pointers
[superyijin's solution](#)

130.

1788C

[Matching Numbers](#) · [Tutorial](#)

Quality: 19,467 global accepts · Rating: 1300 · first AC: 2023-02-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math
[superyijin's solution](#)

131.

1786B

[Cake Assembly Line](#) · [Tutorial](#)

Quality: 9,836 global accepts · Rating: 1300 · first AC: 2023-02-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, sortings
[superyijin's solution](#)

132.

1778B

[The Forbidden Permutation](#) · [Tutorial](#)

Quality: 14,532 global accepts · Rating: 1300 · first AC: 2023-02-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[superyijin's solution](#)

133.

1775B

[Gardener and the Array](#) · [Tutorial](#)

Quality: 20,736 global accepts · Rating: 1300 · first AC: 2023-01-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms
[superyijin's solution](#)

134.

1746C

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

Quality: 14,100 global accepts · Rating: 1300 · first AC: 2022-10-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[superyijin's solution](#)

135.

1711B

[Party](#) · [Tutorial](#)

Quality: 14,375 global accepts · Rating: 1300 · first AC: 2022-07-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs
[superyijin's solution](#)

136.

44C

[Holidays](#) · [Tutorial](#)

Quality: 4,053 global accepts · Rating: 1300 · first AC: 2022-06-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[superyijin's solution](#)

137.

1676F

[Longest Strike](#) · [Tutorial](#)

Quality: 20,190 global accepts · Rating: 1300 · first AC: 2022-05-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

[superyijin's solution](#)

138.

1676G

[White-Black Balanced Subtrees](#) · [Tutorial](#)

Quality: 24,003 global accepts · Rating: 1300 · first AC: 2022-05-10 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[superyijin's solution](#)

139.

1909C

[Heavy Intervals](#) · [Tutorial](#)

Quality: 13,163 global accepts · Rating: 1400 · first AC: 2023-12-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, math, sortings

[superyijin's solution](#)

140.

1905C

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

Quality: 14,212 global accepts · Rating: 1400 · first AC: 2023-12-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[superyijin's solution](#)

141.

1750C

[Complementary XOR](#) · [Tutorial](#)

Quality: 10,479 global accepts · Rating: 1400 · first AC: 2022-11-06 · last AC: 2023-08-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[superyijin's solution](#)

142.

1837D

[Bracket Coloring](#) · [Tutorial](#)

Quality: 21,970 global accepts · Rating: 1400 · first AC: 2023-05-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[superyijin's solution](#)

143.

1764C

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

Quality: 10,445 global accepts · Rating: 1400 · first AC: 2022-11-26 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy

[superyijin's solution](#)

144.

1761C

[Set Construction](#) · [Tutorial](#)

Quality: 10,728 global accepts · Rating: 1400 · first AC: 2022-11-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[superyijin's solution](#)

145.

1748B

[Diverse Substrings](#) · [Tutorial](#)

Quality: 16,780 global accepts · Rating: 1400 · first AC: 2022-11-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[superyijin's solution](#)

146.

1735C

[Phase Shift](#) · [Tutorial](#)

Quality: 10,933 global accepts · Rating: 1400 · first AC: 2022-10-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation, strings

[superyijin's solution](#)

147.

1721C

[Min-Max Array Transformation](#) · [Tutorial](#)

Quality: 14,557 global accepts · Rating: 1400 · first AC: 2022-08-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, two pointers

[superyijin's solution](#)

148.

1719C

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

Quality: 14,365 global accepts · Rating: 1400 · first AC: 2022-08-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, two pointers

[superyijin's solution](#)

149.

1714E

[Add Modulo 10](#) · [Tutorial](#)

Quality: 23,527 global accepts · Rating: 1400 · first AC: 2022-08-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[superyijin's solution](#)

150.

1705C

[Mark and His Unfinished Essay](#) · [Tutorial](#)

Quality: 14,581 global accepts · Rating: 1400 · first AC: 2022-07-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[superyijin's solution](#)

151.

1706C

[Qpwoeirut And The City](#) · [Tutorial](#)

Quality: 16,144 global accepts · Rating: 1400 · first AC: 2022-07-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, flows, greedy, implementation

[superyijin's solution](#)

152.

1679C

[Rooks Defenders](#) · [Tutorial](#)

Quality: 11,732 global accepts · Rating: 1400 · first AC: 2022-06-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[superyijin's solution](#)

153.

1691C

[Sum of Substrings](#) · [Tutorial](#)

Quality: 17,221 global accepts · Rating: 1400 · first AC: 2022-05-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[superyijin's solution](#)

154.

1684C

[Column Swapping](#) · [Tutorial](#)

Quality: 13,270 global accepts · Rating: 1400 · first AC: 2022-05-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings

[superyijin's solution](#)

155.

1682C

[LIS or Reverse LIS?](#) · [Tutorial](#)

Quality: 16,471 global accepts · Rating: 1400 · first AC: 2022-05-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[superyijin's solution](#)

156.

1676H1

[Maximum Crossings \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,326 global accepts · Rating: 1400 · first AC: 2022-05-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[superyijin's solution](#)

157.

