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Unique solved — sysu yzc

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

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

Filters: none

Count: 163

- 1.**
2164A
[Sequence Game](#) · [Tutorial](#)
Quality: 20,830 global accepts · Rating: 800 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, sortings
[sysu yzc's solution](#)
- 2.**
2152A
[Increase or Smash](#) · [Tutorial](#)
Quality: 22,308 global accepts · Rating: 800 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[sysu yzc's solution](#)
- 3.**
2147A
[Shortest Increasing Path](#) · [Tutorial](#)
Quality: 18,632 global accepts · Rating: 800 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[sysu yzc's solution](#)
- 4.**
2144A
[Cut the Array](#) · [Tutorial](#)
Quality: 21,681 global accepts · Rating: 800 · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory
[sysu yzc's solution](#)
- 5.**
2049A
[MEX Destruction](#) · [Tutorial](#)
Quality: 24,130 global accepts · Rating: 800 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[sysu yzc's solution](#)
- 6.**
2048A
[Kevin and Combination Lock](#) · [Tutorial](#)
Quality: 22,853 global accepts · Rating: 800 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math, number theory
[sysu yzc's solution](#)
- 7.**
2037B
[Intercepted Inputs](#) · [Tutorial](#)
Quality: 25,539 global accepts · Rating: 800 · first AC: 2024-11-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[sysu yzc's solution](#)
- 8.**
2037A
[Twice](#) · [Tutorial](#)
Quality: 35,698 global accepts · Rating: 800 · first AC: 2024-11-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[sysu yzc's solution](#)
- 9.**
2000B
[Seating in a Bus](#) · [Tutorial](#)
Quality: 40,615 global accepts · Rating: 800 · first AC: 2024-08-13 · C++17 (GCC 7-32) (first AC) · Tags: two pointers
[sysu yzc's solution](#)

10.

2000A

[Primary Task](#) · [Tutorial](#)

Quality: 44,109 global accepts · Rating: 800 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math, strings
[sysu_ycz's solution](#)

11.

1996B

[Scale](#) · [Tutorial](#)

Quality: 36,913 global accepts · Rating: 800 · first AC: 2024-07-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[sysu_ycz's solution](#)

12.

1996A

[Legs](#) · [Tutorial](#)

Quality: 57,384 global accepts · Rating: 800 · first AC: 2024-07-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, ternary search
[sysu_ycz's solution](#)

13.

2048B

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

Quality: 20,651 global accepts · Rating: 900 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[sysu_ycz's solution](#)

14.

1990A

[Submission Bait](#) · [Tutorial](#)

Quality: 26,867 global accepts · Rating: 900 · first AC: 2024-07-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, games, greedy, sortings
[sysu_ycz's solution](#)

15.

2164B

[Even Modulo Pair](#) · [Tutorial](#)

Quality: 18,256 global accepts · Rating: 1000 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory
[sysu_ycz's solution](#)

16.

2147B

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

Quality: 16,969 global accepts · Rating: 1000 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
[sysu_ycz's solution](#)

17.

2144B

[Maximum Cost Permutation](#) · [Tutorial](#)

Quality: 18,471 global accepts · Rating: 1000 · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[sysu_ycz's solution](#)

18.

2037C

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

Quality: 25,531 global accepts · Rating: 1000 · first AC: 2024-11-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory
[sysu_ycz's solution](#)

19.

2000C

[Numeric String Template](#) · [Tutorial](#)

Quality: 31,428 global accepts · Rating: 1000 · first AC: 2024-08-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, strings
[sysu_ycz's solution](#)

20.

2048C

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

Quality: 15,145 global accepts · Rating: 1200 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, implementation, strings

[sysu_ycz's solution](#)

21.

2000D

[Right Left Wrong](#) · [Tutorial](#)

Quality: 28,839 global accepts · Rating: 1200 · first AC: 2024-08-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, two pointers

[sysu_ycz's solution](#)

22.

1996C

[Sort](#) · [Tutorial](#)

Quality: 28,029 global accepts · Rating: 1200 · first AC: 2024-07-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings, strings

[sysu_ycz's solution](#)

23.