1670C

[Where is the Pizza?](#) · [Tutorial](#)

Quality: 10,992 global accepts · Rating: 1400 · first AC: 2022-05-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, implementation, math

[superyijin's solution](#)

158.

864C

[Bus](#) · [Tutorial](#)

Quality: 6,232 global accepts · Rating: 1500 · first AC: 2024-01-02 · last AC: 2024-01-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[superyijin's solution](#)

159.

864D

[Make a Permutation!](#) · [Tutorial](#)

Quality: 6,371 global accepts · Rating: 1500 · first AC: 2024-01-02 · last AC: 2024-01-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[superyijin's solution](#)

160.

1385D

[a-Good String](#) · [Tutorial](#)

Quality: 21,959 global accepts · Rating: 1500 · first AC: 2023-04-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, implementation

[superyijin's solution](#)

161.

1776L

[Controllers](#) · [Tutorial](#)

Quality: 11,554 global accepts · Rating: 1500 · first AC: 2023-02-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[superyijin's solution](#)

162.

1792C

[Min Max Sort](#) · [Tutorial](#)

Quality: 16,757 global accepts · Rating: 1500 · first AC: 2023-01-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, math, two pointers

[superyijin's solution](#)

163.

1732D1

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

Quality: 9,901 global accepts · Rating: 1500 · first AC: 2022-10-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation, number theory

[superyijin's solution](#)

164.

1738C

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

Quality: 12,774 global accepts · Rating: 1500 · first AC: 2022-09-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, games, greedy, math

[superyijin's solution](#)

165.

1711C

[Color the Picture](#) · [Tutorial](#)

Rating: 1500 · first AC: 2022-07-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[superyijin's solution](#)

166.

1676H2

[Maximum Crossings \(Hard Version\)](#) · [Tutorial](#)

Quality: 13,263 global accepts · Rating: 1500 · first AC: 2022-05-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, sortings

[superyijin's solution](#)

167.

1673C

[Palindrome Basis](#) · [Tutorial](#)

Quality: 18,010 global accepts · Rating: 1500 · first AC: 2022-05-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math, number theory

[superyijin's solution](#)

168.

1077D

[Cutting Out](#) · [Tutorial](#)

Quality: 10,475 global accepts · Rating: 1600 · first AC: 2023-04-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, sortings
[superyijin's solution](#)

169.

1798D

[Shocking Arrangement](#) · [Tutorial](#)

Quality: 14,076 global accepts · Rating: 1600 · first AC: 2023-03-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math
[superyijin's solution](#)

170.

616D

[Longest k-Good Segment](#) · [Tutorial](#)

Quality: 12,375 global accepts · Rating: 1600 · first AC: 2023-03-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, two pointers
[superyijin's solution](#)

171.

1796C

[Maximum Set](#) · [Tutorial](#)

Quality: 12,174 global accepts · Rating: 1600 · first AC: 2023-02-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math
[superyijin's solution](#)

172.

1778C

[Flexible String](#) · [Tutorial](#)

Quality: 11,125 global accepts · Rating: 1600 · first AC: 2023-02-01 · last AC: 2023-02-02 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, strings
[superyijin's solution](#)

173.

1787C

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

Quality: 8,273 global accepts · Rating: 1600 · first AC: 2023-01-29 · last AC: 2023-01-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math
[superyijin's solution](#)

174.

1782C

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

Rating: 1600 · first AC: 2023-01-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings, strings
[superyijin's solution](#)

175.

1775C

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

Quality: 14,209 global accepts · Rating: 1600 · first AC: 2023-01-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math
[superyijin's solution](#)

176.

1748C

[Zero-Sum Prefixes](#) · [Tutorial](#)

Quality: 13,007 global accepts · Rating: 1600 · first AC: 2022-11-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation
[superyijin's solution](#)

177.

1714D

[Color with Occurrences](#) · [Tutorial](#)

Quality: 10,323 global accepts · Rating: 1600 · first AC: 2022-08-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, strings
[superyijin's solution](#)

178.

1708C

[Doremy's IQ](#) · [Tutorial](#)

Rating: 1600 · first AC: 2022-07-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[superyijin's solution](#)

179.

1680C

[Binary String](#) · [Tutorial](#)

Quality: 11,129 global accepts · Rating: 1600 · first AC: 2022-05-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, strings, two pointers

[superyijin's solution](#)

180.

1936A

[Bitwise Operation Wizard](#) · [Tutorial](#)

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

[superyijin's solution](#)

181.

1930C

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

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

[superyijin's solution](#)

182.

1916D

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

Quality: 9,774 global accepts · Rating: 1700 · first AC: 2023-12-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, geometry, math

[superyijin's solution](#)

183.

219D

[Choosing Capital for Treeland](#) · [Tutorial](#)

Quality: 12,488 global accepts · Rating: 1700 · first AC: 2023-07-09 · last AC: 2023-07-12 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[superyijin's solution](#)

184.

1798C

[Candy Store](#) · [Tutorial](#)

Quality: 9,420 global accepts · Rating: 1700 · first AC: 2023-03-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[superyijin's solution](#)

185.

631C

[Report](#) · [Tutorial](#)

Quality: 4,443 global accepts · Rating: 1700 · first AC: 2023-03-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings

[superyijin's solution](#)

186.

126B

[Password](#) · [Tutorial](#)

Quality: 24,766 global accepts · Rating: 1700 · first AC: 2023-03-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, hashing, string suffix structures, strings

[superyijin's solution](#)

187.

1799C

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

Quality: 6,922 global accepts · Rating: 1700 · first AC: 2023-02-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[superyijin's solution](#)

188.

1776F

[Train Splitting](#) · [Tutorial](#)

Quality: 4,157 global accepts · Rating: 1700 · first AC: 2023-02-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy
[superyijin's solution](#)

189.

1792D

[Fixed Prefix Permutations](#) · [Tutorial](#)

Quality: 8,039 global accepts · Rating: 1700 · first AC: 2023-01-24 · last AC: 2023-02-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, data structures, hashing, math, sortings
[superyijin's solution](#)

190.

1783C

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

Quality: 10,882 global accepts · Rating: 1700 · first AC: 2023-01-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings
[superyijin's solution](#)

191.

1770C

[Koxia and Number Theory](#) · [Tutorial](#)

Quality: 9,664 global accepts · Rating: 1700 · first AC: 2022-12-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory
[superyijin's solution](#)

192.

1735D

[Meta-set](#) · [Tutorial](#)

Quality: 6,773 global accepts · Rating: 1700 · first AC: 2022-10-02 · last AC: 2022-10-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, data structures, hashing, math
[superyijin's solution](#)

193.

1670D

[Very Suspicious](#) · [Tutorial](#)

Quality: 5,656 global accepts · Rating: 1700 · first AC: 2022-05-12 · last AC: 2022-09-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, geometry, greedy, implementation, math
[superyijin's solution](#)

194.

1715C

[Monoblock](#) · [Tutorial](#)

Quality: 10,375 global accepts · Rating: 1700 · first AC: 2022-08-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, implementation, math
[superyijin's solution](#)

195.

1684D

[Traps](#) · [Tutorial](#)

Quality: 10,753 global accepts · Rating: 1700 · first AC: 2022-07-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings
[superyijin's solution](#)

196.

1699C

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

Quality: 10,723 global accepts · Rating: 1700 · first AC: 2022-07-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, math
[superyijin's solution](#)

197.

1700C

[Helping the Nature](#) · [Tutorial](#)

Quality: 12,161 global accepts · Rating: 1700 · first AC: 2022-07-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[superyijin's solution](#)

198.

1709D

[Rororobot](#) · [Tutorial](#)

Quality: 10,210 global accepts · Rating: 1700 · first AC: 2022-07-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, math

[superyijin's solution](#)

199.

1702F

[Equate Multisets](#) · [Tutorial](#)

Quality: 9,450 global accepts · Rating: 1700 · first AC: 2022-07-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, math, number theory

[superyijin's solution](#)

200.

1706D1

[Chopping Carrots \(Easy Version\)](#) · [Tutorial](#)

Quality: 7,717 global accepts · Rating: 1700 · first AC: 2022-07-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, number theory

[superyijin's solution](#)

201.

1688C

[Manipulating History](#) · [Tutorial](#)

Quality: 8,742 global accepts · Rating: 1700 · first AC: 2022-06-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, strings

[superyijin's solution](#)

202.

1681D

[Required Length](#) · [Tutorial](#)

Quality: 10,753 global accepts · Rating: 1700 · first AC: 2022-05-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dp, hashing, shortest paths

[superyijin's solution](#)

203.

1930D1

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

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

[superyijin's solution](#)

204.

1912K

[Kim's Quest](#) · [Tutorial](#)

Quality: 4,201 global accepts · Rating: 1800 · first AC: 2023-12-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp

[superyijin's solution](#)

205.

1666C

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

Quality: 3,701 global accepts · Rating: 1800 · first AC: 2023-08-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, geometry

[superyijin's solution](#)

206.

1666L

[Labyrinth](#) · [Tutorial](#)

Quality: 3,696 global accepts · Rating: 1800 · first AC: 2023-08-13 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[superyijin's solution](#)

207.

1750D

[Count GCD](#) · [Tutorial](#)

Quality: 7,363 global accepts · Rating: 1800 · first AC: 2022-11-07 · last AC: 2023-08-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[superyijin's solution](#)

208.

888E

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

Quality: 9,201 global accepts · Rating: 1800 · first AC: 2023-05-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, divide and conquer, meet-in-the-middle

[superyijin's solution](#)

209.

1450D

[Rating Compression](#) · [Tutorial](#)

Quality: 5,806 global accepts · Rating: 1800 · first AC: 2023-03-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, implementation, two pointers

[superyijin's solution](#)

210.

1691D

[Max GEQ Sum](#) · [Tutorial](#)

Quality: 7,488 global accepts · Rating: 1800 · first AC: 2023-03-20 · last AC: 2023-03-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, implementation, two pointers

[superyijin's solution](#)

211.