2165A

[Cyclic Merging](#) · [Tutorial](#)

Quality: 14,118 global accepts · Rating: 1300 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[sysu_ycz's solution](#)

24.

2152B

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

Quality: 12,856 global accepts · Rating: 1300 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: games

[sysu_ycz's solution](#)

25.

2144C

[Non-Descending Arrays](#) · [Tutorial](#)

Quality: 14,992 global accepts · Rating: 1300 · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[sysu_ycz's solution](#)

26.

2049B

[pspspsps](#) · [Tutorial](#)

Quality: 18,926 global accepts · Rating: 1300 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graph matchings, implementation

[sysu_ycz's solution](#)

27.

2037D

[Sharky Surfing](#) · [Tutorial](#)

Quality: 14,751 global accepts · Rating: 1300 · first AC: 2024-11-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, two pointers

[sysu_ycz's solution](#)

28.

2164C

[Dungeon](#) · [Tutorial](#)

Quality: 10,712 global accepts · Rating: 1400 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[sysu_ycz's solution](#)

29.

2152C

[Triple Removal](#) · [Tutorial](#)

Quality: 12,225 global accepts · Rating: 1400 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math

[sysu_ycz's solution](#)

30.

2000E

[Photoshoot for Gorillas](#) · [Tutorial](#)

Quality: 16,223 global accepts · Rating: 1400 · first AC: 2024-08-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, greedy, math

[sysu_ycz's solution](#)

31.

2147C

[Rabbits](#) · [Tutorial](#)

Quality: 9,748 global accepts · Rating: 1500 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[sysu_ycz's solution](#)

32.

2049C

[MEX Cycle](#) · [Tutorial](#)

Quality: 13,641 global accepts · Rating: 1500 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[sysu_ycz's solution](#)

33.

1990C

[Mad MAD Sum](#) · [Tutorial](#)

Quality: 14,570 global accepts · Rating: 1500 · first AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math

[sysu_ycz's solution](#)

34.

1996D

[Fun](#) · [Tutorial](#)

Quality: 19,605 global accepts · Rating: 1500 · first AC: 2024-07-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory

[sysu_ycz's solution](#)

35.

2048D

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

Quality: 8,311 global accepts · Rating: 1600 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings, two pointers

[sysu_ycz's solution](#)

36.

2037E

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

Quality: 7,373 global accepts · Rating: 1600 · first AC: 2024-11-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, interactive, two pointers

[sysu_ycz's solution](#)

37.

1994C

[Hungry Games](#) · [Tutorial](#)

Quality: 13,540 global accepts · Rating: 1600 · first AC: 2024-08-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, two pointers

[sysu_ycz's solution](#)

38.

1996E

[Decode](#) · [Tutorial](#)

Quality: 12,539 global accepts · Rating: 1600 · first AC: 2024-07-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, implementation, math

[sysu_ycz's solution](#)

39.

2159A

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

Quality: 8,134 global accepts · Rating: 1700 · first AC: 2025-10-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, interactive

[sysu_ycz's solution](#)

40.

2152D

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

Quality: 6,756 global accepts · Rating: 1700 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math

[sysu_ycz's solution](#)

41.

2147D

[Game on Array](#) · [Tutorial](#)

Quality: 7,490 global accepts · Rating: 1700 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy
[sysu_yzc's solution](#)

42.

1985H1

[Maximize the Largest Component \(Easy Version\)](#) · [Tutorial](#)

Quality: 7,260 global accepts · Rating: 1700 · first AC: 2024-08-05 · last AC: 2024-08-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, implementation
[sysu_yzc's solution](#)

43.

1936A

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

Quality: 8,660 global accepts · Rating: 1700 · first AC: 2024-08-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, interactive, math
[sysu_yzc's solution](#)

44.

2164D

[Copy String](#) · [Tutorial](#)

Quality: 4,971 global accepts · Rating: 1800 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, strings, two pointers
[sysu_yzc's solution](#)

45.

2144D

[Price Tags](#) · [Tutorial](#)

Quality: 7,000 global accepts · Rating: 1800 · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math
[sysu_yzc's solution](#)

46.