1793D

[Moscow Gorillas](#) · [Tutorial](#)

Quality: 7,134 global accepts · Rating: 1800 · first AC: 2023-02-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, implementation, math, two pointers

[superyijin's solution](#)

212.

1781D

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

Quality: 6,305 global accepts · Rating: 1800 · first AC: 2023-02-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[superyijin's solution](#)

213.

1775D

[Friendly Spiders](#) · [Tutorial](#)

Quality: 8,471 global accepts · Rating: 1800 · first AC: 2023-01-11 · last AC: 2023-02-19 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, math, number theory, shortest paths

[superyijin's solution](#)

214.

1782D

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

Rating: 1800 · first AC: 2023-01-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math, number theory

[superyijin's solution](#)

215.

1718A1

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

Quality: 6,418 global accepts · Rating: 1800 · first AC: 2022-11-26 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[superyijin's solution](#)

216.

1732C1

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

Quality: 7,570 global accepts · Rating: 1800 · first AC: 2022-10-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, greedy, two pointers

[superyijin's solution](#)

217.

1719D1

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

Rating: 1800 · first AC: 2022-08-16 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, greedy

[superyijin's solution](#)

218.

1709C

[Recover an RBS](#) · [Tutorial](#)

Quality: 10,274 global accepts · Rating: 1800 · first AC: 2022-07-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[superyijin's solution](#)

219.

1705D

[Mark and Lightbulbs](#) · [Tutorial](#)

Quality: 7,156 global accepts · Rating: 1800 · first AC: 2022-07-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math, sortings

[superyijin's solution](#)

220.

1787D

[Game on Axis](#) · [Tutorial](#)

Quality: 3,814 global accepts · Rating: 1900 · first AC: 2023-01-29 · last AC: 2023-12-31 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, implementation

[superyijin's solution](#)

221.

1799D1

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

Quality: 5,804 global accepts · Rating: 1900 · first AC: 2023-02-28 · last AC: 2023-12-31 · C++14 (GCC 6-32) (first AC) · Tags: dp

[superyijin's solution](#)

222.

1909D

[Split Plus K](#) · [Tutorial](#)

Quality: 5,124 global accepts · Rating: 1900 · first AC: 2023-12-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[superyijin's solution](#)

223.

1912A

[Accumulator Apex](#) · [Tutorial](#)

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

[superyijin's solution](#)

224.

1912D

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

Quality: 1,977 global accepts · Rating: 1900 · first AC: 2023-12-13 · C++14 (GCC 6-32) (first AC) · Tags: math

[superyijin's solution](#)

225.

550D

[Regular Bridge](#) · [Tutorial](#)

Quality: 3,781 global accepts · Rating: 1900 · first AC: 2023-08-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, implementation

[superyijin's solution](#)

226.

448C

[Painting Fence](#) · [Tutorial](#)

Quality: 10,791 global accepts · Rating: 1900 · first AC: 2023-04-14 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp, greedy

[superyijin's solution](#)

227.

582B

[Once Again...](#) · [Tutorial](#)

Quality: 3,643 global accepts · Rating: 1900 · first AC: 2023-03-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, matrices

[superyijin's solution](#)

228.

1358D

[The Best Vacation](#) · [Tutorial](#)

Quality: 8,724 global accepts · Rating: 1900 · first AC: 2023-03-19 · last AC: 2023-03-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, implementation, two pointers

[superyijin's solution](#)

229.

6E

[Exposition](#) · [Tutorial](#)

Quality: 3,864 global accepts · Rating: 1900 · first AC: 2023-03-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dsu, trees, two pointers

[superyijin's solution](#)

230.

1413C

[Perform Easily](#) · [Tutorial](#)

Quality: 6,267 global accepts · Rating: 1900 · first AC: 2023-03-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp, implementation, sortings, two pointers

[superyijin's solution](#)

231.

1786D

[Letter Exchange](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-02-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation

[superyijin's solution](#)

232.

1620E

[Replace the Numbers](#) · [Tutorial](#)

Quality: 9,669 global accepts · Rating: 1900 · first AC: 2022-12-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dsu, implementation

[superyijin's solution](#)

233.

1747D

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

Quality: 5,560 global accepts · Rating: 1900 · first AC: 2022-11-04 · last AC: 2022-11-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures

[superyijin's solution](#)

234.

1738D

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

Quality: 3,746 global accepts · Rating: 1900 · first AC: 2022-09-30 · last AC: 2022-11-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, trees

[superyijin's solution](#)

235.

1715D

[2+ doors](#) · [Tutorial](#)

Quality: 6,086 global accepts · Rating: 1900 · first AC: 2022-08-20 · last AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, bitmasks, graphs, greedy

[superyijin's solution](#)

236.

1360G

[A/B Matrix](#) · [Tutorial](#)

Quality: 8,349 global accepts · Rating: 1900 · first AC: 2022-11-26 · last AC: 2022-11-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[superyijin's solution](#)

237.

1348D

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

Quality: 9,342 global accepts · Rating: 1900 · first AC: 2022-11-26 · last AC: 2022-11-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search,

constructive algorithms, greedy, implementation, math

[superyijin's solution](#)

238.

1375D

[Replace by MEX](#) · [Tutorial](#)

Quality: 10,142 global accepts · Rating: 1900 · first AC: 2022-11-25 · last AC: 2022-11-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, sortings

[superyijin's solution](#)

239.

1714F

[Build a Tree and That Is It](#) · [Tutorial](#)

Quality: 3,662 global accepts · Rating: 1900 · first AC: 2022-08-01 · last AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, trees

[superyijin's solution](#)

240.

1365E

[Maximum Subsequence Value](#) · [Tutorial](#)

Quality: 8,318 global accepts · Rating: 1900 · first AC: 2022-11-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms

[superyijin's solution](#)

241.

20C

[Dijkstra?](#) · [Tutorial](#)

Quality: 46,880 global accepts · Rating: 1900 · first AC: 2022-11-24 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths

[superyijin's solution](#)

242.

1708D

[Difference Array](#) · [Tutorial](#)

Rating: 1900 · first AC: 2022-07-18 · last AC: 2022-07-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, sortings

[superyijin's solution](#)

243.

1673D

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

Quality: 3,625 global accepts · Rating: 1900 · first AC: 2022-05-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[superyijin's solution](#)

244.

1943B

[Non-Palindromic Substring](#) · [Tutorial](#)

Quality: 4,541 global accepts · Rating: 2000 · first AC: 2024-03-16 · C++14 (GCC 6-32) (first AC) · Tags: hashing, implementation, math, strings

[superyijin's solution](#)

245.

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

[superyijin's solution](#)

246.

864E

[Fire](#) · [Tutorial](#)

Quality: 4,689 global accepts · Rating: 2000 · first AC: 2024-01-02 · last AC: 2024-01-02 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings

[superyijin's solution](#)

247.

1770D

[Koxia and Game](#) · [Tutorial](#)

Quality: 4,394 global accepts · Rating: 2000 · first AC: 2022-12-30 · last AC: 2023-12-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, flows, games, graph matchings, graphs, implementation

[superyijin's solution](#)

248.

1788D

[Moving Dots](#) · [Tutorial](#)

Quality: 4,655 global accepts · Rating: 2000 · first AC: 2023-02-09 · last AC: 2023-12-31 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, combinatorics, math, two pointers

[superyijin's solution](#)

249.

1905D

[Cyclic MEX](#) · [Tutorial](#)

Quality: 4,622 global accepts · Rating: 2000 · first AC: 2023-12-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, math, two pointers

[superyijin's solution](#)

250.

940E

[Cashback](#) · [Tutorial](#)

Quality: 4,392 global accepts · Rating: 2000 · first AC: 2023-04-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, math

[superyijin's solution](#)

251.

101C

[Vectors](#) · [Tutorial](#)

Quality: 822 global accepts · Rating: 2000 · first AC: 2023-03-28 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[superyijin's solution](#)

252.

621E

[Wet Shark and Blocks](#) · [Tutorial](#)

Quality: 3,244 global accepts · Rating: 2000 · first AC: 2023-03-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, matrices

[superyijin's solution](#)

253.

1060E

[Sergey and Subway](#) · [Tutorial](#)

Quality: 3,499 global accepts · Rating: 2000 · first AC: 2023-02-27 · last AC: 2023-03-14 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[superyijin's solution](#)

254.

1783D

[Different Arrays](#) · [Tutorial](#)

Quality: 5,288 global accepts · Rating: 2000 · first AC: 2023-01-08 · last AC: 2023-02-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation

[superyijin's solution](#)

255.

487B

[Strip](#) · [Tutorial](#)

Quality: 4,211 global accepts · Rating: 2000 · first AC: 2023-02-12 · last AC: 2023-02-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, two pointers

[superyijin's solution](#)

256.

475D

[CGCDSSQ](#) · [Tutorial](#)

Quality: 6,510 global accepts · Rating: 2000 · first AC: 2023-02-07 · last AC: 2023-02-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, math

[superyijin's solution](#)

257.

1200E

[Compress Words](#) · [Tutorial](#)

Quality: 9,363 global accepts · Rating: 2000 · first AC: 2023-02-06 · last AC: 2023-02-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, hashing, implementation, string suffix structures, strings

[superyijin's solution](#)

258.

1674E

[Breaking the Wall](#) · [Tutorial](#)

Quality: 7,304 global accepts · Rating: 2000 · first AC: 2022-05-05 · last AC: 2022-11-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[superyijin's solution](#)

259.

1385E

[Directing Edges](#) · [Tutorial](#)

Quality: 9,037 global accepts · Rating: 2000 · first AC: 2022-10-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[superyijin's solution](#)

260.

1349B

[Orac and Medians](#) · [Tutorial](#)

Quality: 8,947 global accepts · Rating: 2000 · first AC: 2022-10-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[superyijin's solution](#)

261.

1438C

[Engineer Artem](#) · [Tutorial](#)

Quality: 11,628 global accepts · Rating: 2000 · first AC: 2022-10-15 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, chinese remainder theorem, constructive algorithms, fft, flows

[superyijin's solution](#)

262.