1965B

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

Quality: 8,123 global accepts · Rating: 1800 · first AC: 2024-08-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory
[sysu_yzc's solution](#)

47.

1981C

[Turtle and an Incomplete Sequence](#) · [Tutorial](#)

Quality: 6,341 global accepts · Rating: 1800 · first AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation, math
[sysu_yzc's solution](#)

48.

2165B

[Marble Council](#) · [Tutorial](#)

Quality: 4,541 global accepts · Rating: 1900 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, sortings
[sysu_yzc's solution](#)

49.

1739D

[Reset K Edges](#) · [Tutorial](#)

Quality: 6,237 global accepts · Rating: 1900 · first AC: 2025-11-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, trees
[sysu_yzc's solution](#)

50.

1866C

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

Quality: 3,430 global accepts · Rating: 1900 · first AC: 2025-11-04 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs
[sysu_yzc's solution](#)

51.

883G

[Orientation of Edges](#) · [Tutorial](#)

Quality: 1,518 global accepts · Rating: 1900 · first AC: 2025-11-04 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs
[sysu_ycz's solution](#)

52.

2053E

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

Quality: 4,515 global accepts · Rating: 1900 · first AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, graphs, greedy, trees
[sysu_ycz's solution](#)

53.

1697D

[Guess The String](#) · [Tutorial](#)

Quality: 4,996 global accepts · Rating: 1900 · first AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, interactive
[sysu_ycz's solution](#)

54.

1842D

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

Quality: 4,738 global accepts · Rating: 1900 · first AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy
[sysu_ycz's solution](#)

55.

1486C2

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

Quality: 9,972 global accepts · Rating: 1900 · first AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive
[sysu_ycz's solution](#)

56.

1105D

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

Quality: 4,423 global accepts · Rating: 1900 · first AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths
[sysu_ycz's solution](#)

57.

1927F

[Microcycle](#) · [Tutorial](#)

Quality: 5,389 global accepts · Rating: 1900 · first AC: 2025-09-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, implementation, sortings, trees
[sysu_ycz's solution](#)

58.

2049D

[Shift + Esc](#) · [Tutorial](#)

Quality: 6,022 global accepts · Rating: 1900 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp
[sysu_ycz's solution](#)

59.

2000F

[Color Rows and Columns](#) · [Tutorial](#)

Quality: 6,954 global accepts · Rating: 1900 · first AC: 2024-08-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, math
[sysu_ycz's solution](#)

60.

1970B1

[Exact Neighbours \(Easy\)](#) · [Tutorial](#)

Quality: 1,640 global accepts · Rating: 1900 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
[sysu_ycz's solution](#)

61.

1970G1

[Min-Fund Prison \(Easy\) · Tutorial](#)

Quality: 1,926 global accepts · Rating: 1900 · first AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, trees
[sysu_ycz's solution](#)

62.

1996F

[Bomb · Tutorial](#)

Quality: 6,322 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math
[sysu_ycz's solution](#)

63.

2165C

[Binary Wine · Tutorial](#)

Quality: 3,530 global accepts · Rating: 2000 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math
[sysu_ycz's solution](#)

64.

2048E

[Kevin and Bipartite Graph · Tutorial](#)

Quality: 3,501 global accepts · Rating: 2000 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy
[sysu_ycz's solution](#)

65.

2037G

[Natlan Exploring · Tutorial](#)

Quality: 3,731 global accepts · Rating: 2000 · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, data structures, dp, math, number theory
[sysu_ycz's solution](#)

66.

1992G

[Ultra-Meow · Tutorial](#)

Quality: 4,156 global accepts · Rating: 2000 · first AC: 2024-08-06 · last AC: 2024-08-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
[sysu_ycz's solution](#)

67.

1943B

[Non-Palindromic Substring · Tutorial](#)

Quality: 4,541 global accepts · Rating: 2000 · first AC: 2024-08-06 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, math, strings
[sysu_ycz's solution](#)

68.

1988D

[The Omnipotent Monster Killer · Tutorial](#)

Quality: 6,011 global accepts · Rating: 2000 · first AC: 2024-08-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, trees
[sysu_ycz's solution](#)

69.

2135D1

[From the Unknown \(Easy Version\) · Tutorial](#)

Quality: 2,439 global accepts · Rating: 2100 · first AC: 2025-10-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math
[sysu_ycz's solution](#)

70.

2159B

[Rectangles · Tutorial](#)

Quality: 2,320 global accepts · Rating: 2100 · first AC: 2025-10-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, dsu, greedy, implementation, two pointers
[sysu_ycz's solution](#)

71.

2152E

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

Quality: 2,778 global accepts · Rating: 2100 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, math

[sysu_ycz's solution](#)

72.

2037F

[Ardent Flames](#) · [Tutorial](#)

Quality: 2,968 global accepts · Rating: 2100 · first AC: 2024-11-18 · last AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, math, sortings, two pointers

[sysu_ycz's solution](#)

73.

2000G

[Call During the Journey](#) · [Tutorial](#)

Quality: 3,131 global accepts · Rating: 2100 · first AC: 2024-08-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, graphs, greedy, shortest paths

[sysu_ycz's solution](#)

74.

1970B2

[Exact Neighbours \(Medium\)](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 2100 · first AC: 2024-08-04 · last AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[sysu_ycz's solution](#)

75.

1389D

[Segment Intersections](#) · [Tutorial](#)

Quality: 4,554 global accepts · Rating: 2100 · first AC: 2024-07-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, math

[sysu_ycz's solution](#)

76.

1418D

[Trash Problem](#) · [Tutorial](#)

Quality: 4,743 global accepts · Rating: 2100 · first AC: 2024-07-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[sysu_ycz's solution](#)

77.

1737D

[Ela and the Wiring Wizard](#) · [Tutorial](#)

Quality: 2,103 global accepts · Rating: 2200 · first AC: 2025-11-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, graphs, greedy, implementation, shortest paths

[sysu_ycz's solution](#)

78.

1070A

[Find a Number](#) · [Tutorial](#)

Quality: 2,614 global accepts · Rating: 2200 · first AC: 2025-10-29 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, number theory, shortest paths

[sysu_ycz's solution](#)

79.

1065D

[Three Pieces](#) · [Tutorial](#)

Quality: 1,445 global accepts · Rating: 2200 · first AC: 2025-10-11 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, shortest paths

[sysu_ycz's solution](#)

80.

2144E1

[Looking at Towers \(easy version\)](#) · [Tutorial](#)

Quality: 2,559 global accepts · Rating: 2200 · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[sysu_ycz's solution](#)

81.

2000H

[Ksyusha and the Loaded Set](#) · [Tutorial](#)

Quality: 2,317 global accepts · Rating: 2200 · first AC: 2024-08-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, implementation

[sysu_ycz's solution](#)

82.

1985H2

[Maximize the Largest Component \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2200 · first AC: 2024-08-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, dsu, implementation

[sysu_ycz's solution](#)

83.

1921G

[Mischievous Shooter](#) · [Tutorial](#)

Quality: 1,473 global accepts · Rating: 2200 · first AC: 2024-08-02 · last AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation

[sysu_ycz's solution](#)

84.

1389E

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

Quality: 3,724 global accepts · Rating: 2200 · first AC: 2024-07-30 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[sysu_ycz's solution](#)

85.

1470D

[Strange Housing](#) · [Tutorial](#)

Quality: 4,186 global accepts · Rating: 2200 · first AC: 2024-07-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy

[sysu_ycz's solution](#)

86.

1338C

[Perfect Triples](#) · [Tutorial](#)

Quality: 3,440 global accepts · Rating: 2200 · first AC: 2024-07-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, math

[sysu_ycz's solution](#)

87.

2164E

[Journey](#) · [Tutorial](#)

Quality: 1,580 global accepts · Rating: 2300 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy

[sysu_ycz's solution](#)

88.

2159C

[Twin Polynomials](#) · [Tutorial](#)

Quality: 1,695 global accepts · Rating: 2300 · first AC: 2025-10-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, graph matchings, math

[sysu_ycz's solution](#)

89.