1366D

[Two Divisors](#) · [Tutorial](#)

Quality: 12,346 global accepts · Rating: 2000 · first AC: 2022-10-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[superyijin's solution](#)

263.

1716D

[Chip Move](#) · [Tutorial](#)

Quality: 6,136 global accepts · Rating: 2000 · first AC: 2022-08-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math

[superyijin's solution](#)

264.

1682D

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

Quality: 3,726 global accepts · Rating: 2000 · first AC: 2022-05-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, trees

[superyijin's solution](#)

265.

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

[superyijin's solution](#)

266.

1810E

[Monsters](#) · [Tutorial](#)

Quality: 3,906 global accepts · Rating: 2100 · first AC: 2024-01-24 · last AC: 2024-01-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy

[superyijin's solution](#)

267.

1778D

[Flexible String Revisit](#) · [Tutorial](#)

Quality: 3,412 global accepts · Rating: 2100 · first AC: 2023-02-02 · last AC: 2023-12-31 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[superyijin's solution](#)

268.

1839D

[Ball Sorting](#) · [Tutorial](#)

Quality: 2,698 global accepts · Rating: 2100 · first AC: 2023-06-03 · last AC: 2023-12-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, sortings

[superyijin's solution](#)

269.

1912B

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

Quality: 1,438 global accepts · Rating: 2100 · first AC: 2023-12-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, math

[superyijin's solution](#)

270.

208E

[Blood Cousins](#) · [Tutorial](#)

Quality: 8,921 global accepts · Rating: 2100 · first AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, trees

[superyijin's solution](#)

271.

1666J

[Job Lookup](#) · [Tutorial](#)

Quality: 1,582 global accepts · Rating: 2100 · first AC: 2023-05-22 · last AC: 2023-08-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, shortest paths, trees

[superyijin's solution](#)

272.

1006F

[Xor-Paths](#) · [Tutorial](#)

Quality: 6,888 global accepts · Rating: 2100 · first AC: 2023-06-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[superyijin's solution](#)

273.

356C

[Compartments](#) · [Tutorial](#)

Quality: 1,397 global accepts · Rating: 2100 · first AC: 2023-05-22 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, implementation

[superyijin's solution](#)

274.

576C

[Points on Plane](#) · [Tutorial](#)

Quality: 4,179 global accepts · Rating: 2100 · first AC: 2023-05-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, divide and conquer, geometry, greedy, sortings

[superyijin's solution](#)

275.

1355E

[Restorer Distance](#) · [Tutorial](#)

Quality: 5,834 global accepts · Rating: 2100 · first AC: 2023-05-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, sortings, ternary search

[superyijin's solution](#)

276.

209B

[Pixels](#) · [Tutorial](#)

Quality: 487 global accepts · Rating: 2100 · first AC: 2023-05-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[superyijin's solution](#)

277.

372C

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

Quality: 4,932 global accepts · Rating: 2100 · first AC: 2023-04-14 · last AC: 2023-04-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, math

[superyijin's solution](#)

278.

1332E

[Height All the Same](#) · [Tutorial](#)

Quality: 4,312 global accepts · Rating: 2100 · first AC: 2023-03-18 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, math, matrices

[superyijin's solution](#)

279.

1450C1

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

Quality: 5,915 global accepts · Rating: 2100 · first AC: 2023-03-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[superyijin's solution](#)

280.

1776G

[Another Wine Tasting Event](#) · [Tutorial](#)

Quality: 2,374 global accepts · Rating: 2100 · first AC: 2023-02-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, math, strings

[superyijin's solution](#)

281.

1787E

[The Harmonization of XOR](#) · [Tutorial](#)

Quality: 2,718 global accepts · Rating: 2100 · first AC: 2023-01-29 · last AC: 2023-02-19 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[superyijin's solution](#)

282.

1775E

[The Human Equation](#) · [Tutorial](#)

Quality: 3,859 global accepts · Rating: 2100 · first AC: 2023-01-11 · last AC: 2023-02-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[superyijin's solution](#)

283.

1840G1

[In Search of Truth \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,795 global accepts · Rating: 2200 · first AC: 2024-01-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, math, meet-in-the-middle, probabilities

[superyijin's solution](#)

284.

1736D

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

Quality: 2,780 global accepts · Rating: 2200 · first AC: 2024-01-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, geometry, greedy, implementation, strings

[superyijin's solution](#)

285.

1788E

[Sum Over Zero](#) · [Tutorial](#)

Quality: 3,291 global accepts · Rating: 2200 · first AC: 2023-02-09 · last AC: 2023-12-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp

[superyijin's solution](#)

286.

1837E

[Playoff Fixing](#) · [Tutorial](#)

Quality: 2,520 global accepts · Rating: 2200 · first AC: 2023-05-26 · last AC: 2023-12-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, trees

[superyijin's solution](#)

287.

1909F1

[Small Permutation Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,257 global accepts · Rating: 2200 · first AC: 2023-12-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, math
[superyijin's solution](#)

288.

1666F

[Fancy Stack](#) · [Tutorial](#)

Quality: 1,518 global accepts · Rating: 2200 · first AC: 2023-08-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, implementation
[superyijin's solution](#)

289.