2068A

[Condorcet Elections](#) · [Tutorial](#)

Quality: 997 global accepts · Rating: 2300 · first AC: 2025-10-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy, probabilities

[sysu_ycz's solution](#)

90.

2147E

[Maximum OR Popcount](#) · [Tutorial](#)

Quality: 2,119 global accepts · Rating: 2300 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy

[sysu_ycz's solution](#)

91.

1965C

[Folding Strip](#) · [Tutorial](#)

Quality: 2,353 global accepts · Rating: 2300 · first AC: 2024-08-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings

[sysu_ycz's solution](#)

92.

1864F

[Exotic Queries](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2024-08-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, sortings

[sysu_ycz's solution](#)

93.

1970B3

[Exact Neighbours \(Hard\)](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2300 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[sysu_ycz's solution](#)

94.

1919F1

[Wine Factory \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,581 global accepts · Rating: 2300 · first AC: 2024-08-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[sysu_ycz's solution](#)

95.

1967C

[Fenwick Tree](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2300 · first AC: 2024-08-03 · last AC: 2024-08-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, math, trees

[sysu_ycz's solution](#)

96.

1917D

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

Quality: 2,071 global accepts · Rating: 2300 · first AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, implementation, math, number theory

[sysu_ycz's solution](#)

97.

1380E

[Merging Towers](#) · [Tutorial](#)

Quality: 2,409 global accepts · Rating: 2300 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, implementation, trees

[sysu_ycz's solution](#)

98.

1832D2

[Red-Blue Operations \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,345 global accepts · Rating: 2400 · first AC: 2025-11-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[sysu_ycz's solution](#)

99.

1473E

[Minimum Path](#) · [Tutorial](#)

Quality: 4,740 global accepts · Rating: 2400 · first AC: 2025-11-10 · C++20 (GCC 13-64) (first AC) · Tags: graphs, shortest paths

[sysu_ycz's solution](#)

100.

1879E

[Interactive Game with Coloring](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2400 · first AC: 2025-10-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, implementation, interactive, trees

[sysu_ycz's solution](#)

101.

1290C

[Prefix Enlightenment](#) · [Tutorial](#)

Quality: 2,013 global accepts · Rating: 2400 · first AC: 2025-10-29 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs

[sysu_ycz's solution](#)

102.

1902F

[Trees and XOR Queries Again](#) · [Tutorial](#)

Quality: 1,480 global accepts · Rating: 2400 · first AC: 2025-10-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, graphs, implementation, math, trees

[sysu_ycz's solution](#)

103.

2153E

[Zero Trailing Factorial](#) · [Tutorial](#)

Quality: 986 global accepts · Rating: 2400 · first AC: 2025-10-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[sysu_ycz's solution](#)

104.

2084E

[Blossom](#) · [Tutorial](#)

Quality: 1,792 global accepts · Rating: 2400 · first AC: 2025-10-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, dp, implementation, math, two pointers

[sysu_ycz's solution](#)

105.

1210D

[Konrad and Company Evaluation](#) · [Tutorial](#)

Quality: 1,625 global accepts · Rating: 2400 · first AC: 2025-10-11 · C++20 (GCC 13-64) (first AC) · Tags: graphs

[sysu_ycz's solution](#)

106.

1673F

[Anti-Theft Road Planning](#) · [Tutorial](#)

Quality: 960 global accepts · Rating: 2400 · first AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, interactive, math

[sysu_ycz's solution](#)

107.

1866L

[Lihmuf Balling](#) · [Tutorial](#)

Quality: 877 global accepts · Rating: 2400 · first AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, math

[sysu_ycz's solution](#)

108.

2096E

[Wonderful Teddy Bears](#) · [Tutorial](#)

Quality: 2,047 global accepts · Rating: 2400 · first AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings

[sysu_ycz's solution](#)

109.

2049E

[Broken Queries](#) · [Tutorial](#)

Quality: 1,591 global accepts · Rating: 2400 · first AC: 2024-12-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, implementation, interactive

[sysu_ycz's solution](#)

110.

1936C

[Pokémon Arena](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 2400 · first AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, greedy, implementation, shortest paths, sortings

[sysu_ycz's solution](#)

111.

1978F

[Large Graph](#) · [Tutorial](#)

Quality: 1,580 global accepts · Rating: 2400 · first AC: 2024-08-01 · last AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, number theory, two pointers

[sysu_ycz's solution](#)

112.

1718C

[Tonya and Burenka-179](#) · [Tutorial](#)

Quality: 1,860 global accepts · Rating: 2400 · first AC: 2024-07-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, math, number theory

[sysu_ycz's solution](#)

113.

1483D

[Useful Edges](#) · [Tutorial](#)

Rating: 2400 · first AC: 2024-07-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, shortest paths

[sysu_ycz's solution](#)

114.

2075E

[XOR Matrix](#) · [Tutorial](#)

Quality: 1,185 global accepts · Rating: 2500 · first AC: 2025-10-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, implementation, math

[sysu_ycz's solution](#)

115.

1776C

[Library game](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2500 · first AC: 2025-10-24 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, interactive, sortings

[sysu_ycz's solution](#)

116.

2113F

[Two Arrays](#) · [Tutorial](#)

Quality: 952 global accepts · Rating: 2500 · first AC: 2025-10-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[sysu_ycz's solution](#)

117.

1973E

[Cat, Fox and Swaps](#) · [Tutorial](#)

Quality: 993 global accepts · Rating: 2500 · first AC: 2025-10-15 · C++20 (GCC 13-64) (first AC) · Tags: graphs, math, sortings

[sysu_ycz's solution](#)

118.

2159D1

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

Quality: 1,024 global accepts · Rating: 2500 · first AC: 2025-10-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, geometry, greedy, math, two pointers

[sysu_ycz's solution](#)

119.

2144E2

[Looking at Towers \(difficult version\)](#) · [Tutorial](#)

Quality: 1,436 global accepts · Rating: 2500 · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp

[sysu_ycz's solution](#)

120.

1253F

[Cheap Robot](#) · [Tutorial](#)

Quality: 2,253 global accepts · Rating: 2500 · first AC: 2025-08-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dsu, graphs, shortest paths, trees

[sysu_ycz's solution](#)

121.

55D

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

Quality: 4,620 global accepts · Rating: 2500 · first AC: 2025-08-05 · C++20 (GCC 13-64) (first AC) · Tags: dp, number theory

[sysu_yzc's solution](#)

122.

2048F

[Kevin and Math Class](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation, math, trees

[sysu_yzc's solution](#)

123.

611F

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

Quality: 522 global accepts · Rating: 2500 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, implementation

[sysu_yzc's solution](#)

124.

1503D

[Flip the Cards](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2600 · first AC: 2024-07-29 · last AC: 2024-07-29 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, constructive algorithms, data structures, greedy, sortings, two pointers

[sysu_yzc's solution](#)

125.

559E

[Gerald and Path](#) · [Tutorial](#)

Quality: 1,162 global accepts · Rating: 3000 · first AC: 2024-07-31 · last AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: dp, sortings

[sysu_yzc's solution](#)

126.

997E

[Good Subsegments](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 3000 · first AC: 2024-07-31 · last AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[sysu_yzc's solution](#)

127.

618F

[Double Knapsack](#) · [Tutorial](#)

Quality: 1,828 global accepts · Rating: 3000 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, two pointers

[sysu_yzc's solution](#)

128.

2168C

[Intercepting Butterflies](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: — · first AC: 2025-11-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, communication, constructive algorithms, graphs, interactive

[sysu_yzc's solution](#)

129.

2168B

[Locate](#) · [Tutorial](#)

Quality: 1,552 global accepts · Rating: — · first AC: 2025-11-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, communication, constructive algorithms, greedy, interactive

[sysu_yzc's solution](#)

130.

2168A2

[Encode and Decode \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,305 global accepts · Rating: — · first AC: 2025-11-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, communication, interactive, math

[sysu_yzc's solution](#)

131.