1666I

[Interactive Treasure Hunt](#) · [Tutorial](#)

Quality: 1,773 global accepts · Rating: 2200 · first AC: 2023-08-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, geometry, interactive, math
[superyijin's solution](#)

290.

1776B

[Vittorio Plays with LEGO Bricks](#) · [Tutorial](#)

Quality: 1,554 global accepts · Rating: 2200 · first AC: 2023-02-19 · last AC: 2023-02-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, geometry
[superyijin's solution](#)

291.

1864F

[Exotic Queries](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2024-05-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, sortings
[superyijin's solution](#)

292.

1943C

[Tree Compass](#) · [Tutorial](#)

Quality: 2,600 global accepts · Rating: 2300 · first AC: 2024-03-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees
[superyijin's solution](#)

293.

1870E

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

Quality: 2,961 global accepts · Rating: 2300 · first AC: 2023-09-23 · last AC: 2024-01-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, shortest paths
[superyijin's solution](#)

294.

1916E

[Happy Life in University](#) · [Tutorial](#)

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2023-12-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees
[superyijin's solution](#)

295.

1874C

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

Quality: 2,194 global accepts · Rating: 2300 · first AC: 2023-09-30 · last AC: 2023-12-25 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, greedy, math, probabilities
[superyijin's solution](#)

296.

1912J

[Joy of Pokémon Observation](#) · [Tutorial](#)

Quality: 730 global accepts · Rating: 2300 · first AC: 2023-12-13 · C++14 (GCC 6-32) (first AC) · Tags: —
[superyijin's solution](#)

297.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,403 global accepts · Rating: 2300 · first AC: 2023-08-28 · last AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[superyijin's solution](#)

298.

708C

[Centroids](#) · [Tutorial](#)

Quality: 4,360 global accepts · Rating: 2300 · first AC: 2023-11-13 · last AC: 2023-11-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, trees

[superyijin's solution](#)

299.

1408F

[Two Different](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2300 · first AC: 2023-11-04 · last AC: 2023-11-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, divide and conquer

[superyijin's solution](#)

300.

1254C

[Point Ordering](#) · [Tutorial](#)

Quality: 1,595 global accepts · Rating: 2300 · first AC: 2023-11-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, geometry, interactive, math

[superyijin's solution](#)

301.

718C

[Sasha and Array](#) · [Tutorial](#)

Quality: 4,619 global accepts · Rating: 2300 · first AC: 2023-03-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, matrices

[superyijin's solution](#)

302.

438D

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

Quality: 11,597 global accepts · Rating: 2300 · first AC: 2023-02-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math

[superyijin's solution](#)

303.

808G

[Anthem of Berland](#) · [Tutorial](#)

Quality: 3,769 global accepts · Rating: 2300 · first AC: 2023-02-07 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[superyijin's solution](#)

304.

1783E

[Game of the Year](#) · [Tutorial](#)

Quality: 2,441 global accepts · Rating: 2300 · first AC: 2023-01-08 · last AC: 2023-01-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, math, number theory

[superyijin's solution](#)

305.

1936C

[Pokémon Arena](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 2400 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, greedy, implementation, shortest paths, sortings

[superyijin's solution](#)

306.

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

[superyijin's solution](#)

307.

193C

[Hamming Distance](#) · [Tutorial](#)

Quality: 615 global accepts · Rating: 2400 · first AC: 2024-01-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, matrices

[superyijin's solution](#)

308.

1830C

[Hyperregular Bracket Strings](#) · [Tutorial](#)

Quality: 2,189 global accepts · Rating: 2400 · first AC: 2024-01-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, greedy, hashing, math, number theory, sortings

[superyijin's solution](#)

309.

1837F

[Editorial for Two](#) · [Tutorial](#)

Quality: 2,668 global accepts · Rating: 2400 · first AC: 2023-05-25 · last AC: 2023-12-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, implementation

[superyijin's solution](#)

310.

1839E

[Decreasing Game](#) · [Tutorial](#)

Quality: 1,541 global accepts · Rating: 2400 · first AC: 2023-06-03 · last AC: 2023-12-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, interactive

[superyijin's solution](#)

311.

1874B

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

Quality: 1,392 global accepts · Rating: 2400 · first AC: 2023-09-30 · last AC: 2023-12-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, shortest paths

[superyijin's solution](#)

312.

1909E

[Multiple Lamps](#) · [Tutorial](#)

Quality: 1,679 global accepts · Rating: 2400 · first AC: 2023-12-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory

[superyijin's solution](#)

313.

1905E

[One-X](#) · [Tutorial](#)

Quality: 1,268 global accepts · Rating: 2400 · first AC: 2023-12-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[superyijin's solution](#)

314.

1844E

[Great Grids](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: 2400 · first AC: 2023-11-28 · last AC: 2023-11-28 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs

[superyijin's solution](#)

315.

1697E

[Coloring](#) · [Tutorial](#)

Quality: 1,450 global accepts · Rating: 2400 · first AC: 2023-11-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dp, geometry, graphs, greedy, implementation, math

[superyijin's solution](#)

316.