2168A1

[Encode and Decode \(Easy Version\) · Tutorial](#)

Quality: 5,028 global accepts · Rating: — · first AC: 2025-11-10 · C++20 (GCC 13-64) (first AC) · Tags: communication, constructive algorithms, interactive

[sysu_yzc's solution](#)

132.

104128E

[Color the Tree · Tutorial](#)

Rating: — · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[sysu_yzc's solution](#)

133.

104891I

[Refresher into Midas · Tutorial](#)

Rating: — · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[sysu_yzc's solution](#)

134.

104891J

[Teleportation · Tutorial](#)

Rating: — · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[sysu_yzc's solution](#)

135.

104172B

[Big Picture · Tutorial](#)

Rating: — · first AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[sysu_yzc's solution](#)

136.

104172L

[Permutation Compression · Tutorial](#)

Rating: — · first AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[sysu_yzc's solution](#)

137.

104172E

[Goose, Goose, DUCK? · Tutorial](#)

Rating: — · first AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[sysu_yzc's solution](#)

138.

104172A

[TreeScript · Tutorial](#)

Rating: — · first AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[sysu_yzc's solution](#)

139.

104172K

[Maximum GCD · Tutorial](#)

Rating: — · first AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[sysu_yzc's solution](#)

140.

104172H

[Another Goose Goose Duck Problem · Tutorial](#)

Rating: — · first AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[sysu_yzc's solution](#)

141.

104270L

[Sub-cycle Graph · Tutorial](#)

Rating: — · first AC: 2024-11-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[sysu_yzc's solution](#)

142.

104270D

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

Rating: — · first AC: 2024-11-03 · C++17 (GCC 7-32) (first AC) · Tags: —
[sysu_yzc's solution](#)

143.

104270F

[Tournament](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-03 · C++17 (GCC 7-32) (first AC) · Tags: —
[sysu_yzc's solution](#)

144.

104270J

[Books](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-03 · C++17 (GCC 7-32) (first AC) · Tags: —
[sysu_yzc's solution](#)

145.

104270E

[Plants vs. Zombies](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-03 · C++17 (GCC 7-32) (first AC) · Tags: —
[sysu_yzc's solution](#)

146.

104270C

[Flippy Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-03 · C++17 (GCC 7-32) (first AC) · Tags: —
[sysu_yzc's solution](#)

147.

104270M

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

Rating: — · first AC: 2024-11-03 · C++17 (GCC 7-32) (first AC) · Tags: —
[sysu_yzc's solution](#)

148.

104821M

[Trapping Rain Water](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-27 · last AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: —
[sysu_yzc's solution](#)

149.

104821L

[Elevator](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[sysu_yzc's solution](#)

150.

104821A

[Cool, It's Yesterday Four Times More](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[sysu_yzc's solution](#)

151.

104821F

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

Rating: — · first AC: 2024-10-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[sysu_yzc's solution](#)

152.

104821C

[Primitive Root](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[sysu_yzc's solution](#)

153.

104821G

[Knapsack](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[sysu_yzc's solution](#)

154.

104821I

[Counter](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[sysu_yzc's solution](#)

155.

104090G

[Subgraph Isomorphism](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-21 · C++17 (GCC 7-32) (first AC) · Tags: —
[sysu_yzc's solution](#)

156.

104090M

[Please Save Pigeland](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: —
[sysu_yzc's solution](#)

157.

104090I

[Guess Cycle Length](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[sysu_yzc's solution](#)

158.

104090F

[Da Mi Lao Shi Ai Kan De](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-19 · last AC: 2024-10-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[sysu_yzc's solution](#)

159.

104090A

[Modulo Ruins the Legend](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: —
[sysu_yzc's solution](#)

160.

104090C

[No Bug No Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[sysu_yzc's solution](#)

161.

104090K

[Master of Both](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[sysu_yzc's solution](#)

162.

104090D

[Money Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[sysu_yzc's solution](#)

163.

103329D

[Decomposition](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-03 · C++17 (GCC 7-32) (first AC) · Tags: —
[sysu_yzc's solution](#)