1750E

[Bracket Cost](#) · [Tutorial](#)

Quality: 1,660 global accepts · Rating: 2400 · first AC: 2023-08-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy, strings

[superyijin's solution](#)

317.

5E

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

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

[superyijin's solution](#)

318.

1680D

[Dog Walking](#) · [Tutorial](#)

Quality: 1,349 global accepts · Rating: 2400 · first AC: 2022-05-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math

[superyijin's solution](#)

319.

1840G2

[In Search of Truth \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,187 global accepts · Rating: 2500 · first AC: 2024-01-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, math, meet-in-the-middle, probabilities

[superyijin's solution](#)

320.

1746E1

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

Quality: 1,693 global accepts · Rating: 2500 · first AC: 2024-01-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, interactive, ternary search

[superyijin's solution](#)

321.

1497D

[Genius](#) · [Tutorial](#)

Quality: 1,739 global accepts · Rating: 2500 · first AC: 2024-01-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, graphs, number theory

[superyijin's solution](#)

322.

1922F

[Replace on Segment](#) · [Tutorial](#)

Quality: 1,747 global accepts · Rating: 2500 · first AC: 2024-01-21 · C++20 (GCC 11-64) (first AC) · Tags: dp, graph matchings

[superyijin's solution](#)

323.

1788F

[XOR, Tree, and Queries](#) · [Tutorial](#)

Quality: 1,157 global accepts · Rating: 2500 · first AC: 2023-02-10 · last AC: 2023-12-31 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, trees

[superyijin's solution](#)

324.

1909F2

[Small Permutation Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,229 global accepts · Rating: 2500 · first AC: 2023-12-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[superyijin's solution](#)

325.

1550E

[Stringforces](#) · [Tutorial](#)

Quality: 1,838 global accepts · Rating: 2500 · first AC: 2023-09-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, dp, strings, two pointers

[superyijin's solution](#)

326.

1666E

[Even Split](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 2500 · first AC: 2023-08-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms,

greedy, math

[superyijin's solution](#)

327.

444D

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

Quality: 862 global accepts · Rating: 2500 · first AC: 2023-03-09 · last AC: 2023-03-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, hashing, strings, two pointers

[superyijin's solution](#)

328.

896C

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

Quality: 4,438 global accepts · Rating: 2600 · first AC: 2023-09-22 · last AC: 2023-09-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, probabilities

[superyijin's solution](#)

329.

140E

[New Year Garland](#) · [Tutorial](#)

Quality: 1,037 global accepts · Rating: 2600 · first AC: 2023-07-14 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

[superyijin's solution](#)

330.

2215E

[Star Map](#) · [Tutorial](#)

Quality: 166 global accepts · Rating: 2700 · first AC: 2026-04-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, geometry, greedy, sortings

[superyijin's solution](#)

331.

1930F

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

Quality: 937 global accepts · Rating: 2700 · first AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar

[superyijin's solution](#)

332.

1916H2

[Matrix Rank \(Hard Version\)](#) · [Tutorial](#)

Quality: 631 global accepts · Rating: 2700 · first AC: 2023-12-31 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, matrices, string suffix structures

[superyijin's solution](#)

333.

1916H1

[Matrix Rank \(Easy Version\)](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2700 · first AC: 2023-12-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, math, matrices

[superyijin's solution](#)

334.

838D

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

Quality: 1,138 global accepts · Rating: 2700 · first AC: 2023-11-09 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[superyijin's solution](#)

335.

13E

[Holes](#) · [Tutorial](#)

Quality: 7,950 global accepts · Rating: 2700 · first AC: 2023-02-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu

[superyijin's solution](#)

336.

1863G

[Swaps](#) · [Tutorial](#)

Quality: 827 global accepts · Rating: 2800 · first AC: 2024-01-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, graphs, math

[superyijin's solution](#)

337.

1874D

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

Quality: 932 global accepts · Rating: 2800 · first AC: 2023-10-01 · last AC: 2023-12-25 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, dp, math, probabilities

[superyijin's solution](#)

338.

1870F

[Lazy Numbers](#) · [Tutorial](#)

Quality: 558 global accepts · Rating: 2900 · first AC: 2023-09-23 · last AC: 2023-09-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[superyijin's solution](#)

339.

19E

[Fairy](#) · [Tutorial](#)

Quality: 2,513 global accepts · Rating: 2900 · first AC: 2023-02-11 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, dsu

[superyijin's solution](#)

340.

618F

[Double Knapsack](#) · [Tutorial](#)

Quality: 1,828 global accepts · Rating: 3000 · first AC: 2024-01-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, two pointers

[superyijin's solution](#)

341.

633H

[Fibonacci-ish II](#) · [Tutorial](#)

Quality: 696 global accepts · Rating: 3100 · first AC: 2023-11-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[superyijin's solution](#)

342.

392B

[Tower of Hanoi](#) · [Tutorial](#)

Quality: 1,053 global accepts · Rating: — · first AC: 2023-07-12 · C++14 (GCC 6-32) (first AC) · Tags: dp

[superyijin's solution](#)